



Second Edition Change Log – V 2.1

- **Page 44 – Changed Physical <Daze> to Physical <Berserk> in Table 3-3:**

This follows the adjustments to Physical <Berserk> below.

- **Page 46 – Changed Physical <Daze> Description to Physical <Berserk>:**

Physical <Daze> was not getting utilized for various reasons. Moving Berserk from Shadow to Physical provides the Martial Tree with a taunt mechanic that fits better with the tree.

Physical <Berserk>

Pre-requisite: Martial Aptitude

Cost: 3 Tenacity

This skill may be purchased once ever.

This skill allows the character to apply the *Berserk* (pg. 79) condition to a target with a single weapon-delivered attack. The weapon must make contact with any part of the target for the *Berserk* condition to be applied. The combat call for this skill is “**Physical Berserk**”.

- **Page 48 – Changed Shadow <Berserk> to Shadow <Corrupt> in Table 3-4:**

This follows the adjustments to Shadow <Corrupt> below.

- **Page 46 – Changed Shadow <Berserk> Description to Shadow <Corrupt>:**

Shadow <Berserk> fits better thematically in the Martial Tree. While the Saboteur Archetype is not as strong as initially thought, the Corrupt Condition fits in Shadow as a bleed mechanic and fits better with the tree.

Shadow <Corrupt>

Pre-requisite: Shadow Aptitude

Cost: 3 Finesse

This skill may be purchased once ever.

This skill allows the character to apply the *Corrupt* (pg. 79) condition to a target with a single weapon-delivered attack and change the delivery type from Physical to Poison. The weapon must make contact with any part of the target for the *Corrupt* condition to be applied. The combat call for this skill is “**Poison Corrupt**”.

- **Page 54 + 55 – Intrinsic Spell <Magic Crumble> only targets tagged items / items checked in at game on / some creatures:**

The original wording of Crumble was a relic from old rule sets that caused a lot of confusion with what it could and could not affect. While we want to keep the idea of crumbling creatures such as Golems, we also wanted to cut down on the confusion on what the spell affects.

Intrinsic Spell <Magic Crumble>

Pre-requisite: Arcane Aptitude

Cost: 5 Mana

This skill may be purchased once ever.

This spell allows a character to destroy a target. This spell can only target tagged items as well as items that are checked in at game on such as Foci, Grimoires, Weapons, Armor, Shields, etc. Some creatures or characters may take effect from *Crumble* to their form as well.

Armor that is affected by the *Crumble* spell will lose one (1) Armor Deflection. This spell does not work on *Invocations* or the *Haven* Spell. This spell cannot be enchanted into an item per the High Magic ability *Enchant Skill*.

The combat call for this spell is “**Magic Crumble <Target>**”. Unlike traditional spells, Intrinsic Spells do not need an incantation to cast. See Spells section on page 87 for further details about spells and how to cast.

- **Page 63 + 67 – Removed Saboteur Archetype from table 3-8 and removed description:**

The Saboteur Archetype was underutilized and did not fit the level of power that the other archetypes possess. The slot will remain open while the team looks for a new archetype to fill the slot and the ability is being moved into the Shadow Skill Tree where we hope it will be more used.

- **Page 80 – Adjusted Description of Cursed Condition:**

There was some confusion in combination with the description of Healing as to what exactly the Cursed Condition stops. This language should hopefully clarify that the condition stops all healing from any source.

Cursed — The character or creature is immune per the monster ability Monster Immunity to all healing delivered via spells / skills / items / artifices / tonics / etc.

- **Page 81 – Weakness Condition now reduces Basic Weapon Attack by Half, Rounded Up:**

The Weakness Condition did not match the strength of the other conditions. While we are ok with some conditions being more impactful than others, we still want each condition to feel as if it deserves to be removed via spell or ability. This buff should hopefully bring the condition more in line with the others:

Weakness — The creature or character will deal reduced damage with any weapon they wield. The amount of damage the character or creature deals with a basic weapon attack (including enhancements from items and skills such as Whetstones & Divine Strength) will be reduced by half, rounded up.

- **Page 82 – Added Remove Ailment & Remove Hex to effects that can be applied while in the Dead State:**

There was a nasty interaction with the Curse Condition stopping the ability to Vitae Restoration someone while they were in the Dead State. We wanted to have some counter play with needing to remove the condition before applying the Restoration but the Dead State wouldn't allow it. This should hopefully clear up that interaction while keeping the counter play.

Dead State

The character is *immune* to all game effects except the spells *Animate Vitae*, *Prolong Creation*, *Remove Ailment (Condition)*, *Remove Hex Ritual*, *Disrupt Vitae* and *Vitae Restoration*.

- **Page 86 – Redefined Healing to better align with skills:**

The original wording of Healing was back when the only skills that healed were the Essence Spells. When the system shifted over to new skills that had healing in the, the wording of Healing didn't change. This change should align the skills with the definition.

Healing

Healing is defined as any skill / item / spell / etc. that restore a character's Health Points regardless of the combat call. In the case of a character in the *Dying* state, or afflicted by the *Curse* condition, *First Aid* also counts as Healing.

- **Page 89 – Changed Remove Ailment to Remove Ailment <Condition> in Table 3-3:**

This follows the adjustments to Remove Ailment <Condition> below.

- **Page 93 – Remove Ailment <Condition> now only removes 1 condition at a time:**

Remove Ailment where it removed Body / Mind / Soul was very strong but also very confusing for players who had not memorized the chart. The confusion increased in combat where thinking on the fly caused issues. This change should bring Remove Ailment back in line where we want strength wise as well as remove confusion as to what is being removed.

Remove Ailment

Tier 2

Schools: Essence

Duration: Instantaneous

Finishing Statement: *Magic Remove Ailment <Condition>*

This spell will remove one condition affecting the target. When cast, the caster must state the condition that is being removed. See condition chart on page 79 to learn about conditions.

- **Page 113 – Runic Circles now only require Hands to be in the Circle. Circle cannot be moved or it will interrupt the ritual:**

We wanted to reward impressive roleplay and displays with rituals. The original wording limited the types of roleplay and displays as the Ritualist had to be entirely in the circle so it could not be on tables. This wording change should allow Ritualists to show off their Rituals more while making it clear that the circle must stay stationary for the whole Ritual.

How to Cast a Thaumaturgy

In order to cast a Thaumaturgy Ritual, the Ritualist's hands must remain within the confines of a *Runic Circle* for the duration of the casting. The required number of Valara Crystals must be either in the Ritualist's hands or within the *Runic Circle* in some way. It is recommended that the Valara Crystals be a part of the appropriate roleplay. This roleplay can include arm / body movement, chanting, singing, spoken word, etc. Each Thaumaturgy Ritual has a combat call that must be stated before the Ritual may begin and a Finishing Statement once the Ritual is complete. The *Runic Circle* cannot be moved for the duration of the ritual.

Thaumaturgy Rituals are interrupted if the Ritualist's hands moves outside the *Runic Circle*, takes damage or any in-game effect, use any defenses, the circle moves or is destroyed, carries on a conversation, or uses any other skill or ability other than performing the Thaumaturgy Ritual. If the Ritual is interrupted, the Ritual fails, but no Valara Crystals are consumed. If the ritual is completed, all Valara Crystals are consumed, even if it fails or mishaps. After the completion of each Thaumaturgy Ritual, the used Valara Crystals should be deposited in the Crafting and Ritual Box as quickly as possible.

- **Page 121 – Runic Circles now only require Hands to be in the Circle. Circle cannot be moved or it will interrupt the ritual:**

We wanted to reward impressive roleplay and displays with rituals. The original wording limited the types of roleplay and displays as the Ritualist had to be entirely in the circle so it could not be on tables. This wording change should allow Ritualists to show off their Rituals more while making it clear that the circle must stay stationary for the whole Ritual.

How to Cast an Enchantment

Enchantment Rituals require the Ritualist's hands to remain within the confines of a *Runic Circle* for the duration of the casting. The required number of Valara Crystals must be either in the Ritualists hands or in the Runic Circle in some way, though it is highly recommended that the Valara Crystals be part of the appropriate roleplay,

which can include arm/body movement, chanting, singing, spoken word, etc. The *Runic Circle* cannot be moved for the duration of the ritual.

Enchantment Rituals are interrupted if the Ritualist's hands moves outside the *Runic Circle*, takes damage or any in-game effect, use any defenses, the circle moves or is destroyed, carries on a conversation, or uses any other skill or ability other than performing the Enchantment Ritual. If the Ritual is interrupted, the Ritual fails, but no Valara Crystals are consumed. If the Ritual is completed, but fails or mishaps, all Valara Crystals are consumed. After the completion of each Enchantment Ritual, the used Valara Crystals should be deposited in the Crafting and Ritual Box as quickly as possible.

- **Page 159 – Hexes can now be removed with a Long Rest:**

There was an edge case interaction with Hexes that could have caused damage to Player's fun by being affected by a Hex for extreme durations to the entire event. While we wanted Hexes to be powerful and warrant being removed as soon as possible, we do not want to punish players and prevent them from enjoying the game. This addition should keep Hexes powerful while also giving Players who do not have a way to remove the Hex a way out.

Hexes

Hexes are a dangerous ability that are difficult to defend against or remove. Unlike other attacks and abilities, Hexes do not have a delivery type. Hexes can only be removed by the *Remove Hex Ritual*, the *Destruction Ritual*, a *Cure All Tonic*, *Resurrection*, or a *Long Rest*. The only valid defense call against a Hex are: *Resist Hex*, *Birth Sign Resist*, or *Dodge*. If a creature or character is already under the effect of the same applied condition, the hex will supersede / upgrade the condition to the Hex.

- **Page 161 – Adjusted Monster Defense Immunity to include all skills / items / etc:**

The original wording of Monster Immunity only applied to abilities that had specific words in the combat calls. This caused some confusion with the Healing description and Curse Condition. This text should clear up how the Immunity ability works and that it applies to all abilities, not just those with specific combat calls.

Immunity — Some monsters are not affected by certain types of damages, effects, etc. The combat call for this ability is “**Immune**”. If the creature is Immune to any part of the ability / spell / combat call / etc. then the creature is Immune to the entire ability.

- **Page 166 – Clarified that a Long Rest will remove Hexes:**

This is just clearing up wording in the book to match with Hex wording above that Long Rests will cure Hexes.

A **long rest** is a period of **voluntary and uninterrupted rest** (as defined above) that lasts for **one (1) hour**. A *long rest* will restore all of a player's resource pools, including

health and *Birth Sign Resist* <*Condition or Element*>. Additionally, a *long rest* will **restore any archetype abilities** used by the player and grants all of the benefits of a *short rest*. A long rest will remove the effects of Hexes.