

2024 Shadowmoor Rules - Quick Reference Document

This document is intended as a quick reference document for rules changes/corrections/clarifications occurring as a result of the changes to the Warrior Skill Trees and Legacy Skills reworks. For new players, we encourage you to spend more time familiarizing yourself with the full Shadowmoor rulebook - the items listed here are NOT a comprehensive review of our rules!

General

- The Warrior Skill Tree and Legacy Skill systems have been reworked - the prior systems are no longer valid or available for purchase.
- The new base skills and legacy skills presented in this document are in playtest and are subject to change during the playtest. This is a game-wide playtest.
- All build spent on Warrior Skill Tree abilities will be refunded.
- Legacy points no longer exist - new legacy skills are purchased with build. For those affected, any legacy points that you currently have will be refunded to you as build points on a 1:1 basis.
- Apprentices who received additional build from mentors under the old Legacy system will keep it.

New Base Skills

- All new base skills are usable once per reset for each purchase. The exception to this rule is Magic Dart which is “always on” like Weapon Proficiencies or Backstabs.

Legacy Skill System

- The mentor/apprentice requirement for the purchase of Legacy Skills has been removed.
- All Legacy Skills are now either one use per reset per purchase (like slays) OR “always on” abilities (like weapon proficiencies or backstabs).
- Legacy Skills are no longer purchased in a “3-tier format, they are now purchased at level milestones - specifically Legacy skills become available when a character reaches 25th level and will unlock an additional Legacy Skill slot each 5 levels thereafter (for example, a 40th level character may have a maximum of 4 Legacy Skills).
- Legacy Skills may not be combined - for example, Sally Scholar may not use the “Extra Skill Use” ability in order to gain an extra use of “Chain Spell”.

2024 Shadowmoor Rules Changes - Ancestry and Minor Rules Updates

Quick Reference Document

This document is intended as a quick reference document for rules changes/corrections/clarifications occurring in Shadowmoor for the 2024 season. Due to some significant changes, this Quick Reference Document will focus only on Ancestry changes - we will be producing an additional document for other rules changes/adjustments.

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Minor Rules Adjustments/Playtests

- Foci will no longer be required to be bound (marked on your binding card) in order to be used. All other rules regarding use of foci/one-shots remain the same.
- Spell Verbal changes - as part of the 2023 spell consolidation, we received some feedback on verbals that called upon earth but were not being used by both earth and celestial casters. We have amended these verbals to the following:
 - Defend - I grant you a shield to defend you from magic.
 - Greater Endow - I endow your body with strength.
 - Spirit Armor - I grant you a spirit armor to protect you.
- Nether Lore no longer “stacks” with undead lore/greater undead lore for the purposes of bonus damage versus greater undead.
- The Calimacil weapon playtest is being expanded. This playtest is now open to all players who are interested. At this time, the playtest is limited to 1-handed swords and weapons that do NOT contain latex. All other standard rules for weapons/weapon coloration apply.
- Due to the cost investment and perceived safety issues in the traditional shafted arrow rules we are playtesting the use of packet archery.

Ancestries

- We are transitioning away from the usage of the word “Race” to describe the different beings that inhabit the world of Amroth. We will be using the word “Ancestry” moving forward.
- We are actively working to distinguish between the concepts of “Ancestry” and “Culture”. In the world of Shadowmoor, a Character’s Ancestry includes the requirements (make-up, costuming) and in-game skill impacts (advantages/disadvantages) while a Character’s Culture can impact their motivations, background, and perceptions of the world.

- As we move to further separate Ancestry and Culture, several existing ancestries have been amended. They are:
 - Barbarians now have the Human ancestry. Players can choose to identify as a barbarian (a specific human culture) if that is their desire.
 - Amrothi Dwarves and Mountain Dwarves now have the Dwarven ancestry. Players can choose to identify as a specific dwarven culture (Amrothi, Mountain, or other) if that is their desire.
- The Gloomkin ancestry was unique in that it had three potential sets of advantages/disadvantages - this ancestry has been amended to a single set of advantages/disadvantages.
- The Reaver ancestry has been altered and is no longer a hobbling-like ancestry. Reavers are now a subset of Humans, resembling them in physical stature and general appearance.
- In an effort to encourage more players to play full-makeup ancestries, the advantages/disadvantages of a number of ancestries have been adjusted (see table below).
- The makeup and costuming requirements of a number of ancestries has been amended (see table below).

Player Character Ancestries-Advantages/Disadvantages/Costuming

Ancestry	Stats	Makeup	Costume Requirements
Bright Faerie	<p>Immune to Charm (spell and poison), Supercharm, and Vampiric Dominate. Start w/ Animal Empathy for free. Purchase Resist Sleep (3 Build). Immune to Trap (spell still pops shields), while wearing glowstick or diffused light on lower back.</p> <p>Aversion to casting Chaos. -10 max Body. May not purchase 2H Edged or 2H Blunt. May not purchase Polearm. Metals cause pain - cannot wield metal weapons/armor. May never specialize Necromancer, cast Necromancy, knowingly consort w/ Necro/Undead.</p>	Exposed Faerie Wings at all times. Optional pointed ears. NOT miniature!	No costuming requirements for Faeries but many have used leaves, moss, flowers, glitter, and sheer fabrics to help capture the feel of a Faerie.
Dark Faerie	<p>Immune to Charm (spell and poison), Supercharm, and Vampiric Dominate. Start w/ Animal Empathy for free. Purchase Resist Sleep (3 Build). Immune to Trap (spell still pops shields), while wearing glowstick or diffused light on lower back.</p>	Exposed Faerie Wings at all times. Optional pointed ears. NOT miniature! Gray and black lines (darkened veins) on all exposed skin.	No costuming requirements for Faeries but many have used twisted and dark attire, sometimes decaying or unraveling to help capture the feel.

	<p>Permanently Desecrated.</p> <p>-10 max Body.</p> <p>May not purchase 2H Edged or Blunt.</p> <p>May not purchase Polearm.</p> <p>Metals cause pain - cannot wield metal weapons/armor.</p> <p>May never specialize Healer, cast Healing.</p>		
Dwarf	<p>+5 Body to max Body limit.</p> <p>Purchase 1H Blunt at ½ cost.</p> <p>May purchase Resist Disease (2 Build).</p> <p>Half Cost for Smithing Masteries</p> <p>Half Cost for Artificing Masteries"</p> <p>Read/ Magic costs double.</p>	<p>Dwarven characters of any gender must wear a full beard of at least six inches.*</p> <p>*If you already have a beard, you must still wear a costume beard of at least six inches over the top of it</p>	<p>Dwarves are partial to metal adornments either as jewelry or armor, especially items they or their kinsmen have crafted.</p>
Elf	<p>May purchase Resist Sleep at 3 Build.</p> <p>May purchase Resist Charm at 2 Build.</p> <p>+2 damage with a Bow</p> <p>May not purchase 2H Edged or Blunt.</p> <p>-5 to Max Body.</p>	<p>Pointed "elf" ears</p>	<p>Clothing varies based on location.</p>
Eunsurian	<p>Chooses Elemental Tribe heritage at Character creation - (Air/Earth/Fire/Water). A/F/W may specialize in Elemental magic regardless of class; may begin play with Elemental specialization.</p> <p>A/F/W May learn Read Magic at ½ cost.</p> <p>A/W/F/E May purchase "Resist Fire/Lightning/Ice/Acid" of element of tribe chosen at Character creation. (Cost 2 Build)</p> <p>E may learn First Aid and Healing Arts at ½ cost.</p> <p>Earth May not learn Celestial magic.</p> <p>Air/Fire/Water Eunsurian may NOT specialize in Confining magic, nor any Earth specialty.</p>	<p>All Eunsurian have scales or spots colored by their element (Red for Fire, Yellow for Lightning, Blue for Ice, and Green for Earth) around at least 1/3 of their eyes and down the side of their face and neck.</p>	<p>Eunsurian tend to dress in representative colors with bold patterns based on their element of birth.</p>

<p>Gargoyle</p>	<p>Immune to Pin, Trap (spell still pops shields), while flying. Permanently Desecrated. May purchase Resist Healing (5 Build, Every 5th level). May specialize in Necromantic magic regardless of class, and learn another specialty column later. May begin play with Necromantic specialization.</p> <p>May never specialize Healer/cast Healing or specialize Druid. May have no more than seven lives on their character sheet (if a character would gain a life when they are at his maximum, then the extra lives are discarded) May never spend Goblin Points to regain lives lost. Gargoyles do not gain life force upon gaining an even level - they MUST kill and feed to remain alive.</p>	<p>Bat-like wings Gray makeup on all exposed skin Grey, leathery skin, ridges and protrusions (horns) from their faces</p> <p>You must be instantly recognizable as a Gargoyle, and the wings may not be hidden under cloaks or other clothing.</p>	<p>Gargoyles have no set costuming requirements but tend to dress in darker colors to blend into night time environments.</p>
<p>Gloomkin</p>	<p>May purchase Resist Disease (2 Build). May purchase Resist Toxin (5 Build, Every 5th). May purchase Resist Emotion (4 Build). Can purchase Survival - Gloom Below at character creation.</p> <p>May not purchase 2H Edged or Blunt. 2H Mastery only works for Staff, Polearm. -2 Body Points disadvantage while adventuring in the daylight hours (Gloomkin cannot be reduced to zero Body Points by their daytime Body Point penalty). Gloomkin have a natural aversion to sunlight and will avoid it, especially skin contact, whenever possible.</p>	<p>Gray makeup on all exposed skin Cracks in the skin, fissures, mushrooms, mossy lichen, slime, or other “underground” elements highlighted in various places on the body</p> <p>Optional: Optional items may include pointed ears, beards and/or contact lenses</p>	<p>Dark colored and (usually) heavily distressed clothing. Gloomkin come from a harsh environment and their clothing tends to become easily worn. Gloomkin tend to have little use for flashy garments or trinkets - any Gloomkin who chooses to expend the extra effort and resources to look well-kept and put together is trying to make quite an impression indeed.</p>
<p>Grey Elf</p>	<p>May purchase Resist Mind-Affecting at 5 Build, every 5 levels.</p>	<p>Pointed “elf” ears Band of medium grey makeup that extends</p>	

	<p>May purchase Resist Sleep at 3 Build. May purchase Resist Charm at 2 Build.</p> <p>May not purchase 2H Edged or Blunt. -5 to Max Body. May not specialize Earth Magic</p>	<p>from ear tip to ear tip across the front of their face and over the eyes.</p>	
Hobling	<p>May purchase Resist Disease (2 Build). Start with Disarm Traps, Pick Locks for free. +2 damage with Thrown Weapons. Culinary Arts Masteries are 1/2 cost.</p> <p>-5 to Max Body. May not purchase 2H Edged or Blunt. May not purchase Polearm.</p>	<p>Hobblings have fur on the backs of their hands and the tops of their feet. Since this fur is the only distinguishing feature of Hobblings, both sets of patches must be visible at all times. If weather is inclement, the fur may be attached to the tops of boots or gloves.</p>	
Human	+5 Body to max Body limit.		
Islander	<p>Can breathe underwater.</p> <p>Must spend at least 1 hour of each event in water.</p>	<p>Must have gills (either drawn or prosthetic) gills on their neck</p> <p>Optional: Webbed hands and/or feet Although not required, we encourage black (no other color) tattoos on all parts of their body except their faces.</p>	<p>Islanders wear loose, breathable style clothing made from natural materials found in their native habitat that transitions easily from aquatic to land environments and are famous for their bold black tattoos.</p>
Lizardfolk	<p>May purchase Resist Disease (2 Build). +10 Max Body. Purchase Lore Skills at ½ cost. Purchase Astrology Skills at ½ cost. Purchase Trade (RP) Skills at ½ cost. May purchase Resist Toxin (5 Build, every fifth level). Level 1 Tracking for free at character creation.</p>	<p>Must have green makeup with scales on all exposed skin. Painted bodysuits or green-colored form-fitting clothing will help this.</p> <p>Optional: Phys repped long tail. Most Lizardfolk have very short tails that are normally covered by</p>	<p>Dress is simple, brightly patterned skirts, pants, and tunics.</p>

		their clothing, although some grow long.	
Ogre	+10 Max Body. +2 Strength. -2 Build for any Weapon Skill, Minimum 1 +1 body gained for each purchase of the Fortify skill May never learn Read Magic	Must have yellow skin that can be highlighted with complimentary colors like brown or orange - all exposed skin must be covered in this way. Must wear tusks at all times. (Unless eating, of course!) Tusks are usually made from “friendly plastic” and must be at least 1” long.	Amrothi Ogres prefer to dress in a refined, elegant, or militaristic look. If anything, Ogre Magi tend to dress even more ornately than Ogres. Gemstones, jewels, and layered colorful robes all serve to announce their status and value to Ogre society.
Ogre Mage	+10 Max Body. +1 Strength. May specialize Celestial column at character creation Read/Write is free. May learn Read Magic at ½ cost. May never learn Earth Magic	Must have blue makeup on all exposed skin. Must wear tusks at all times. (Unless eating, of course!) Tusks are usually made from “friendly plastic” and must be at least 1” long.	
Orc	+2 Strength. +20 max body. -2 Build for any Weapon Skill, Minimum 1 +1 body gained for each purchase of the Fortify skill Read Magic costs double. Purchase Read/Write at double cost.	All exposed skin must be covered by green make-up. Must wear tusks at all times. (Unless eating, of course!) Tusks are usually made from “friendly plastic” and must be at least 1” long. Optional: Many Orcs have bright red or orange hair.	Orcs tend to wear clothing made of rough leathers, makeshift armor, and worn fabrics but may dress in any fashion.
Primal Elf	May purchase Resist Sleep at 3 Build. May purchase Resist Charm at 2 Build. May have Animal Empathy and Speak with Animals ability. (Free) +2 damage with a Bow	Pointed “elf” ears Distinctive facial markings in naturally found colors. (Lines/patterns/geometric shapes. Cannot look like an attunement.)	Clothing varies based on location and need but many dress in natural colors and materials, furs, and hides.

	<p>May not have a necromantic attunement.</p> <p>May never specialize</p> <p>Necromancer, cast Necromancy</p> <p>May not purchase 2H Edged or Blunt.</p> <p>-5 to Max Body.</p>	<p>Markings are commonly representations of their family or tribe or an aspect of the Prime that is revered. *Unlike their Elvish kin, these markings are painted on and are not part of their racial markings.</p> <p>*Players should endeavor to create unique facial markings that have no relation to any culture or community in the real world that utilizes face paint, scarification, or other forms of expression.</p>	
Reaver	<p>+5 Body to max Body limit.</p> <p>Seamanship for free.</p> <p>Read/Write cost +2</p> <p>Read Magic cost +2.</p>	<p>Purple painted accents on the face.</p> <p>(Lines/patterns/geometric shapes. Cannot look like an attunement.)</p> <p>Optional: Heavy scarring on the face.</p> <p>Prominent display of ship/clan symbol. Lots of earrings or other jewelry.</p>	<p>Reavers are seafaring raiders and reflect that lifestyle even when on land. Tunics, breeches, and lighter armor that accommodates life at sea are common for Reaver clothing. All Reavers must have their makeup and/or costuming approved by an Ancestry Marshal and/or the Head of Logistics during Character Creation.</p>
Sampan	<p>May purchase Resist Sleep at 3 Build.</p> <p>May purchase Resist Charm at 2 Build.</p> <p>May purchase Seamanship for -1 Build.</p> <p>May not purchase 2H Edged or Blunt.</p> <p>-5 to Max Body.</p>	<p>Pointed "elf" ears</p>	<p>Sampan tend to wear layers of tied garments such as tunics worn over trousers or skirts that reflect their seafaring lifestyle.</p>
Sodiur	<p>+5 Body to max Body limit.</p> <p>+1 Strength.</p> <p>May purchase Resist Necromancy (5 Build, Every 5th level).</p>	<p>Sodiur have a metal-like faceplate covering part of their head. Minimum 1/3 and maximum 1/2 of the face must be covered in a ""metallic""</p>	<p>The colors of the Sodiur army are cornflower blue, black, and grey. Sodiur division uniform, presented with sharp</p>

	<p>May call Magic tagline at 25th level against Undead.</p> <p>May never attain a specialty column.</p> <p>Purchase Read/Write at double cost.</p>	<p>faceplate on the right side. This can be either with a physical mask or makeup. The faceplate color must be gray or a similar iron-like color.</p>	<p>military precision is an almost universally recognizable squared tabard of cornflower blue and black. (The tabard is worn with the blue on the left side of the body and black on the right.)</p>
Stone Elf	<p>May purchase Resist Sleep at 3 Build.</p> <p>May purchase Resist Charm at 2 Build.</p> <p>+2 damage with a Bow</p> <p>May purchase Resist Emotion (4 Build).</p> <p>May have Soothe Mental Anguish ability. (Free)</p> <p>Get one free basic/common lore (Knowledge/Combat) at character creation.</p> <p>Get one free Trade (RP) Skill at character creation.</p> <p>May not purchase 2H Edged or Blunt.</p> <p>-5 to Max Body.</p> <p>Cannot knowingly tell a lie.</p>	<p>Pointed "elf" ears</p> <p>Stone Elves appear to have skin made of marble. Therefore, the Player must wear white makeup with obvious black lines to denote 'cracks' on all exposed skin. Gray accents can be added to give a more marble-like appearance"</p>	
Stregosh	<p>Purchase Trade (RP) Skills at ½ cost.</p> <p>May purchase Resist Curse (5 Build, every 5th level) or Stregosh Curse (not both).</p>	<p>The makeup of the initial ancestry the Character was born to.</p>	<p>Stregosh wear colorful clothing that comes from the various tribes and cultures that they come into contact with on a daily basis. Pleated skirts with loose tops, baggy breeches and vests are fashionable.</p>
Sylvan Fae	<p>Purchase Trade (RP) Skills at ½ cost.</p> <p>+2 damage with a Bow</p> <p>May purchase Resist Charm/Charm Break.</p> <p>Start w/ Woodland Lore for free.</p> <p>May not purchase 2H Edged or Blunt.</p> <p>-5 to Max Body.</p> <p>Will never use any effect that removes free will from a being.</p>	<p>Minimum 1.5" horns on the head. May be made from latex, sculpting clay, or wood and must not be sharp enough to cause injury.</p> <p>Optional: May wear pointed "elf" ears.</p>	

<p>Sylvani</p>	<p>May have Animal Empathy and Speak with Animals ability. (Free) Half cost for Herbal Lore. Half cost for Healing Arts. Half cost for First Aid. May purchase Resist Metabolic (5 Build, for every 5 levels). May begin play with Druidic specialization.</p> <p>Takes Double Damage from Fire. May not learn Necromancy Earth specialization.</p>	<p>Hair: Hair must resemble leaves, flowers, bark, or some similar vegetation. This can be accomplished by using various wigs, headbands, or by coloring your hair.</p> <p>Skin: Sylvani makeup should represent tree bark or plant-like skin using a combination of brown, green, gray, or black on all exposed skin. No single color may cover more than 2/3 of the total face coverage in order to differentiate between other makeup ancestries. The required variation in color is meant to represent bark or plant coverage or other striations.</p> <p>If you are planning to play a special type of Sylvani - for example one inspired by a plant that has unusual colorations which might be mistaken for something else - your makeup and costuming must be approved by Game Management or the Ancestry Marshal.</p>	<p>Sylvani commonly wear clothing that resembles the natural environment. As a nomadic people, they prefer to keep their possessions on them whenever possible. Sylvani typically refrain from wearing hats or similar head coverage.</p>
<p>Troll</p>	<p>+10 Max Body. +2 Strength. Half cost for Healing Arts. Half cost for First Aid. Free Combat Lore: Planar (Negative)</p> <p>May never learn Read Magic</p>	<p>Trolls must wear a base of purple makeup on all exposed skin and must choose between white, brown, yellow, blue, or green as a secondary color that must cover at least one third of the face. No single color may cover more than 2/3 of the total face coverage in order to differentiate between other make up ancestries.</p>	

		<p>Trolls must also chose at least THREE of the following:</p> <ul style="list-style-type: none"> Horns Large pointy ears Prosthetic nose or chin Tusks Six inch long fake beard Tail 	
Unseelie Fae	<p>Permanently Desecrated. May purchase Resist Charm at 2 Build. Immune to Truth/Lie.</p> <p>May not purchase 2H Edged or Blunt. May never specialize Healer, cast Healing. -5 to Max Body. 2H Mastery only works for Staff, Polearm.</p>	<p>Minimum 1.5" horns on the head. May be made from latex, sculpting clay, or wood and must not be sharp enough to cause injury.</p> <p>Black or gray lines on all exposed areas of skin representing veins. (Recommended: waterproof black or dark gray eyeliner) Darkened brown or gray eyeshadow around the eyes.</p> <p>Optional: May wear pointed elf ears.</p>	All costuming should reflect the chaotic and twisted aspects of their nature.
Wilder	<p>May purchase Resist Disease (2 Build). +10 Max Body. Half cost for Herbal Lore. Detect presence (not type) of Alchemy, Poison, non-magical Disease after a 10-second sniff. Level 1 Tracking for free at character creation.</p> <p>Cannot fly, if avian. Read/Write cost +2 Read Magic cost +2.</p>	<p>As per animal species. MAY be big cats (except black panther). MAY be avians (except corvids).</p> <p>Whatever the creature you choose to represent, it is important that your make-up clearly identifies what you are playing. Prosthetics, furs, horns, feathers, and any other aids may be used to create the persona that you are seeking. All Wilders must have their makeup and/or costuming approved by a Race Marshal during</p>	Clothing varies based on location and need.

		<p>Character Creation at a Shadowmoor event.</p> <p>Black and brown makeup: These colors may not cover more than 2/3 of the total face coverage."</p>	
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