

# E O S Rules Errata

Detailed below are the changes from version 1.1 to version 1.2

## Core Rules

1. Address Changes.
2. "An appropriately" added to combat skill descriptions
3. Removed from Bow Through "You may not use this skill with a non crafted bow or crossbow." – irrelevant sentence.
4. Unconsciousness section clarified. Additional sentence added to paragraph 1.
5. "Magic" Damage call revised.
6. "Fail" call expanded to include special effects.
7. "Ping" call added.
8. Referee Only Calls added.

## Magic Rules

1. Address Changes
2. Animate Dead spell clarified.
3. Imbue Cadaver spell clarified.
4. Resisting Spiritual Grasp spell clarified.
5. "Will X" added to Imbue Life. Edited for grammar
6. Draw Strength spell clarified in relation to below zero wounds.
7. Bolt of Power clarified to make damage call easier.
8. Entrance clarified to explain effect on character with a lower maximum will than 4.
9. Command. Contesting Will explanation added.
10. Terrify spell clarified in relation to will cost and effect caused.

## Miscellaneous Rules

1. Address Changes
2. Edited section on identifying referees
3. Added herb table
4. Construction guidelines updated.
5. Downtime dying and narrative aim added.