

# Rules Update

There were several updates made after releasing the two major books. The following document details the updates made. The majority are just clarification issues for spells or abilities. One major change is the additional spells given to the Shaman. Changes made to classes, races or creatures will list those and then give the update. There is a general section at the end of basic rule changes.

## Priest Updates

Priests must talk to a person for an hour or more to have a chance of converting them into a follower.

Priests can research any spell on the spell chart that a mage could cast without a penalty up to level 2. After that anything on the regular spell is considered out of their type of magic and therefore they must be 2 spell levels above the spell they wish to research on the regular spell chart.

The spell Wrath now deals 1d6 per *etc*. Another addition to the Priest spell chart is that they get Cure 2 at spell level 3. This is the same spell as in the regular spell chart.

## Berserker Updates

When Berserkers go berserk they have a 50% chance of hitting someone else if they miss their target. Originally in the Companion Book it seemed like a separate ability of the Berserker, but it is not. It is only part of going berserk as outlined in the original rule book.

Berserkers can go berserk Level times per day without losing HP. After that they lose the HP to go berserk just like anyone else would.

## Sapper Updates

Explosives usually take a long time to go off. Just a thought.

## Golem Updates

Moss/Plant – Entangle lasts 2d4 rounds

Sand – Sand Storm lasts 2d6 rounds

Water – Wave ability can be used 5 times daily

Wind – Tornado ability will hit any target that it reaches and will attack one target at a time. In other words it is outrunning their targets. The tornado's speed is 12.

Fire – Fireball deals 2d6 Dmg per *etc* at the time the golem was made to one target

## General Rule Updates

A Claymore is a 2-handed weapon. To research out of your spell type you must be 2 spell levels above the spell you want. (It was originally 3 spell levels above.) Bows are figured with full strength. (It was originally halved.)

## Shaman Updates

Shaman can research any spell on the spell chart that a mage could cast without a penalty up to level 2. After that anything on the regular spell is considered out of their type of magic and therefore they must be 2 spell levels above the spell they wish to research on the regular spell chart.

The mind reading ability that Shaman get at level 10 may only be used on creatures that are at least 3 levels below the Shaman in experience.

### New Shaman Spells:

<b>Name:</b> Charge	<b>Range:</b> 8/1	<b>Effectiveness:</b> 18
<b>Level:</b> 1	<b>Time:</b> 2 people	<b>Learn/Buy:</b> L
<b>MP Cost:</b> 13	<b>Duration:</b> --	
<b>Effect:</b> Puts a charge on target's weapon so that the next time they attack they will do an extra 1d6 damage. Once the target attacks the charge is used and no longer has effect.		

<b>Name:</b> Phantom Strike	<b>Range:</b> caster	<b>Effectiveness:</b> 18
<b>Level:</b> 2	<b>Time:</b> 3 people	<b>Learn/Buy:</b> L
<b>MP Cost:</b> 16	<b>Duration:</b> <i>elc</i> rounds	
<b>Effect:</b> Allows Shaman to attack anyone within an 8 space radius as if they were melee attacking. The target cannot melee attack back unless they actually go up to the Shaman.		

<b>Name:</b> Rot	<b>Range:</b> 8/1	<b>Effectiveness:</b> 15
<b>Level:</b> 4	<b>Time:</b> 1 round	<b>Learn/Buy:</b> L
<b>MP Cost:</b> 22	<b>Duration:</b> 1d4 rounds	
<b>Effect:</b> Causes any living (skin, muscle, plants, etc.) or previously living (wood, leather, cloth, etc.) substance to rot and decay at approximately $\frac{1}{4}$ a cubic foot per round. To anything that is still alive it will take 1d8 damage straight each round and but will rot a much slower rate of $\frac{1}{4}$ a cubic foot per every 3 rounds.		

<b>Name:</b> Poison Cloud	<b>Range:</b> 24/8 space radius	<b>Effectiveness:</b> 18
<b>Level:</b> 5	<b>Time:</b> 1 person	<b>Learn/Buy:</b> L
<b>MP Cost:</b> 23	<b>Duration:</b> <i>slc</i> rounds	
<b>Effect:</b> Creates a huge cloud of poison smoke that deals 2d4 damage per round to anyone within the cloud. Anyone within the cloud of poison cannot see through the smoke but the anyone outside of the smoke can see into the smoke.		

<b>Name:</b> Restraint	<b>Range:</b> 8/8	<b>Effectiveness:</b> 15
<b>Level:</b> 6	<b>Time:</b> 4 people	<b>Learn/Buy:</b> L
<b>MP Cost:</b> 29	<b>Duration:</b> <i>elc</i> rounds	
<b>Effect:</b> Paralyzes each target. Effectiveness should be rolled for each of the 8 targets.		

<b>Name:</b> Conspiracy	<b>Range:</b> whole board	<b>Effectiveness:</b> 18
<b>Level:</b> 7	<b>Time:</b> 1 full round	<b>Learn/Buy:</b> L
<b>MP Cost:</b> 35	<b>Duration:</b> 2d6 rounds	
<b>Effect:</b> Causes all of caster's enemies on the board to attack each other. May only be cast 3 times per day.		