

2025 Shadowmoor Rules Adjustments - Quick Reference Document

This document is intended as a quick reference document for rules changes/corrections/clarifications occurring in Shadowmoor for the 2025 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!

General

- References to the **Cleanse Blood** spell were removed. The spell had previously been removed from play.
- The **Tidal Wave** ability has been removed from play.
- The **Massive** tagline was clarified to include that in addition to not being able to use the **Dodge** skill to avoid a massive attack, you also cannot use a **Sidestep** skill to avoid a massive attack.
- A number of frequently used taglines/monster abilities were not codified in the rulebook and have now been included. These taglines are:
 - Drown
 - Madness
 - Snatch
 - Permanent Wounds
- While not included in the rulebook, we did want to make players aware of our intent to enact “**summer armor rules**” in the 2025 season. Much like summer makeup rules, which have been in place for a number of years, summer armor rules will only be in place in instances of high temperature/humidity and will be announced by game management at opening ceremonies. If/when a player chooses to participate in summer armor rules, they **MUST** wear a silver sash across their torso and it must be easily visible at all times in order to retain the armor benefit.

Archery Rules

- Clarified language around Shadowmoor approved bows and arrows and where to find those approved items (Shadowmoor Weapon Construction Guide).
- Traditional Archery remains available (as does Packet Archery - which remains in playtest); however, we are only allowing all foam arrows to be used moving forward.

Magic and Spellcasting

Clarifications and Updates

- The **Truth/Lie** spell was not showing on the Necromancer spell list, this has been corrected. It was shown correctly as available to Necromancers elsewhere in the document.
- The **Legend Lore** spell has had the language adjusted slightly, changing the usage of the word “will” to “may” as detailed below (changes in bold):
 - *This spell **may** reveal one pertinent vision about the item touched, as determined by the Staff or Plot Member marshaling the activity. The vision **may** not be intentionally deceptive, and the intent of the spell is to grant a vision of the item to reveal a piece of relevant history.*
- **Annihilate Undead** now does 100 points of damage to greater undead.

Elementalist Column Changes

- The damage of the **Elemental Burst** spell is now 10 <element> per packet.
- The damage of the **Elemental Maelstrom** spell is now 20 <element> per packet.
- The damage of the **Elemental Fury** spell is now 30 <element> per packet.
- The following spells have been **added** to the Elementalist spell list:
 - Light
 - Repulse
 - Stoneskin
- A new spell **Wall of Elements** (EL,4) has been added to the Elementalist spell list. This spell functions similarly to the Wall of Thorns spell with some flair unique to elementalists. The verbal for this spell is:
 - *I raise a wall of elemental <element of choice>, impeding all passage.*
- Elementalist scholars may substitute an element of their choice for their magic dart damage, if they would like. As an example, Eli the Elementalist has Magic Dart purchased the maximum number of times and has been able to throw “5 magic!” packets, Eli may now throw “5 ice!” packets instead should he choose to do so.
- **A new element is available for all Elementalists!** For all spells that previously allowed the caster to choose fire/ice/lightning, an elementalist may now also choose earth. The proper terminology when using elemental earth is “Earth!” - so “20 earth!” with Elemental Maelstrom or “I call forth an elemental blast of earth!” for Elemental Blast.

Formal Magic Changes

- Formal casters and/or crafters may now designate a master controller other than themselves upon the initial casting of a creature. In order to designate someone other than the caster in this manner, the person to-be-named master controller must be present for the entire casting/crafting of the creature.

Production

Production Changes

The **Paralysis Gas** poison has been changed to **Paralyze Gas**. This is a name change only, no other effects or costs associated with the poison have changed.

Legacy Skill Playtest Changes and Clarifications

- The **Spell Immunity** skill has been renamed **Spell Resistance** and the skill has changed. The skill now provides the character with a resist versus the chosen spell that may be used as a regular resist. Additionally, the cost for this ability has decreased for all classes.
- The **Acquired Immunity** skill has been renamed **Acquired Resistance**. The cost for this ability has decreased for all classes.
- The **Vanish** skill does not require the player to say “Vanish!” after completing the Mistform verbal. There is no change here, just a clarification based on feedback from numerous players who were operating as if that was required.
- The **Uncanny Defense** skill has been renamed **Uncanny Dodge**. Additionally, added clarification that the proper call for utilizing this ability is “Uncanny Dodge!”
- The **Death Dealer** skill no longer requires the player to state “Assassinate Double - Death Dealer!”, the new call for this ability is just “Assassinate Double!”. No other aspects of the ability have changed.
- The **Sidestep** skill does not allow the player to utilize the **Dodge Block** skill. This has never been included on the skill description and should not be utilized unless the player has the **Dodge/Dodge Block** skill. Additionally, as stated in the second paragraph of the skill description, a player may not place themselves between the victim and attacker after the attack has been announced and defend against the attack.