

Main Rulebook

- In case of strange loopholes, go with the spirit of the rules. You do not get points for rules lawyering
- Removed the line prohibiting reproduction of the rulebook; feel free to print it out!
- Updated acknowledgements

Introduction

- You can choose to forego your death count and resurrect immediately
- Replaced 'individuals younger than Young Adults' with 'children and teenagers' in terms of resurrection, as the age of Young Adulthood isn't actually listed anywhere
- If you pass out drunk, after an hour you wake up at 2 Stamina
- The stamina damage from a bottle of alcohol is divided among the drinks poured, with a minimum of 1 per drink
- 'Interrupt' is now the call for any interruption, even by a defender/target
- 'Resist' means that some kind of defence was used up, but the attack may work in the future
- 'No effect' means the target is completely immune

Races

- Gargylen must be under 20 when they come into game, and are fully matured at 6 months
- Changed the Dark Elf racials
- Wild Elves must have *facial* tattoos
- Each purchase of Spite Blood allows for the production of 1 dose per day
- Changed wording of Wood Fae polyamory description (polyamorous *and* happen to keep partners short term, since those are not the same thing)
- Clarified that Wood Fae's Charm Break produces a visible effect when used on someone else
- Changed wording to clarify the difference between Charm Break and Resist Psionics (Charm Break is just charms, Resist Psionics is charms and any Psionic spell)
- Changed the call of the Orcish immunity to fear to 'Resist'
- Updated Einher description with Shiva -> Pandora
- Removed race lore that is just unhelpfully confusing

Occupations

- Removed the effect of the Mercenary wearing a helmet from Headbutt
- You must Headbutt a target from the front
- If you naturally swing for a particular damage type, the Headbutt is of this type
- Headbutting someone will do 1 Body to the attacker, which can't be avoided in any way
- Clarified that using Trailblazing does not cause the Ranger Body damage
- Added a call for Trailblazing
- Clarified that Dim does not hide you from Sense calls
- Clarified how Feint can be used as the prerequisite for Dodge
- Mage's Familiar can only secondary a ritual once per day
- Witchhunter abilities can only be used against magic items and cast magics, not innate monster abilities
- Witch Marks are now a kind of trap
- Song of Intermission can no longer be used on unwilling targets
- Song of Aversion's call is now "Active Song of Aversion" and you don't need to shout it

Skills

- Updated the wording of some skills for clarity and brevity. Hope this helps!
- Clarified how to get non-self taught skills from other players (just email Log)
- Clarified that contact alchemy is per swing, not per strike
- Alchemy no longer requires recipes. All recipes are known, but asterisked recipes need component tags
- Ingested alchemy is used up after the first person is affected
- Level 4+ Alchemists can tell there is contact alchemy on a surface after inspecting it for 1 minute, but this only tells them whether there is alchemy, not what kind
- You can only use Tradesman to make mundane items
- Physicker can be used to purge a target of alcohol
- You can't bandage people in their bleed count
- Haunts are limited to non-moving structures, like tents and cabins - you can't take them with you
- Added a list of elements to the Elemental Attunement description and removed the outdated Elemental Bolt reference
- The asterisk for Ritual Slot costs now leads somewhere!
- You can wield two shields at once, but neither can be a buckler
- Flurry of Blows no longer stacks with other skills
- Slay/Parry requires a Weapon Spec purchase *per purchase* (eg: 2 Slays require 2 Specs)
- Execute requires a Critical purchase per purchase as well
- Bystanders can Interrupt Garrotes
- The call for pushing/pulling is now "+X Strength Push/Pull"
- You can't use Strength to augment bow/crossbow damage

Production

- Removed Enthrall alchemy
- Hallucinoid now only lasts 10 minutes
- Clarified under Workshops that we are talking about chemistry formulas, not alchemy recipes, when taking up workshop slots
- Moderate Acid is now +5 damage and Heavy is +10
- Inoculation now lasts 5 days
- Clarified that iron weapons also take 1.5x RM to make

Weapons and Armour

- Weapon construction website link is now the new player FAQ, which has useful info on weapon construction
- Added armour penalty for armour which doesn't cover at least 75% of the location
- Removed the restrictions on trading armour
- Lowered the minimum length for greatswords

Magic

- Magic items are no longer indestructible
- Redid the Spell Pyramid chart for clarity
- Added clarifying descriptions for "Resist" and "No effect" under the defences section
- Clarified how Ritual slots are purchased (in order, restarting at 1 after 10)
- Removed 'Unless a spell's description states otherwise, a spell has no visible component. The packet seen when casting is merely an OOG targeting indicator in most cases.'

- Added a description of Undead State
- Elemental Rebuke now also does 1 Magic <type> damage
- Added a list of which spells can be put in a Potion of Sweetwater
- Bolster has no effect on Fauns or Gargylen
- Bind can be cut through with a 4 minute count
- Regeneration targets must state 'Visibly Regenerating' once per minute
- Fixed typo in Advanced Shield Magic - the call is not "Advanced Shield Armour"
- Ward Stones must be large enough to have the spell tag affixed to them
- Hold Portal works without an actual door or windowpane; archways and window holes are sufficient
- Mind Meld now only takes 10 seconds to establish
- Hallucinate now only lasts 10 minutes
- Psionic Knife and Psionic Blade do no extra damage to demons, but do affect Undead

Soul Frag Book

- 'Interrupt' is now the call for any interruption, even by a defender/target
- 'Resist' means that some kind of defence was used up, but the attack may work in the future
- 'No effect' means the target is completely immune

Races

- Moved Squamata and Vulcan Dwarves to the appendix, brought Fire Elves and Kobolds back in
- Fire elves are now tier 2
- Ice elves are now tier 3
- Removed race lore that is just unhelpfully confusing
- Fae can't mess with a Minotaur's Fae Ward in any way
- Goodberries now heal Fauns for 2 Body
- Tongue Pierce can no longer be combined with any skills and does a flat rate of 5 Body
- Minotaurs must have black lines going from the bottom of the eyes down the cheeks to the mouth area
- Fire elf ears must have red tips
- Changed Faceless to a Construct race
- Super revamp for Ice Elves. Check it out!

Occupations

- Rewrote the Favoured section for clarity
- Removed references to neutral gods
- Added a section on what happens if you reject your god or dragon as a Favoured
- A champion's holy symbol tattoo cannot act as a spell focus
- Control Lesser Undead Voice now lasts for 1 hour
- Smite Blasphemer now just works on certain races, not people who have used certain spheres
- Final Rest can be active on one weapon per purchase
- Battle Mage's 'Talisman' is now 'Amulet'

Skills

- You can no longer petition the Owners to create a new frag race
- Removed the line that says that buying the skill Favoured is what gives you a remort

Magic

- Divine Ward pushes non-Blessed creatures out of it when cast, but will fail if there is nowhere for them to go
- Avatar and Spirit of the Firstborn now have a +50 Body temp health boost, and no threshold
- Dragon's Blood now affects anyone with a Mark of *any* Firstborn
- Breath of the Firstborn now does 25 Elemental damage
- Mark of the Firstborn now acts as a Shield Magic, much like Bless
- Strength of the Firstborn can now stack with itself
- Clarified that Unlife doesn't actually race change you to Undead
- Necromancers must write the time they cast Requiem on the spell tag
- Control Lesser Undead now lasts 1 hour
- Sigil of the Weapon Master doesn't create a weapon, so it won't give you claws
- You know when somebody has Lified you with a Dark Pact, but not who
- Clarified that Dark Entrails lasts for 24 hours

Appendix

- 'Interrupt' is now the call for any interruption, even by a defender/target
- 'Resist' means that some kind of defence was used up, but the attack may work in the future
- 'No effect' means the target is completely immune

Races

- Moved Fire Elves and Kobolds to the frag book, brought Squamata and Vulcan Dwarves back in the appendix
- Removed race lore that is just unhelpfully confusing
- Removed reference to Enthrall alchemy in Stone Elves
- Stone Elves are also known as Shattered Elves
- Clobber can no longer be used with other weapon skills
- Kobolds must have black nose undersides and black lines across the bridge of their nose
- Gnomish devices do not produce Arcane level effects
- Gnome racials have changed entirely
- Pax are not immune to Magic weapon damage

Synergies

- Clarified that you don't need to sit out of game for chemistry or blueprints
- Removed reference to recipes
- Updated Enchantment Restrictions - magic items are not indestructible, added the item requirements for non-weapon enchantments
- Updated Ritual Scrolls - they no longer have limited uses, though some may, and are not indestructible
- Ritualists are encouraged to bring their own ritual bags
- Updated Ritual Circles - they are bubbles, added more various clarifications
- Updated Secondary Casters - they need to have their own spell foci and participate in the RP requirements. No slackers!
- Rewrote Ritual Stacking, Ritual Chains, Investing and Divesting for clarity
- Added possible things that would add red and black stones to Beginning the Ritual
- Added a little chart of possibly results from stone pulls

- Added a section of Resolving Rituals - when a ritual completes, the ritualists go into a minihold and the circle becomes opaque until the results are resolved
- Altered the math on flaw/backlash selection a bit
- More examples for discord effects
- Expanded the Ritual Duration section for clarity
- Only one advanced circle augmentation may be placed on a circle unless the circle is augmented to allow more
- A circle may only have one augment at each level unless the circle has been augmented to allow otherwise
- Added a section on the destruction of ritual magic