

# 2026 Shadowmoor Rules

## Quick Reference Document

This document is intended as a quick reference document for rules changes/corrections/clarifications for the 2026 season. For new players, we encourage you to spend more time familiarizing yourself with the Shadowmoor rulebook - the items listed here are NOT a comprehensive review of our rules!

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### General Rules Updates

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- The interaction between repair kits, master armorsmith, and other items/abilities that impact the time required to repair armor has been updated. The total time required to use the **Armor Repair** skill may never complete in less than half the original time of the armor repair kit. For example a minor armor repair kit takes 60 seconds normally and could not be reduced lower than 30 seconds by the use of any skills, abilities or items. Additionally, codified in the rulebook that the time to perform an **Armor Refitting** may never be reduced below 30 seconds.
- The amount of body damage dealt by the Necromancer line of **Inflict** spells has increased from a (level x 5) to (level x 10). The amount of healing dealt to undead has not changed.
- The amount of damage dealt by the **Mental Jab**, **Mind Blast**, and **Destroy Mind** spells has been increased to better align with other spells. These spells now do (level x 5) in body damage.
- In an effort to better ensure the safety of all players, we have codified the appropriate method(s) to safely interrupt a **Killing Blow** while in combat. The additional text reads:
  - In order to maintain player safety, the hitting of a weapon placed on the chest or back of an immobile victim is not allowed. In order to interrupt a killing blow, the attacking party may be attacked and the killing blow will be interrupted if they are incapacitated or made incapable of moving (including, but not limited to the attacking party being dropped to bleeding out status, being made incapable of taking offensive actions, or confined via magical means). Additionally, if the attacking party receives any damage, the Killing Blow count will be interrupted (this is true even in cases of the attacking party having armor, greater body or other instances where loss of body does not break concentration).

- We have codified how the **Healing Arts** and **First Aid** skills interact. Specifically, when a character knows the efficacy of their First Aid ability if they do not have the Healing Arts skill. This reflects the language that was provided as a temporary measure due to a player question during the 2025 season. The additional text reads:
  - In the event that the Character performing First Aid does not have the Healing Arts skill, they are able to determine the efficacy of their First Aid usage only after the sixty (60) second count has elapsed.
- The ancestry advantages/disadvantages for the **Dwarf** and **Wilder** ancestries have been updated. Please see the rulebook for more details, but a brief recap is below:
  - Dwarf - the reduced cost for crafting masteries and blunt weapon skills have been removed. The cost to purchase read magic has changed from “double cost” to “cost +2” and the ancestry now includes the ability to select 1 (one) free knowledge at character creation and -2 (minus 2) cost for any 1 (one) weapon skill (with a minimum cost of 1 build point).
  - Wilder - the additional build point costs for read & write and read magic have been removed. Additionally, this ancestry now receives a free survival skill of choice at character creation and animal empathy for their animal type (ex: a wolf wilder would receive animal empathy for wolves ONLY).

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## Legacy and Playtest Skill Changes and Clarifications

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- The build cost for the **Sidestep** skill has been reduced to 10.
- The **Optimize Armor** skill has been altered/updated. The following text has been added to the skill description: “This skill takes 1 minute to complete and can never be reduced to less than 30 seconds.”
- The **Frenzy** skill has been altered/updated. The following text has been added to the skill description: “Additionally, a character may choose to activate the Frenzy ability reactively within 3 seconds of being incapacitated (like with a spell protection). The appropriate call if utilizing the ability reactively is “Activating Frenzy 1, Frenzy 2, Frenzy 3.” Additionally, the pre-requisites for the ability have been adjusted - the skill still requires 100 base body but now can be purchased once for each purchase of the **Second Wind** ability.