

Patch Notes for 2014 to 2018 Rules changes

Text in red is post February 2018 changes.

Armour:

Medium armour now restricts a mage to casting level 1-4 spells, with warmage allowing this to be ignored at the cost of two rips

Skills:

Literacy is now a free choice, no pick required. **(2)**

Contribute and *Consecrate* have been rolled into one skill, see the Consecrate section for more info. **(16)**

Shields cannot be used back slung, they must be held. **(16)**

Bless is no longer available at level, it starts as a level 2 piety skill **(32)**

Alchemy Guild:

Removed Herb lore, instead granted ability to poison weapons, and an additional use.

Locked Skill changes:

Fortitude: Locked - True Grit

Clarity: Locked - Adept, Master, Reflect, Explosion. Unlocked - Greater Mage Armour

Solitary: Locked - Vanish, Greater Tracking, Detect Camo, Conceal 3

Piety: Locked - Anointing, Greater lay on hands, Sermon of the resolute, sermon of the Martyr, Divine Intervention, prepare incantation. Unlocked: judgement

Fortitude Skill Changes:

Repair shield takes 30 seconds. **(18)**

Immune to sleep is now immune to slow (see clarity for details). **(19)**

Crush armour requires a two handed weapon to use. **(19)**

Armour mastery - follows armourers guild repair rules, so 60 seconds to restore a location to full. **(19)**

Replaced immune to stun with True Grit, which allows a fallen warrior to rise to their feet again. **(19)**

Clarity:

Fear/Terror now just have a distance requirement. **(16, 25)**

Enchant now lasts 30 seconds. **(22)**

Shield 1-7 - Now a single skill, Shield (L2). It allows you to shield spells up to the highest level spell that you can cast, including armour restrictions. **(22)**

Novice/Adept - Allows a mage to cast lower level spells on occasion without rips. **(23-24)**

Slow - Replaces sleep. A different spell for the sake of variety **(23)**

War mage - allows a mage to cast through the new armour restrictions, at the cost of additional rips. **(24)**

Mass Knockback - Clarified exactly what is meant by a cone. **(24)**

Elemental Ball 1 becomes Ball 2, Ball 3 becomes ball 4. **(24, 26)**

Dispel - made it clear that it works on shockwave. **(25)**

Master - allows a mage to choose three targets for a single target spell. **(25)**

Sanctuary - tidied up the wording, **allowed Enchant to be cast (26)**

+1/+2/+4 mana – now +1/Channelling/+2. Channelling allows a player to regain spell rips, which explicitly stacks with the mages guild bonus.

Quest - now requires the mage to stay within line of sight, reduced duration to 10 minutes **(26)**

Reflect - new spell, allows a mage to return a cast spell to the caster. **(26)**

Solitary:

Shiv now level 2, grants either through or +1 damage to an attack if the user has through **(27)**

Petty thief/Con artist - Will be done with a bag draw with additional options, con artist allows three draws, but must accept all risks as well as rewards.**(27)**

Lesser herb lore now level 3, takes 15 seconds, and also allows you to envenom a small weapon without requiring a crafted item. **Removed requirement for target to be stable (27)**

(Ranged) Distract is now one skill for both uses, cannot be used in combat. **(28)**

Greater herb lore takes 15 seconds, and allows envenoming of one handed weapons. **(28)**

Vanish - replaces stun, allows a solitary character to escape a dangerous situation once an hour. **Wording changed to be more clear, moved to level 6 (29)**

Black market - Secret auction with closed bidding list. Put bids in before 6pm on saturday, receive later that evening if highest bidder. **(29)**

Trapper - allows the placing of traps that can either damage or deliver a poison. **Reduced cooldown, moved to level 5 (29)**

Greater Tracking – allows detection and removal of traps (29)

Magpies eye and Detect concealed now one skill with both effects **(30)**

Piety:

All basic piety buildups are 15 seconds (Divine knockback, judgement, smite, etc)

Sermons have been completely reworked, please read them directly.

Consecrate/Contribute - now called consecrate, gives more fixed rules for consecrating an area, and breaking other consecrations. **(16)**

Denounce allows a priest to make someone 'anathema' for a period, ie susceptible to holy. **(31)**

Meditates take 10 minutes, not 15. **(33)**

Bless - reduced to three skill, level 1, 2 and 4, which stop 1, 2, and 4 points of damage respectively, rather than relying on skill level. **(32, 34, 36)**

Heal 1, 2 and 4 - heals 1, 2 and 4 hits per 60 seconds respectively. **(31, 33, 34)**

(Greater) Lay on hands - allows a priest to instantly transfer hits from themselves to another. **Short vocal added to enhance roleplay, greater lay on hands no longer heals more efficiently, but instead allows the removal of status effects. (32, 33)**

Removed Hold undead

Anointing - creates symbols that improve sermons for a few select people **(32)**

Mass Consecrate - allows multiple priests to work together when consecrating an area. Was called Congregation, but this caused a skill code issue. **(32)**

Sanctified Soul - can create an extra symbol, and be immune to denounce **(33)**

Holy Weapon - was holy triple. Now a buildup skill rather than constant chanting, grants holy double for 30 seconds (which does double as standard, but will do triple to anathema). **(35)**

Divine Intervention - once a day extends your death count considerably. **(35)**