

CHANGE LOG

OFFICIAL RELEASE:

V8.5.3 "SAUCY"

Replaced V8.4 Sunny as of July 15, 2023

This is the full change log of all changes made as part of the "Spicy" revision cycle, which began July 2022 and ended July 2023.

Changes are listed in order they appear in this document. All page numbers reflect their location in this version of the rules.

Entries highlighted in orange are functional changes that are new for this update (V8.5.3 "Saucy").



P.-- QUALITY OF LIFE (NOT HIGHLIGHTED)

- Typo and Grammar Fixes - V8.5.3.240720.1814
- Layout and spacing changes to accommodate the updates.

P.II THIS RULEBOOK MADE EASY

- BEFORE (8.4 - SUNNY)
(#7) ... If those interactions are unclear then the players should adjudicate the situation in the most fair and equitable way possible until an official ruling can be made.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(#7) ... If those interactions are unclear or there is some combination of abilities that grant a significant advantage through an interaction that does not appear to be intended, then the players should adjudicate the situation in the most fair and equitable way possible, preferably avoiding the unintended interaction, until an official ruling can be made.

P.2 CIRCLE OF MONARCHS

- BEFORE (8.4 - SUNNY)
Amending the rules on odd-numbered years (requires a 75% vote of all represented kingdoms at a meeting)

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Amending the rules (requires a 75% vote of all represented kingdoms at a meeting)

P.2 REEVES

- BEFORE (8.4 - SUNNY)
This identifier will be either a gold sash...
- NOW (8.5.3 - SAUCY)
This identifier will be either a black and white sash, in either checkerboard or stripes...

P.3 KNIGHTS

- BEFORE (8.4 - SUNNY)
Knighthood is a recognition of character in addition to possessing a level of skill beyond that of a Master in their field.
- NOW (8.5.3 - SAUCY)
Knighthood is a recognition of character in addition to possessing a level of skill equal to that of a Master in their field.

P.3 PARAGON

- BEFORE (8.4 - SUNNY)
The reserved symbol of a Paragon is a sash in the color of their class with silver trim.
- NOW (8.5.3 - SAUCY)
The reserved symbol of a Paragon is a sash in the color of their class with silver trim, or in the case of Anti-Paladin, gold trim.

P.4 CODE OF CONDUCT

- BEFORE (8.4 - SUNNY)
No person who has ever been convicted of a felony level sexual offense in any jurisdiction of the United States may participate in any Amtgard function at any time.

No Person who is currently listed on a sexual offender registry for any jurisdiction within the United States based upon conviction of a crime may participate in any Amtgard function at any time.

NOW (8.5.3 - SAUCY)

No person who has ever been convicted of a felony level sexual offense in any jurisdiction of the United States may participate in any Amtgard function at any time. The same is true for equivalent offenses in other countries.

No Person who is currently listed on a sexual offender registry for any jurisdiction within the United States based upon conviction of a crime may participate in any Amtgard function at any time. The same is true for equivalent public registries in other countries.



P.6 POSTING

- a. BEFORE (8.4 - SUNNY)
If the player cannot place their dead knee in contact with the ground...
- NOW (8.5.3 - SAUCY)
If the player cannot **or chooses not to** place their dead knee in contact with the ground...

P.7 COMBAT NOTES

- a. BEFORE (8.4 - SUNNY)
(#3) A player may hold more than one weapon in a single hand, but may not wield more than one weapon in a single hand at the same time. A player may fire multiple arrows simultaneously.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
(#3) A player may hold more than one weapon in a single hand, but may not wield more than one weapon in a single hand at the same time.
- a. It must be visually clear at all times which weapons are wielded and which weapons are only held. If this is not the case, all of the player's weapons are considered unwielded. Example: A player may hold a Dagger in one of the two hands wielding a Great Weapon, but could not hold two Short Swords in the same hand and only consider one of them wielded.
- b. A player may fire multiple arrows simultaneously but may not throw multiple Thrown Weapons, Javelins, or Magic Balls at once from a single hand.
- b. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
(#4a) Unless otherwise noted by the game designer, intentionally causing your own death is the same as taking a death. Examples include striking yourself with a weapon, casting Finger of Death on yourself, and jumping into lava or off a bridge.



P.15 STRIKE LEGAL

- a. BEFORE (8.4 - SUNNY)
... and must have at least one 2.5" cross section from edge to edge.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
... and must have at least one 2.5" cross section from edge to edge. Example: the distance from one edge to the other of the flat of a flat blade. The thickness of the striking edge can be any amount that still results in a safe weapon.

P.16 JAVELINS

- a. ADDED (8.5.3 - SAUCY)
Hits from Javelins when thrown are Armor Breaking and Shield Crushing.

P.16 PROJECTILES

- a. BEFORE (8.4 - SUNNY)
Unless otherwise noted projectiles may not be used to parry, block, or melee, are indestructible, and affect all targets struck while in motion.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
Unless otherwise noted projectiles may not be used to parry, block, or melee, are indestructible, and affect all targets struck while in motion. Strikes to a projectile are treated as strikes to unwielded equipment and are treated as having struck whatever they would have made contact with were the projectile not there.

P.11 SYNTHETICS

- a. ADDED (8.5.3 - SAUCY)
Gambeson: +1 The armor is worn over a Gambeson.

P.15 DOUBLE-ENDED

- a. ADDED (8.5.3 - SAUCY)
Weapons may only have up to two ends.



P.16 MAGIC BALLS

a. BEFORE (8.4 - SUNNY)

These are thrown to represent various magical attacks and are not projectile weapons but follow the same construction requirements except as noted below.

1. Must be a spherical object at least 2.5" in diameter.
2. Must have a streamer between 1" and 6" long.
3. All parts must be Strike-Legal.
 - a. These **weapons** are exempt from a minimum foam depth for Strike-Legal.
4. Will score a hit from any portion of the object.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

These projectiles are thrown to represent various magical attacks and are not considered weapons. They represent magical energy, motes of elemental force, alchemical mixtures, and the like.

1. Must be a spherical object at least 2.5" in diameter.
2. Must have a streamer between 1" and 6" long.
3. All parts must be Strike-Legal.
 - a. These **projectiles** are exempt from a minimum foam depth for Strike-Legal.
4. **May be covered in non-abrasive cloth tape instead of cloth.**
 - a. **Duct tape may not be used as a cover.**
5. Will score a hit from any portion of the object.

P.17 BOW

a. ADDED (8.5.3 - SAUCY)

Other devices which aid in accelerating projectiles are not considered Bows. This includes devices such as slingshots, slings, and atlatls.

b. ADDED (8.5.3 - SAUCY)

(#4a) Half-Draw is half the distance between the brace height and 28 inches. Example: If your bow has a brace height of 8 inches, its Half Draw is 18 inches.



P.17 ARROWS

a. ADDED (8.5.3 - SAUCY)

Shafts longer than 28" must have a draw stop (generally a ring of tape or similar) placed around the shaft no more than 28" from the inside of the arrow's nock where the string rests.

b. BEFORE (8.4 - SUNNY)

The tip of shafts must be built up to **at least 0.5"** in diameter in a solid manner such as:

- a. Wrapping in **duct tape and capping with a penny**
- b. Affixing a **washer into the shaft with a glued-in screw.**
- c. Other similar methods.

NOW (8.5.3 - SAUCY)

The tip of shafts must be built up to **at least 1"** in diameter in a solid manner such as:

- a. Wrapping in **fiberglass strapping tape and capping with a 1" diameter galvanized steel disc.**
- b. Affixing a **1" diameter washer into the shaft with a solidly-attached screw.**
- c. Other similar methods. **Replacing the washer or disc with a U.S. penny is not considered 'similar' to those construction methods. Acceptable construction methods include, but are not limited to, building the arrowhead onto a base which is removable but firmly attached (commonly referred to as "modular" construction) and/or shaft build-ups made using fused deposition modeling ("3D Printing"). Please consult experienced arrowhead builders before attempting new designs.**

P.19 SIEGE WEAPONS

a. BEFORE (8.4 - SUNNY)

You may only have one siege weapon per twenty people on a team.

NOW (8.5.3 - SAUCY)

You may only have siege weapons at the discretion of the game runner.

b. BEFORE (8.4 - SUNNY)

Siege weapons are considered normal weapons for purposes of being destroyed.

NOW (8.5.3 - SAUCY)

Siege Weapons are special weapons and the Game designer shall dictate how and if they can be destroyed.



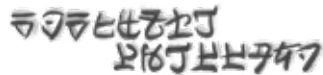
P.19 SHIELDS

- a. BEFORE (8.4 - SUNNY)
(#6) Must be gripped in a hand in order to be considered wielded.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(#6) Must be gripped in a hand in order to be considered wielded. **An open hand inside a shield handle is not enough to consider that shield wielded.**



P.20 CLASS SYMBOLS (NEW)

- a. ADDED (8.5.3 - SAUCY)
CLASS SYMBOLS

Class Symbols are used for the garb requirement for some classes.

1. Class Symbols must be primarily a solid color as specified by the class. Small color variations in details are allowed.
2. Background must be of a contrasting color to the symbol.
3. Symbols must protrude past all edges of a 5" square.
4. Must wear at least two symbols. They must be located on opposite sides of the body.
5. Symbols must be clearly visible from 20' away.

P.24 RESPAWN

- a. BEFORE (8.4 - SUNNY)
Players who Respawn do so with all of their equipment intact...

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Players who Respawn do so with all of their carried or worn equipment intact...

P.24 BASE

- a. BEFORE (8.4 - SUNNY)
Bases may also be used to repair a broken weapon, bow, or shield after 60 seconds at base, though this may be adjusted by the game designer.

NOW (8.5.3 - SAUCY)

Bases may also be used to repair a destroyed weapon, bow, shield, or all armor in one location after 30 seconds at base, or the time period for Respawn, whichever is longer, though this may be adjusted by the game designer.

P.26 REEVING MADE EASY

- a. ADDED (8.5.3 - SAUCY)

Clarification - No functional change

(#4) Making required declarations and explaining what abilities do to other players should not interrupt existing incantations or ongoing chants. The point of declaring enchantments is to keep the game flowing smoothly for all involved. A player is not punished for pausing an incantation to aid in the flow of gameplay. If a Bard, for example, paused their Chant to explain to a new player what the Chant represents, they may resume the chant when they are finished. When in doubt, give leeway to players who go out of their way to help other players during a game.

P.30 MONSTER

- a. BEFORE (As per Dor Un Avathar X)

All monsters are required to carry a copy of the monster entry and wear a silver sash in addition to any listed Garb requirements.

NOW (8.5.3 - SAUCY)

They have no specific class identifier but should be garbed appropriately and/or designated before the game begins

P.31 ARCHER

- a. BEFORE (8.4 - SUNNY)

2nd Level: Mend 1/life (ex)

NOW (8.5.3 - SAUCY)

2nd Level: Mend 1/life (ex) Charge x5

- b. ABILITY CHANGES:

See Sniper

- c. CLARIFICATIONS:

See Pinning Arrow, Sniper, Suppression Arrow, and Reload.

P.32 ASSASSIN

- a. BEFORE (8.4 - SUNNY)

2nd Poison (self-only) 1/Life Charge x3 (ex)

NOW (8.5.3 - SAUCY)

2nd Pick one:

Poison (self-only) 1/Life Charge x3 (ex)

Poison Arrow - 2 Arrows / Unlimited (ex)

- b. CLARIFICATIONS:

See Assassinate, Blink, Coup De Grace, Shadow Step, and Teleport.



P.33 BARBARIAN

- a. BEFORE (8.4 - SUNNY)
Look The Part: Blood and Thunder 1/Refresh (ex)
NOW (8.5.3 - SAUCY)
Look The Part: Fight After Death 1/Refresh (ex)
(Ambulant)
- b. BEFORE (8.4 - SUNNY)
5th Level : Brutal Strike 1/Life (ex) (Ambulant)
NOW (8.5.3 - SAUCY)
5th Level: Brutal Strike 1/Life Charge x3 (ex) (Amb)
- c. BEFORE (8.4 - SUNNY)
6th Level: Blood and Thunder 2/Refresh (ex)
NOW (8.5.3 - SAUCY)
6th Level: Blood and Thunder Unlimited (ex)
- d. CLARIFICATIONS:
See Berserk and Brutal Strike

P.34 MONK

- a. BEFORE (8.4 - SUNNY)
Look The Part: Heal (self-only) 1/Life(ex)
NOW (8.5.3 - SAUCY)
Look The Part: Heal 1/Life Charge x3 (ex)
- b. BEFORE (8.4 - SUNNY)
Weapons: All Melee
NOW (8.5.3 - SAUCY)
Weapons: All Melee, Heavy Thrown
- c. BEFORE (8.4 - SUNNY)
2nd Level: May use Heavy Thrown (T)
NOW (8.5.3 - SAUCY)
2nd Level: Banish 1/Life Charge x5 (ex)
- d. BEFORE (8.4 - SUNNY)
4th Level: Heal (self-only) 1/Life(ex)
NOW (8.5.3 - SAUCY)
4th Level: Heal 1/Life(ex)
- e. BEFORE (8.4 - SUNNY)
5th Level: Resurrect 1/Refresh Charge x10 (m)
NOW (8.5.3 - SAUCY)
5th Level: Resurrect 1/Refresh Charge x5 (m)
- f. CLARIFICATIONS:
See Banish, Enlightened Soul, Magic Ball Block, Missile Block, Sanctuary, and Resurrect.

P.35 SCOUT

- a. BEFORE (8.4 - SUNNY)
1st
Tracking 2/Life Charge x3 (ex) (Ambulant)
May use a bow so long as a shield is not carried
NOW (8.5.3 - SAUCY)
1st
Tracking 2/Life Charge x3 (ex) (Ambulant)
Cancel - Unlimited (m)
May use a bow so long as a shield is not wielded.
- b. BEFORE (8.4 - SUNNY)
6th Level: Adaptive Blessing (self-only) 1/Life (ex)
NOW (8.5.3 - SAUCY)
6th Level: Adaptive Protection (self-only) 1/Life (ex)
- c. CLARIFICATIONS:
See Dispel Magic and Shadow Step.

P.36 WARRIOR

- a. ABILITY CHANGES:
See Insult
- b. CLARIFICATIONS:
See Ancestral Armor and Insult.

P.37 BARD

- a. ABILITY CHANGES:
See Agoraphobia, Awe, Battlefield Triage, Insult, Song of Power, Song of Survival, and Terror
- b. CLARIFICATIONS:
See Amplification, Awe, Battlefield Triage, Combat Caster, Dervish, Empower, Legend, Lost, Restoration, Silver Tongue, Song of Power, and Terror.

P.39 DRUID

- a. BEFORE (8.4 - SUNNY)
Corrosive Mist - Level: 1
NOW (8.5.3 - SAUCY)
Corrosive Mist - Level: 2
- b. ABILITY CHANGES:
See Corrosive Mist, Essence Graft, and Snaring Vines.
- c. CLARIFICATIONS:
See Attuned, Avatar of Nature, Corrosive Mist, Dispel Magic, Essence Graft, Flame Blade, Gift of Fire, Gift of Water, Ranger, Regeneration, Resurrect, Summoner, and Teleport.



P.41 HEALER

- a. BEFORE (8.4 - SUNNY)
Adaptive Blessing - Max: 2
NOW (8.5.3 - SAUCY)
Adaptive Blessing - Max: -
- b. BEFORE (8.4 - SUNNY)
Ancestral Armor - Cost: 2
NOW (8.5.3 - SAUCY)
Ancestral Armor - Cost: 1
- c. BEFORE (8.4 - SUNNY)
Greater Harden - Cost: 2
NOW (8.5.3 - SAUCY)
Greater Harden - Cost: 1
- d. BEFORE (8.4 - SUNNY)
Imbue Shield - Freq: 1/Refresh, Max: -
NOW (8.5.3 - SAUCY)
Imbue Shield - Freq: 2/Refresh, Max: 2
- e. CLARIFICATIONS:
See Adaptive Blessing, Ancestral Armor, Astral Intervention, Banish, Blessed Aura, Blessing Against Wounds, Circle of Protection, Dispel Magic, Enlightened Soul, Greater Resurrect, Greater Undead Minion, Necromancer, Persistent, Phoenix Tears, Priest, Protection from Projectiles, Resurrect, Sever Spirit, Summon Dead, Teleport, Undead Minion, and Warder.



P.43 WIZARD

- a. BEFORE (8.4 - SUNNY)
Force Barrier - Freq: 1/Refresh
NOW (8.5.3 - SAUCY)
Force Barrier - Freq: 1/Life
- b. CLARIFICATIONS:
See Astral Intervention, Banish, Battlemage, Destroy Armor, Dimensional Rift, Dispel Magic, Evoker, Heat Weapon, Persistent, Pyrotechnics, Shatter Weapon, Teleport, Warlock, and Wounding.



P.45 ANTI-PALADIN

- a. BEFORE (8.4 - SUNNY)
Garb: Openly displayed black dragon on clothing or armor and medieval/sword and sorcery looking garb. Knights may wear a white belt and black phoenix instead.
NOW (8.5.3 - SAUCY)
Garb: Silver sash and medieval/sword and sorcery looking garb. Knights may wear a white belt and a black phoenix Class Symbol instead.
- b. BEFORE (8.4 - SUNNY)
Look The Part: Awe 1/life (m)
NOW (8.5.3 - SAUCY)
Look The Part: Terror 1/life (m)
- c. ADDED (8.5.3 - SAUCY)
1st
Cancel - Unlimited (m)
- d. BEFORE (8.4 - SUNNY)
2nd Level: Poison (self-only) 1/Refresh Charge x3 (ex)
NOW (8.5.3 - SAUCY)
2nd Level: Poison (self-only) 1/Life Charge x3 (ex)
- e. BEFORE (8.4 - SUNNY)
3rd Level: Steal Life Essence 1/Life (m)
NOW (8.5.3 - SAUCY)
3rd Level: Steal Life Essence 1/Life Charge x5 (m)
- f. BEFORE (8.4 - SUNNY)
4th Level: Brutal Strike 1/Life (ex) (Ambulant)
NOW (8.5.3 - SAUCY)
4th Level: Brutal Strike 1/Life Charge x10 (ex) (Amb)
- g. BEFORE (8.4 - SUNNY)
5th Level: Awe 1/life (m)
NOW (8.5.3 - SAUCY)
5th Level: Terror 1/life (m)
- h. BEFORE (8.4 - SUNNY)
6th Level: Undead Minion 2/Refresh (m)
NOW (8.5.3 - SAUCY)
6th Level: Flameblade (self-only) 2/Refresh (ex)
- i. ABILITY CHANGES:
See Terror
- j. CLARIFICATIONS:
See Brutal Strike, Flame Blade, and Terror.



P.46 PALADIN

a. BEFORE (8.4 - SUNNY)

Garb: **Openly displayed white dragon on clothing or armor and medieval/sword and sorcery looking garb. Knights may wear a white belt and white phoenix instead.**

NOW (8.5.3 - SAUCY)

Garb: **Gold sash and medieval/sword and sorcery looking garb. Knights may wear a white belt and a white phoenix Class Symbol instead.**

b. ADDED (8.5.3 - SAUCY)

1st

Cancel - Unlimited (m)

c. BEFORE (8.4 - SUNNY)

2nd Level: **Heal 1/Refresh Charge x3 (m)**

NOW (8.5.3 - SAUCY)

2nd Level: **Greater Heal 1/Life Charge x3 (m)**

d. BEFORE (8.4 - SUNNY)

4th Level: **Resurrect 2/Refresh (m)**

NOW (8.5.3 - SAUCY)

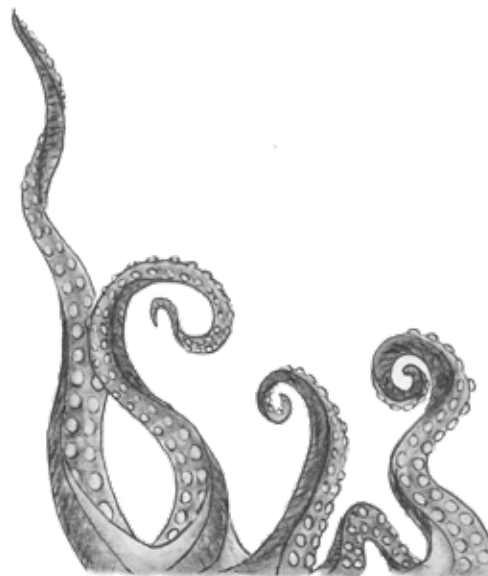
4th Level: **Greater Resurrect 1/Life (m)**

e. ABILITY CHANGES:

See Awe and Extend Immunities

f. CLARIFICATIONS:

See Awe, Greater Resurrect



P.48 ABILITY

a. BEFORE (8.4 - SUNNY)

(#2) Ability Enchantments denoted as Extraordinary (ex) in the class description do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. May be removed by Magic that removes Enchantments, such as Dispel.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(#2) Ability Enchantments denoted as Extraordinary (ex) in the class description do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. May be removed by Magic that removes Enchantments, such as Dispel. A player may not have more than one (ex) enchantment of the same name.

b. ADDED (8.5.3 - SAUCY)

Clarification - No functional change

(#6) Ongoing Effects are effects applied by Abilities where the effect lasts for some specified duration (Examples: Fight After Death, Heat Weapon, and Shake it Off) or for an indefinite duration (Examples: Amplification, Elemental Barrage, and Shove).

P.48 ARCHETYPE (NEW)

a. ADDED (8.5.3 - SAUCY)

Archetype: Class abilities which modify base rules about their class. Archetypes are denoted with an (A) and are always active throughout the game. Archetypes may not be removed by any means and persist after respawn. Archetypes are not enchantments, and do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. You do not have to have an archetype, even if one is available to you.



P.49 ENCHANTMENTS

- a. BEFORE (8.4 - SUNNY)
(Enchantments #2) Enchantments may only be carried one at a time by a player, unless otherwise noted.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(Enchantments #2) Enchantments may only be carried one at a time by a player, unless otherwise noted. A player may not wear more than one (ex) enchantment of the same name.

- b. BEFORE (8.4 - SUNNY)
(Previously Enchantments #6) Players may not cast Enchantments on themselves with the exception of Enchantments with a range of 'Self'.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

This entry has been removed entirely. All enchantment abilities have had their ranges adjusted.

- c. BEFORE (8.4 - SUNNY)
(Enchantments #9, now #8) Example One: A player bearing Corrosive Mist is Stopped. When they die the Enchantment becomes inactive and the Stopped State is removed since all States, except Cursed, are removed by death.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(Enchantments #8, prev #9) Example One: A player bearing Heart of the Swarm is Stopped. When they die the Enchantment becomes inactive and the player is no longer Stopped since all States other than Cursed are removed on death.

- d. BEFORE (8.4 - SUNNY)
(Enchantments #9, now #8) Example Two: A player bearing Protection From Magic...

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Removed this example entirely.

- e. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
(Enchantments #8a) Cursed imparted by an Enchantment cannot be removed in any way while the Enchantment is worn, whether it is active or inactive. If the Enchantment is removed, Cursed is not removed unless otherwise noted. Example One: A player bearing Vampirism dies. Their enchantment becomes inactive, but the Cursed State remains. If the player moves from where they died, Vampirism would be removed (unless it were persistent) but the Player would remain Cursed.

P.49 INCANTATIONS

- a. BEFORE (8.4 - SUNNY)
(Incantations #5) Require the caster to have an empty hand with the exception of holding Material Components or the target of a Touch Range magic.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(Incantations #5) Require the caster to have an empty hand with the exception of holding Material Components or the target of a Touch Range magic. An open hand inside a shield handle is considered an open hand for the purposes of Incantations.

- b. BEFORE (8.4 - SUNNY)
(Incantations #7) Require the target to be at least partially visible at the end of the Incantation to be effective. If the target is not at least partially visible the Ability or Magic is still used up.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(Incantations #7) The target of a Magic or Ability must be at least partially visible at the completion of an Incantation. The target being out of sight at any other point does not prevent or interrupt the casting attempt. If a piece of equipment is the target, the physical equipment itself is what needs to be at least partially visible. If the incantation is completed and the target is not at least partially visible, the Magic or Ability has no effect but is still expended.

TRIGGER

P.50 KILL TRIGGER

- a. BEFORE (8.4 - SUNNY)
...can only be used within 30 seconds after the caster strikes the final blow to kill an enemy in melee combat (or causes the activation of any effects which allow the player struck to avoid death...

NOW (8.5.3 - SAUCY)

...can only be used within 30 seconds after the caster strikes the final blow to kill an enemy (or causes the activation of any effects which allow the player struck to avoid death...

- b. BEFORE (8.4 - SUNNY)
The caster must be outside of 10' of a living enemy, and may only use the ability once per eligible killing blow.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

The caster must be outside of 10' of a living enemy, and may only use a given Kill Trigger ability once per eligible killing blow.



P.50 MAGIC ARMOR

a. BEFORE (8.4 - SUNNY)

Magic Armor never stacks with other Magic Armor and may not be worn with normal armor.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Enchantments which grant Magic armor fail when targeting a player with worn armor. Players may not don worn armor while bearing an enchantment which grants magic armor.



P.50 MAGIC BALLS

a. BEFORE (8.4 - SUNNY)

(Magic Balls #1) A magic-user may physically carry only the number of Magic Balls purchased. Pages and other players may not carry extra Magic Balls for magic-users.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(Magic Balls #1) Players may only bring a number of Magic Balls on to the battlefield equal to the maximum uses allowed to them. Likewise, players may also only carry up to that amount at any given time.

a. Owners of Magic Balls may grant other players permission to carry their Magic Balls in order to return them to the owner or to the owner's base. They may also grant other players permission to use their Magic Balls if the other person has the ability to do so.

b. ADDED (8.5.3 - SAUCY)

Clarification - No functional change

(Magic Balls #2) A Magic Ball must be held in the caster's hand by the end of the Incantation.

c. BEFORE (8.4 - SUNNY)

(Magic Balls #2, now #3) Once a Magic Ball's Incantation has been said, it is considered active until thrown or interrupted.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(Magic Balls #3, prev #2) Once a Magic Ball's Incantation has been said, it is considered active until it hits a Player, Wielded Equipment, or Terrain. It will also become inactive if the caster begins an incantation or the material component stops being held in hand and has not been thrown. The caster can transfer an active Magic Ball from one hand to the other without it becoming inactive and can wield a weapon or shield in a hand that is also holding an active Magic Ball.

d. BEFORE (8.4 - SUNNY)

(Magic Balls #5/6, now #6) Magic Balls discharge after the first Player, Wielded Equipment, or Terrain they hit. Magic Balls affect only the player or object struck; Magic Balls are not engulfing unless noted.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(Magic Balls #6, prev #5/6) Magic Balls discharge and attempt to affect the first Player, Wielded Equipment, or Terrain they hit; Magic Balls are not engulfing unless noted.



P.51 RANGE

- a. BEFORE (8.4 - SUNNY)
Range: Targets of Magics and Abilities out of range at the completion of an Incantation are not valid targets. For Magics and Abilities used at a range of Touch, any physical contact between caster and target is sufficient.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Range: The target of a Magic or Ability must be in range at the completion of an Incantation. The target being out of range at any other point does not prevent or interrupt the casting attempt. If a piece of equipment is the target, the physical equipment itself is what needs to be in range. If the incantation is completed and the target is not in range, the Magic or Ability has no effect but is still expended. For Magics and Abilities used at a range of Touch, any physical contact between caster and target is sufficient.

- b. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
Unless otherwise noted, Magics and Abilities with a listed range of Touch or greater can be cast at range Self.

P.51 RESISTANT

- a. ADDED (8.5.3 - SAUCY)
Resistances always take effect after Immunities and Traits, but before any other abilities.

P.51 SPECIALTY ARROWS

- a. BEFORE (8.4 - SUNNY)
(#1) A player may only physically carry one Specialty Arrow per instance of Ability. Pages and other players may not carry extra Specialty Arrows for players. Specialty arrows may never be shared.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(#1) Players may only bring a number of Specialty Arrows on to the battlefield equal to the maximum uses allowed to them. Likewise, players may also only carry up to that amount at any given time.

a. Owners of Specialty Arrows may grant other players permission to carry their Specialty Arrows in order to return them to the owner or to the owner's base, but may not grant anyone else permission to use them.

- b. BEFORE (8.4 - SUNNY)
(#6) If a player has Specialty Arrows with a frequency that includes Charge, they may have only one Specialty Arrow of any type Charged at a time

NOW (8.5.3 - SAUCY)

Removed entirely.

P.51 TRAITS

- a. ADDED (8.5.3 - SAUCY)
Traits always take effect before Immunities, Resistances, and any other abilities.

P.52 VERBAL

- a. BEFORE (8.4 - SUNNY)
Unless otherwise noted, all Ongoing Effects are removed when a player dies and cannot apply to dead players.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Unless otherwise noted, Ongoing Effects cannot apply to dead players and are removed when a player dies or has an effect activate which allows the player struck to avoid death (Undead Minion, Greater Undead Minion, Troll Blood, Phoenix Tears, Song of Survival).

P.52 WOUND TRIGGER

- a. BEFORE (8.4 - SUNNY)
Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy in melee combat (even if that wound kills the enemy).

NOW (8.5.3 - SAUCY)

Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy (even if that wound kills the enemy).

P.52 STATES

- a. BEFORE (8.4 - SUNNY)
Unless otherwise noted, all States are removed when a player dies and cannot apply to dead players.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Unless otherwise noted, States cannot apply to dead players and are removed when a player dies or has an effect activate which allows the player struck to avoid death (Undead Minion, Greater Undead Minion, Troll Blood, Phoenix Tears, Song of Survival).

P.52 FROZEN

- a. BEFORE (8.4 - SUNNY)
Otherwise the player and their equipment is not affected by combat, magic, etc.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

Otherwise the player and their carried or worn equipment is not affected by combat, magic, etc.



P.52 IMMUNE

- a. BEFORE (8.4 - SUNNY)
These rules were in a big paragraph.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
They have been broken into a numbered list.
- b. ADDED (8.5.3 - SAUCY)
(Immune #1) Immunities always take after Traits but before Resistances and any other abilities.
- c. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
(Immune #4) If a player is Immune to an effect which would remove a State or ongoing effect, the State/ongoing effect is not removed. Example: A player who is Immune to Sorcery cannot be Released from Frozen, as they cannot be affected by Release, a Sorcery school ability.
- d. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
(Immune #7) A target becoming Immune to the source of an ongoing effect or State while it is applied does not remove ongoing effects or States currently affecting the target. Example: If a player who is Stopped by Hold Person casts Song of Determination on themselves, that player remains Stopped.



P.53 INSUBSTANTIAL

- a. BEFORE (8.4 - SUNNY)
Player and their equipment are otherwise unaffected by combat, magic, etc.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
Player and their carried or worn equipment are otherwise unaffected by combat, magic, etc.

P.54 ADAPTIVE BLESSING

- a. BEFORE (8.4 - SUNNY)
May not be worn with any other Enchantments from the Protection School.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).



P.54 AGORAPHOBIA

- a. BEFORE (8.4 - SUNNY)
Target must remain at least 20' away from all other players unless forced there by another Magic or Ability.
NOW (8.5.3 - SAUCY)
Target must remain at least 20' away from all other living players unless forced there by another Magic or Ability.

P.54 ANCESTRAL ARMOR

- a. BEFORE (8.4 - SUNNY)
The effects of a Magic Ball, projectile, or weapon which just struck armor worn by the player are ignored...
NOW (8.5.3 - SAUCY)
Clarification - No functional change
The effects of a Magic Ball, projectile weapon, or melee weapon which just struck armor worn by the player are ignored...
b. BEFORE (8.4 - SUNNY)
N: Abilities that ignore armor do not trigger Ancestral Armor.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
N: Engulfing Effects that do not strike the bearer's armor and abilities that ignore armor entirely do not trigger Ancestral Armor.

P.54 ASSASSINATE

- a. BEFORE (8.4 - SUNNY)
I: Say the word "Assassinate" immediately upon killing a person.
E: The victim is Cursed.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
I: "Assassinate"
E: The victim is Cursed.
L: May only be used immediately upon killing an enemy.
N: Assassinate targets the killed enemy and does not require verbal targeting.

P.54 ASTRAL INTERVENTION

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: If cast on self, the caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.



P.55 ATTUNED

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: If Attuned is removed, the bearer chooses which (m) Enchantments to lose to meet their new Enchantment limit, if necessary.

P.55 AVATAR OF NATURE

- a. BEFORE (8.4 - SUNNY)
T: Neutral
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype



P.55 AWE

- a. BEFORE (8.4 - SUNNY)
E: Target may not attack or cast magic at the caster.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Target may not attack or cast magic at the caster or their carried equipment.
- b. BEFORE (8.4 - SUNNY)
If the caster attacks or begins casting another magic at the target, this spell's effect is negated.
NOW (8.5.3 - SAUCY)
N: If the caster attacks the target, begins casting another magic at the target or their carried equipment, or dies, this spell's effect is negated.

P.55 BANISH

- a. BEFORE (8.4 - SUNNY)
N: A player bearing Undead Minion or Greater Undead Minion who is currently Insubstantial has their Enchantment removed.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
N: The target's Insubstantial State is replaced with a new insubstantial state from Banish. If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well. If Banish is cast on self, the caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial. A player bearing Undead Minion or Greater Undead Minion who is currently Insubstantial has their Enchantment removed.

P.55 BATTLEFIELD TRIAGE

- a. BEFORE (8.4 - SUNNY)
R: Self or Touch: Others
NOW (8.5.3 - SAUCY)
Clarification - No functional change
R: Self/Touch
- b. BEFORE (8.4 - SUNNY)
M: Four yellow strips
E: Bearer is Stopped. Bearer may cast Greater Heal by announcing "<Player> thou art made whole". Bearer must remove an Enchantment strip after each use of Greater Heal.
NOW (8.5.3 - SAUCY)
M: Three yellow strips
E: Bearer may cast Heal by announcing "<Player> thou art made whole". Bearer must remove an Enchantment strip after each use of Heal.

P.55 BATTLEMAGE

- a. BEFORE (8.4 - SUNNY)
T: Neutral
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype

P.55 BERSERK

- a. BEFORE (8.4 - SUNNY)
All weapons wielded in melee are Armor Breaking.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
Bearer's melee weapons are Armor Breaking.



P.55 BLESSED AURA

- a. BEFORE (8.4 - SUNNY)
E: Resistant to all effects from the next source which would inflict a Wound, Death, State, or negatively affect them or their equipment. Does not trigger against effects cast by the player.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Resistant to all effects from the next source which would inflict a Wound, Death, State, or negatively affect them or their carried or worn equipment. Does not trigger against effects cast by the player.





P.55 BLESSING AGAINST WOUNDS

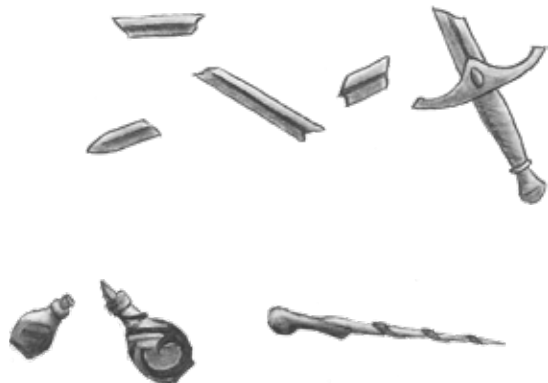
- a. BEFORE (8.4 - SUNNY)
 May not be worn with any other Enchantments from the Protection School.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
 May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).

P.56 BLINK

- a. BEFORE (8.4 - SUNNY)
 E: Player becomes Insubstantial and can move to any location within 50' from their starting point.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
 E: Player becomes Insubstantial. While Insubstantial in this way, player can move as they wish as long as they remain within 50' from their starting point.
- b. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
 N: If the Insubstantial State is ended, the rest of the effect is ended as well. Caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.

P.56 BRUTAL STRIKE

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
 N: Brutal Strike targets the wounded or dead player and does not require verbal targeting.



P.56 CIRCLE OF PROTECTION

- a. BEFORE (8.4 - SUNNY)
 N: Effects which would normally remove the Insubstantial State (Tracking, Release, etc) will remove this Enchantment.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
 N: Effects which would normally remove the Insubstantial State (Tracking, Release, etc) will remove this Enchantment. If a player affected by CoP is required to move by another effect, they do not move until CoP ends. If that other effect ends before CoP is removed, then the player does not need to move at all.
- a. Example One: A player affected by CoP is affected by Teleport. They cannot move until CoP ends, after which point they will remain Insubstantial and complete the Teleport movement as intended.
- b. Example Two: A player affected by CoP is affected by Awe. They cannot move away from the other player until CoP ends; however, if they remain affected by the CoP for 30 seconds, Awe will expire naturally without the player having to move.
- c. Example Three: A player affected by CoP is affected by Shove. They cannot move until CoP ends, after which point they must immediately fulfill the movement requirement of Shove.
- d. Example Four: A player affected by CoP is affected by Banish. Banish applies a new Insubstantial state and completely replaces CoP. The target must immediately move and fulfill the effect of Banish.

P.56 COMBAT CASTER

- a. BEFORE (8.4 - SUNNY)
 T: Neutral
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
 T: Archetype

P.56 CORROSIVE MIST

- a. BEFORE (8.4 - SUNNY)
 R: Self or Touch: Others
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
 R: Self/Touch
- b. BEFORE (8.4 - SUNNY)
 M: Five red strips
 E: Bearer is Stopped. Bearer may cast Destroy Armor by...
- NOW (8.5.3 - SAUCY)
 M: Three red strips
 E: Bearer may cast Destroy Armor by...



P.57 COUP DE GRACE

- a. BEFORE (8.4 - SUNNY)
L: Target must be Wounded when the caster begins the Incantation. Although it still functions even if they are healed by the end of the Incantation.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
L: Target must be Wounded when the caster begins the Incantation.
- N: Even if the target has no Wounds by the end of the Incantation they still die.**

P.57 DERVISH

- a. BEFORE (8.4 - SUNNY)
T: Neutral
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype



P.57 DESTROY ARMOR

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: Destroy Armor targets the player but affects the Hit Location. Visibility can be drawn to any part of the player, not just the desired Hit Location. Immunities, resistances, and other protections will only protect the armor from Destroy Armor if they specifically extend to the armor, such as Blessed Aura. Abilities like Enlightened Soul, Protection from Magic, and Adaptive Protection (Death) do not extend to armor and thus cannot protect against Destroy Armor. Ancestral Armor does not protect against verbal magic and thus cannot protect against Destroy Armor.

P.57 DISPEL MAGIC

- a. BEFORE (8.4 - SUNNY)
N: Will work through Protection from Magic, Enlightened Soul, Sanctuary, and similar magics and abilities. Will work on players that are Frozen or Insubstantial.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
N: Will always remove enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments (except Sleight of Mind).

P.57 EMPOWER

- a. BEFORE (8.4 - SUNNY)
R: Touch
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
R: Touch: Others
- b. BEFORE (8.4 - SUNNY)
L: Does not function on Empower, Confidence, Restoration, or similar Magic and Abilities. May not be used on the caster.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
L: Does not function on Empower, Confidence, or Restoration.

P.57 ENLIGHTENED SOUL

- a. BEFORE (8.4 - SUNNY)
L: ...Does not affect (ex) abilities.
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
N: Does not affect (ex) abilities, abilities with a Range of Touch, or abilities whose Range is greater than Touch but are used at a Range of Touch anyway.

P.58 ESSENCE GRAFT

- a. BEFORE (8.4 - SUNNY)
I: "Open up and receive my power" x3
- NOW (8.5.3 - SAUCY)
I: "I enchant thee with essence graft" x3
- b. BEFORE (8.4 - SUNNY)
L: Bearer may only wear Enchantments...
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
L: Bearer may only wear (m) Enchantments...
- c. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: If Essence Graft is removed, the bearer chooses which (m) Enchantments to lose to meet their new Enchantment limit, if necessary.

P.58 EVOKER

- a. BEFORE (8.4 - SUNNY)
T: Neutral
- NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype



P.57 EXTEND IMMUNITIES

- a. BEFORE (8.4 - SUNNY)
E: The target player gains either **Resistant to Command** or **Resistant to Death**.
NOW (8.5.3 - SAUCY)
E: The target player gains either **Immunity to Command** or **Immunity to Death**.

P.56 FLAME BLADE

- a. BEFORE (8.4 - SUNNY)
E: Bearer's melee weapons are **Armor Breaking** and **Shield Crushing**. Bearer and **their weapons** are **Immune to Flame**.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Bearer's melee weapons are **Armor Breaking** and **Shield Crushing**. Bearer and **weapons they hold** are **Immune to Flame**.



P.59 GIFT OF AIR

- a. BEFORE (8.4 - SUNNY)
E: The effects of a melee weapon or **projectile** which...
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: The effects of a melee weapon or **projectile weapon** which...

P.59 GIFT OF FIRE

- a. BEFORE (8.4 - SUNNY)
E: Bearer is **Immune to Flame** and gains **Heat Weapon 1/Refresh Charge x3**.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Bearer is **Immune to Flame** and gains **Heat Weapon 1/Refresh Charge x3 (m)**.

P.59 GIFT OF WATER

- a. BEFORE (8.4 - SUNNY)
E: Bearer gains one point of **magic armor** and **Heal (self-only) unlimited**.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Bearer gains one point of **magic armor** and **Heal (self-only) Unlimited (m)**.



P.60 GREATER RESURRECT

- a. BEFORE (8.4 - SUNNY)
E: Target **Dead** player is returned to life.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Target **Dead** player **who has not moved from where they died** is returned to life.

P.60 GREATER UNDEAD MINION

- a. BEFORE (8.4 - SUNNY)
(E#8) **Dead** players may be targeted by **Greater Undead Minion**...
NOW (8.5.3 - SAUCY)
Clarification - No functional change
(E#8) **Dead** players **who have not moved from where they died** may be targeted by **Greater Undead Minion**...
b. BEFORE (8.4 - SUNNY)
(L#2) This **Enchantment** is removed by **Banish** and **Dimensional Rift** if used on the player while they are **Insubstantial**.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
(L#2) If **Banish** or **Dimensional Rift** is cast on the bearer while they are **Insubstantial**, the **Enchantment** is removed, even if the player is unaffected by **Banish/Dimensional Rift**.

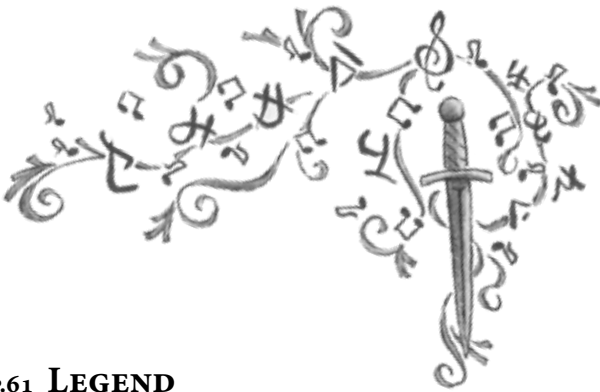
P.60 HEAT WEAPON

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: The equipment, not the person, is the target of **Heat Weapon**. The equipment is the only thing required to be within range and visible for this spell to affect it.



P.60 INSULT

- a. BEFORE (8.4 - SUNNY)
I: "I command thy attention **sirrah**" x3
NOW (8.5.3 - SAUCY)
I: "I command thy attention" x3
- b. BEFORE (8.4 - SUNNY)
E: Victim is unable to attack or cast magic at anyone other than **the caster** for 30 seconds. If the victim of insult is attacked or has magic cast on **them** by someone other than the caster...
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Victim is unable to attack or cast magic at anyone other than **the caster or their carried equipment** for 30 seconds. If the victim of insult is attacked or has magic cast on **them or their carried equipment** by someone other than the caster...
- c. ADDED (8.5.3 - SAUCY)
N: If the caster of Insult dies, the victim's effect is negated.



P.61 LEGEND

- a. BEFORE (8.4 - SUNNY)
T: Neutral
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype

P.61 LOST

- a. BEFORE (8.4 - SUNNY)
N: If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
N: If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well. If **Lost** is cast on self, the caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.

P.62 MAGIC BALL BLOCK

- a. BEFORE (8.4 - SUNNY)
E: Player is allowed to block Magic Balls with their **weapons** and hands without penalty. Any Magic Ball in motion touched by a **weapon wielded or by the hand of the player** is nullified.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Player is allowed to block Magic Balls with their **wielded weapons** and hands without penalty. Any Magic Ball in motion touched by **their wielded weapon or hand** is nullified.

P.62 MISSILE BLOCK

- a. BEFORE (8.4 - SUNNY)
E: Player is allowed to block arrows and **projectiles** with their **weapons** and hands without penalty. Any arrow or **projectile** in motion touched by a **weapon wielded or by the hand of the player** is nullified.
N: Engulfing effects from blocked arrows and **projectiles** do not activate.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Player is allowed to block arrows and **projectile weapons** with their **wielded weapons** and hands without penalty. Any arrow or **projectile weapon** touched by **their wielded weapon or hand** is nullified.
N: Engulfing effects from blocked arrows and **projectile weapons** do not activate.

P.62 NECROMANCER

- a. BEFORE (8.4 - SUNNY)
T: Neutral
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype

P.62 PERSISTENT

- a. ADDED (8.5.3 - SAUCY)
N: Persistent enchantments with limited uses (Mass Healing, Corrosive Mist, etc.) will retain the number of uses they had remaining. Persistent Magic Armor behaves like normal armor: it will be repaired upon Resawning or retain any prior damage if the bearer is returned to life by some other method, such as Resurrect.



P.63 PHOENIX TEARS

- a. BEFORE (8.4 - SUNNY)
All of their equipment is fully repaired.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
All of their carried or worn equipment is fully repaired.

P.63 PINNING ARROW

- a. BEFORE (8.4 - SUNNY)
E: A player struck by this arrow is Stopped for 30 seconds.
N: Engulfing.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: A player struck by this arrow is Stopped for 30 seconds. Engulfing.

P.63 PRIEST

- a. BEFORE (8.4 - SUNNY)
T: Neutral
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype

P.62 PROTECTION FROM PROJECTILES

- a. ADDED (V8.5.3 - SAUCY)
Clarification - No functional change
N: Equipment can still be affected by the above. Does not protect bearer against Magic Balls.

P.63 PYROTECHNICS

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: Pyrotechnics targets the player but affects their equipment. Immunities, resistances, and other protections will only protect the equipment from Pyrotechnics if they specifically extend to the equipment, such as Blessed Aura or Flame Blade. Abilities like Enlightened Soul, Protection from Magic, and Adaptive Protection (Flame) do not extend to equipment and thus cannot protect from Pyrotechnics.

P.63 RANGER

- a. BEFORE (8.4 - SUNNY)
T: Neutral
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype

P.64 REGENERATION

- a. BEFORE (8.4 - SUNNY)
E: Bearer gains unlimited use of Swift Heal (selfonly).
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Bearer gains Heal (self-only) Unlimited (Swift).

P.64 RELOAD

- a. BEFORE (8.4 - SUNNY)
E: Player becomes Out of Game and may move about the field retrieving their arrows.
L: Must stay at least 10' away from other players at all times. The player may only remove their Out of Game state in the location they started by stating, "I return with a full quiver" x3.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Player becomes Out of Game and may move about the field retrieving their arrows. The player may remove their Out of Game state in the location they started by stating, "I return with a full quiver" x3.
L: Must stay at least 10' away from other players at all times.

P.64 RESTORATION

- a. BEFORE (8.4 - SUNNY)
R: Touch
NOW (8.5.3 - SAUCY)
Clarification - No functional change
R: Touch: Others
- b. BEFORE (8.4 - SUNNY)
L: Does not function on Empower, Confidence, Restoration, or similar Magic and Abilities. May not be used on the caster.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
L: Does not function on Empower, Confidence, or Restoration.

P.64 RESURRECT

- a. BEFORE (8.4 - SUNNY)
E: Target Dead player is returned to life.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Target Dead player who has not moved from where they died is returned to life.



P.64 SANCTUARY

- a. BEFORE (8.4 - SUNNY)
I: State "Sanctuary" without any weapons in hand.
L: Player may not carry any weapons in hand during Sanctuary.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
I: "Sanctuary"
L: Player may not activate this ability while they have any weapons in hand and cannot carry any weapons in hand during Sanctuary.

P.64 SEVER SPIRIT

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: Will always remove enchantments if successfully cast on a valid target, regardless of the player's Traits, States, Immunities, Ongoing Effects, or Enchantments.

P.64 SHADOW STEP

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: Caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.

P.65 SHATTER WEAPON

- a. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
N: The equipment, not the person, is the target of Shatter Weapon. The equipment is the only thing required to be within range and visible for this spell to affect it.

P.65 SILVER TONGUE

- a. BEFORE (8.4 - SUNNY)
R: Self or Touch: Others
NOW (8.5.3 - SAUCY)
Clarification - No functional change
R: Self/Touch

P.65 SNARING VINES

- a. BEFORE (8.4 - SUNNY)
Name: Grasping Tentacles
M: Five red strips
E: Bearer is Stopped. Bearer may cast Hold Person by...
NOW (8.5.3 - SAUCY)
Name: Snaring Vines
M: Three red strips
E: Bearer may cast Hold Person by...

P.65 SNIPER

- a. BEFORE (8.4 - SUNNY)
T: Neutral S: Sorcery
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: Archetype S: Neutral

- b. BEFORE (8.4 - SUNNY)
L: May not fire normal arrows. Only one type of Specialty Arrow may be charged at any given time.
NOW (8.5.3 - SAUCY)
L: May not fire normal arrows.

P.66 SONG OF POWER

- a. BEFORE (8.4 - SUNNY)
I: "I sing to inspire my brothers-in-arms"
NOW (8.5.3 - SAUCY)
I: "I sing to inspire my comrades-in-arms"
- b. BEFORE (8.4 - SUNNY)
E: Friendly players within 20' of the bearer have their Charging Incantation repetitions divided by 2, rounded down.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: Friendly players within 20' of the bearer have their Charging Incantation repetitions divided by 2, rounded down, to a minimum of 1.
- c. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
L: Players can only benefit from one instance of Song of Power at a time.



P.66 SONG OF SURVIVAL

- a. BEFORE (8.4 - SUNNY)
The caster treats the triggering event as though it had no effect on them other than triggering Song of Survival. Bearer may choose to return directly to their base immediately after Song of Survival activates.
NOW (8.5.3 - SAUCY)
The caster treats the triggering event as though it had no effect on them other than triggering Song of Survival. **Song of Survival immediately ends and bearer must stop their Chant.** Bearer may choose to return directly to their base immediately after Song of Survival activates.
- b. BEFORE (8.4 - SUNNY)
L: Once Song of Survival has activated to protect the bearer it may not be **cast** again on the same life.
NOW (8.5.3 - SAUCY)
L: Once Song of Survival has activated to protect the bearer it may not **activate** again on the same life.
- c. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
If the Insubstantial State is ended by any means before reaching the base, the rest of the effect is ended as well.

P.66 SUMMON DEAD

- a. BEFORE (8.4 - SUNNY)
May be used on a dead player who has not moved from where they died or who is at their **base**.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
May be used on a dead player who has not moved from where they died or who is at their **respawn**.

P.67 SUMMONER

- a. BEFORE (8.4 - SUNNY)
T: **Neutral**
NOW (8.5.3 - SAUCY)
Clarification - No functional change
T: **Archetype**

P.67 SUPPRESSION ARROW

- a. BEFORE (8.4 - SUNNY)
E: A player struck by this arrow is Suppressed for 30 seconds.
N: **Engulfing**.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: A player struck by this arrow is Suppressed for 30 seconds. **Engulfing**.

P.67 TELEPORT

- a. BEFORE (8.4 - SUNNY)
E: **Player** becomes Insubstantial and moves directly to a location chosen **at the time of casting by the caster**.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: **Target willing player** becomes Insubstantial and moves directly to a chosen location chosen **by the caster at the time of casting. This must be a fixed location (not relative to a player or to a moveable object)**.
- b. ADDED (8.5.3 - SAUCY)
Clarification - No functional change
If Teleport is cast on self, the caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.



P.67 TERROR

- a. BEFORE (8.4 - SUNNY)
E: **Target** may not attack or cast magic at the caster.
NOW (8.5.3 - SAUCY)
Clarification - No functional change
E: **Target** may not attack or cast magic at the caster **or their carried equipment**.
- b. BEFORE (8.4 - SUNNY)
If the caster attacks or begins casting another magic at the target, this spell's effect is negated.
NOW (8.5.3 - SAUCY)
N: If the caster attacks **the target, begins casting another magic at the target or their carried equipment, or dies**, this spell's effect is negated.



P.68 UNDEAD MINION

- a. BEFORE (8.4 - SUNNY)
(E#8) Dead players may be targeted by Undead Minion...

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(E#8) Dead players who have not moved from where they died may be targeted by Undead Minion...

- b. BEFORE (8.4 - SUNNY)
(L#2) This Enchantment is removed by Banish and Dimensional Rift if used on the player while they are Insubstantial.

NOW (8.5.3 - SAUCY)

Clarification - No functional change

(L#2) If Banish or Dimensional Rift is cast on the bearer while they are Insubstantial, the Enchantment is removed, even if the player is unaffected by Banish/ Dimensional Rift.

P.68 WARDER

- a. BEFORE (8.4 - SUNNY)

T: Neutral

NOW (8.5.3 - SAUCY)

Clarification - No functional change

T: Archetype

P.68 WARLOCK

- a. BEFORE (8.4 - SUNNY)

T: Neutral

NOW (8.5.3 - SAUCY)

Clarification - No functional change

T: Archetype

P.68 WOUNDING

- a. ADDED (8.5.3 - SAUCY)

Clarification - No functional change

N: Wounding targets the player but affects the Hit Location. Visibility can be drawn to any part of the player, not just the desired Hit Location.

P.69 RULES REVISION PROCESS

- a. BEFORE (8.4 - SUNNY)

This entire section was substantially revised. You can view the original content in the 8.4 "Sunny" rulebook here: https://drive.google.com/file/d/14e5V_XVRAITnEJ58o5GC-K6OX-W7doh6/view?usp=drive_link

NOW (8.5.3 - SAUCY)

This entire section was substantially revised. We recommend reading the updated content as though it was all completely new.

30-Day Clarification (July 2023) - Amend the RRO election year listed above to be 'odd' years instead of even.

P.-- COMMON MISCONCEPTIONS

- a. BEFORE (8.4 - SUNNY)

This section existed.

NOW (8.5.3 - SAUCY)

This section has been removed. It's contents have been rolled into the relevant rule entries throughout the Rules of Play.

P.70 AWARD STANDARDS

- a. BEFORE (8.4 - SUNNY)

(Framework: Knighthood) Whereas Masterhood is recognition of skill, Knighthood is also recognition of character in addition to having skill beyond that of a Master.

NOW (8.5.3 - SAUCY)

(Framework: Knighthood) Whereas Masterhood is recognition of skill, Knighthood is also recognition of character in addition to having skill equal to that of a Master.

P.77 AMTGARD INCLUSION POLICY

- a. ADDED TO ANNEXURES

No functional change

Amtgard Inclusion Policy added to the annexures at the end of the document.

