

# *Blood Tides Rising - change log*

This is a list of the changes between Module version 1.03 and 1.04

## *1) Agents to Children*

All mentions of 'Agents of the Mad-God' have been corrected to 'Children of the Mad-God'.

## *2) Adventure 1101 Protect the Kingdom*

Used to read:

[and be in, a grassland province]

Now reads:

[and be in, and target a grassland province]

## *3) High Cleric and High Inquisitor Eligibility*

Being 'eligible' for these posts means, 'be a Bondsman' and this has been made explicit in the qualification descriptions for those posts.

## *4) Ravening Werewolves and Ravaging Vampires*

The published stats on these statuses (blessed soldiers of religions 2 and 4) have been expanded to include all the information given in the LPE base data for the module.

## *5) Adventure 2302 Fear the Furious*

Used to read:

[Hall of Tyr.]

Now reads:

[Hall of Thor.]

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## *6) Blessed of GARM*

Characters with this status gain +5 Strength, not +1 Strength.

## *7) Adventure 2505 The Open Palm*

Used to read:

[Gain +2 to Priest, Arcane and Influence, lose 3 from PC, Tactics, Covert skills.]

Now reads:

[Gain +2 to Priest, Arcane and Influence, lose 3 from PC, Tactics, Covert skills. The sponsor must have at least 4PC and 3TAC to complete this adventure.]

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## *8) Legendary Victory*

The mechanism for achieving a Legendary Victory has been firmed up and this paragraphs has been added to the module.

“During the course of play, you may discover means by which some, or all, main characters in your faction can gain the title Legendary (t2999). If your character possesses this title at the time your faction achieves their normal victory conditions, then you have also achieved a Legendary Victory.”