

LEGENDS OF KRALIS GAME MASTER'S GUIDE UPDATES 2023

This update document is the part of the ongoing updates that take place within the Legends of Kralis d100 in order to ensure that players and game masters have the most up-to-date rules as possible. These updates are free and will be implemented into each of the Guides once per year in April. They are offered in order to assure that players and game masters will not have to re-purchase their books, unless they only wish to have a newer book. These updates do not constitute new versions of the books, but simple updates to rules that need fixes.

5-1-23

Added: Alternative Group Initiative

Added: Group Initiative: This alternative is similar to the Round Table; however, here the players get to go first, but after each player goes an enemy, if there are enough, is allowed to go. Players determine what order they will each take their turn. However, they need to be aware that the enemies, or other NPCs may interrupt those plans each turn. This allows the players to work together, and plan out their actions to gain the best benefit. One combat turn scenario may look like this:

Player 1, GM, Player 4, GM, Player 3, GM, Player 2, GM; End of Turn

7-14-23

Legacy of Llir - Manifest Lightning (Updated)

Added: and must use their Charisma Attribute score as their throw attempt.

10-25-23

Difficult Terrain and Hampered Movement (Updated)

Added: (rule was left out during an edit) Difficult Terrain and Hampering Movement

Difficult Terrain: This type of terrain impedes your movement over an area, which can range from rough and unstable surfaces to thick

ground cover.

Difficult terrain can range from dense forests, thick ground cover, deep swamps, ice-covered ground, deep snow, very wet slippery ground etc., as well as any ground that is not necessarily flat, and not filled with obstacles.

Creatures that are able to fly above the terrain or those that can become incorporeal are unaffected by difficult terrain. If a creature is able to jump over difficult terrain they are unaffected by it; unless the terrain also prevents vertical movement such as thick forests, jungles or large areas.

Difficult terrain can range from a simple 10' area to many miles such as swamps, deserts, craggy mountains, thick forests, etc.

Being in difficult terrain hampers movement which reduces total movement by half, additionally running and sprinting are not allowed.

2-1-2024

Updated Naming Convention: Defenses Against the Powers of Magical Items (pg 218):

From:

Minor: 1d10/2 minimum of 1

Medium: 1d10

Major: 1d10 + 5

Rare: 1d10 + 10

To:

Common: 1d10/2 minimum of 1

Uncommon: 1d10

Rare: 1d10 + 5

Very Rare: 1d10 + 10