

E O S Rules Errata

Detailed below are the changes from version 1.01 to version 1.02.

1. Version number and front cover date changed.
2. Sentence added to top of page 33.
3. Craft Item Type – skill cost corrected.
4. Banish – Spell effect description changed to fit in with contest of will rules.
5. Heal description changed to get rid of ambiguity.
6. Imbue Life – reference to contesting will rules added.
7. Summon and Bind Entity - reference to contesting will rules added.
8. Pact - reference to contesting will rules added.
9. Forget - reference to contesting will rules added.
10. Terrify – duration/termination of spell cleared up.
11. Downtime Rules – Significant expansion (two additional pages) that clarifies most of the process of how the downtime campaign will work.

A further fictional story will be added to the printed Rules Guide to make it 84 pages and therefore suitable for booklet printing.

No other additions to this Rules Guide will be made until after Event 1.