

## Soul Frag Book

### Races

- Clarified that Fauns don't heal from spheres other than Nature *no matter what*
- Squamata's Seal Pores work against all packet alchemy, not just gas globes
- Clarified that packets thrown by Sidhe while casting are still visible and spell defences still produce a visible effect
- Goblins' parasites are foreign life forms
- Specified Fire Elf life span
- Added a description of what happens in an Avian tries to anchor to a destroyed anchor – hint: they die
- Removed sentence about Risen being considered their pre-undead species while in living form in the case of unforeseen questions – we foresee everything!

### Occupations

- Put 'See Vocations' in the pre-reqs section for Vocations in the introduction table, since the pre-requisites vary per Vocation
- Artisan
  - o It takes 10 minutes to make a Vault
  - o Vaults must have proper tags for the lock & key
  - o If you kill somebody and steal their Vault key, you can go in
- Tradesman now costs only 40 CP for Champions
- Pillar of Fire is now Holy Pillar and the Paladin gets to pick the element on purchase
- Champions can have their brand on either hand
- Maelstrom renders targets unable to speak or move
- Favoured trials can only occur at a PC's home guild
- Champions can get their items either by providing them or through a special plotline, which can be easy or difficult
- Clarified how Churches and Temples work re duration, creation, and recreation post-destruction
- Updated how Favoured trials work for aspirant Dragon Knights

### Skills

- Teachers may only teach players from the Teacher character's home guild
- The amount of time and steps required to learn a Vocation or Sphere are determined by the Teacher
- Updated skill cost for Spell Versatility in the table in the introduction to match the correct cost
- Paragons only need to exemplify 3 tenets and do not need to do trials, just a 6 month period of observation
- A Friend In Need and A Friend Indeed are now 10 & 25 frags respectively
- Luck is purchased per character
- Added Cold Dead Hands and Intuition

### Magic

- Dark
  - o Scars from Control Mindless disappear after a year or through divine intervention
  - o Changed pre-reqs to just be Favoured
- Sigil
  - o Sigil of Hatred

- Now properly listed in the quick reference chart, instead of the old Sigil of Seal Armour
    - Removed reference to Vermin
  - Sigil of the Forge heals Gargylen only
  - Sigil of Dispel
    - Removed line about non-extended potions, since those don't exist
- Light
  - Tooth for a Tooth
    - Eyes no longer glow
    - You can now give out a use
    - Clarified that it reflects effects of any kind, not just unfriendly ones
    - Changed the call for reflecting and added a call for activating
  - Beacon of Light can be on spirit at game start
  - Changed pre-reqs to just be Favoured
  - Shield of Light will not disappear when the Shield Magic function goes off
  - Reworded the sphere into a bit
  - Pin Evil also frees people from Snares
- Wytch
  - Changed the call for reflecting
  - Switched incants with 'craft' to 'create'
- Draconic
  - Switched incants with 'bestow' to 'grant'