

This change log includes all changes made to the Core Rulebook and Crafting Supplement since the May 2024 event (Core Rules version 3.2.7 and Crafting Supplement version 3.2.7). If you are already familiar with the rules as they were at the May 2024 event, this log includes everything you might need to read to remain up-to-date. If you read through the proposed changes for the draft versions 3.2.8, new and adjusted changes made since then are highlighted below in yellow for your convenience.

## Core Rulebook 3.2.9

### Playable Races

#### Elves

Herbalism is now a Natural Affinity for wild elves, replacing bow use.

*Wild elves are unpopular, and the similarly unpopular bow skill affinity probably exacerbates that. Predicting that the new Herbalism skill will be quite popular, swapping this natural affinity should be a positive change for the race.*

#### Beastkin

The costume requirements for beastkin now mention similar face-prosthetics as a viable alternative to masks.

*Much like "face paint" and "makeup" are functionally interchangeable in this context, so too are "masks" and "face-prosthetics". The clarification is helpful for players who are prepping what is arguably the most involved race to costume for.*

#### Fey

Herbalism is now a Natural Affinity for dryads.

*Dryads are particularly popular, but interestingly should be underwhelming. It is thematic for them to also benefit from the new skill, so that should help with their theoretical power.*

### Proficiencies

#### Skills

The effects of the Fade Into Forest and Fade Into Shadow skills now better convey that they only take effect for as long as their conditions are met.

*Words like "whenever" and "become" gave some the impression that once invisibility was achieved, it could be maintained indefinitely regardless of the skills' situation requirements. This was a false interpretation which is hopefully now better clarified.*

The Tutor skill, which costs 7 character points and allows a character to choose one proficiency and assist with any number of Training downtime actions to teach that proficiency to multiple characters together, has been added.

*Slightly controversial and certainly still up for discussion, this skill could potentially see use among our veterans as they start to run out of proficiencies to spend their CP on. If used responsibly, it could help characters reach their goals at a more reasonable pace and incentivise a more co-operative camp. The cost of this skill is hard to place, though. Its value is effectively governed by how many characters will want to train under a tutor, warranting a potential high cost; but veteran characters typically don't have tens of character points to drop on single skills.*

**The Doctoring skill now allows characters to identify and treat (in downtime) Common diseases.**

*Characters with this skill will be provided skill sheets (similar to those granted to Alchemists and Lockpicks) which enable them to back up their supposed medical training with in-game knowledge of our game's most common diseases. This then facilitates the new method of curing those diseases: The Doctoring downtime action.*

**The new Virology skill, which costs 4 character points and allows characters to identify and treat (in downtime) Rare diseases, has been added.**

*This skill allows doctor characters to specialize in diseases. Their skill sheets will also detail our game's medium-rarity diseases (everything except the magical stuff that can't be cured by mundane means). Players who choose to spend their CP on Virology will therefore be suited to filling the role of primary-disease-healer. The skill also implies studious knowledge that could be applied in less-savoury, more-freeform ways.*

The Hunter skill now details that a player using the skill is required to specify the resource they are trying to harvest when harvesting from a slain creature.

*This skill was previously very vague on its use. This stipulation gives it a reliable structure, and rewards hunters that go out of their way to learn which parts of which creatures are valuable for harvest.*

The Hunter skill is now required to collect red loot cards.

*Loot cards, replacing loot envelopes, will now be colour-coded. Brown loot cards can be collected by anyone; but if you do not have the corresponding skill, any other colour cards must be left behind. This creates additional demand for select skills when venturing out of the camp.*

The Herbalism skill, which is required to tend and harvest herbs, and collect green loot cards, has been added at a cost of 3 CP.

*Gathering reagents from the forest and tending gardens of herbs is a popular and lucrative downtime, implying that it's something worth spending Character Points on. This additionally facilitates the more nuanced colour-coded loot cards.*

The weapon skills rules now better clarify that you cannot wield two dagger or one-handed weapons at the same time without the Duel Wield skill.

*This was likely the passage that was leading to questions like "do I need Duel Wield to use two pistols?" and "do I need Duel Wield to use a shield with another weapon?" You only need Duel Wield if you have dagger or one-handed weapons in both hands.*

The Shield weapon use skill now costs 3 CP (up from 2).

*It has long been understood that shields are among the easiest weapons to get huge value out of. Shields are low skill floor equipment, with most of the difficulty being in the weight of the damn things, and it isn't surprising that they are especially popular. Our system does have plenty of effects that still threaten shield-users, and counter-play that shield-users can employ to defend against those threats; practically, the combat landscape for this seems balanced. However, the strength of this equipment is not reflected in the investment characters have to make to bear them. Character points spent on combat proficiencies should reflect the combat-effectiveness obtained from those proficiencies. The Shield skill is comparatively more effective than the other weapon use skills, so it should cost more CP. This is not an attempt to counter the prevalence of shields in the camp; simply diligence in keeping the numbers just.*

The Engineering skill now has Numeracy as a prerequisite.

*This change was introduced to the crafting supplement in the previous revision, but overlooked in the core rulebook. This merely brings the entry in the core rulebook in line with that change.*

## Abilities

The Through combat ability can now be combined with any source of "Double", "Triple" or "Quad".

*Used alone, Through struggled to meet its purpose as an anti-armour ability. Only able to apply chip-damage through protection, it was often rendered irrelevant against a target who would inevitably be taking damage to their armour throughout a scrap anyway. By combining "Through" with damage calls, it can potentially be used to bring down heavily armoured targets quickly enough to deserve its spot in the rulebook.*

## Spells

The effect of Remove Poison now better clarifies that the caster must know which specific poison they are removing. The effect of Remove Disease now better clarifies that the caster must know which specific disease they are removing.

*This crucial detail has been too easily overlooked. When ignored, these spells go from costly last-resorts to easy fly-by solutions.*

Enhancement spells can now benefit from the effects of foci.

*Preventing enhancements spells from benefitting from the effects of foci and runes was a measure to avoid destabilizing combinations like the Bark Skin spell and the rune of Overwhelming. It could also, however, be interpreted as preventing those spells from benefitting from weapon materials like Wythwood. That should not be the case and, on review, foci do not need to pose this threat after all.*

The Read Mana spell has been replaced by the Detect Magic spell, which costs 4 character points to buy, 4 mana to cast, and allows the caster to call "Detect Magic" and discern any types of magic affecting a creature before them and how much mana that creature has.

*This update allows mages to make use of the changes to the call of the same name, at a cost based off of the similarly applicable True Sight spell.*

The effect of the Dispel Magic spell no longer stipulates that only “impermanent” runes are removed from the target.

*This reflects changes made to the call used by Dispel Magic.*

## Starting Equipment

5 explosive traps now cost 2 (up from 1) Kit Points.

Alchemy Supplies now cost 5 (up from 3) Kit Points.

Smithing Supplies now cost 5 (up from 4) Kit Points and provide 1 (down from 2) Wood, Metal, Cloth, and Leather.

3 Strange Dust now costs 2 (down from 3) Kit Points.

1 Kit Point can now be spent on currency equal to 20 (up from 10) copper coins.

*Reviewing the in-game values of resources and equipment (as developed and provided by Vulgrim/Pete), it became apparent that starting equipment has been horribly unbalanced in places. These new costs assume a value of roughly 2 silver per kit point, with weapons cheapened to ~5 silver per kit point to facilitate ease of initial arming. This rebalance makes currency an optimal kit point dump, and will hopefully result in supplies being less favourable when crafters aren't involved.*

## Factions and Totems

**The factions and totems guidelines have been expanded slightly to include more detail.**

*So continues the endless quest to put our most freeform system into words and shorten the umpteen conversations we have about prospective factions.*

## Playing the Game

### IC Items

Bronze coins are now instead referred to as “copper”.

*Even though they are clearly bronze in colour.*

The existence and function of loot cards (previously “loot envelopes”) are now detailed in the core rulebook.

*As we tie proficiencies into our world loot system, it has become mechanically complex enough to warrant mention in the rulebook.*

Loot cards are now split into 4 colours, each with its own collection requirements: Brown loot cards can be collected by any character; red loot cards can only be collected by characters with the Hunting skill; green loot cards can only be collected by characters with the Herbalism skill; and grey loot cards can only be collected by characters that can detect invisible things.

*Differentiating the loot in this way gives more niche value to variety skills. This promotes deliberate versatility in the player characters that are invited on outings, and may hopefully facilitate a better spread of loot among the camp.*

## Combat

### Combat Calls

Calls provided by activating runes can now be combined with spells and abilities. When a rune is activated as part of a weapon strike, it can be combined with an ability; and when it is activated by casting, it can be combined with a spell; resulting in a combined call.

*This reflects the change made to inscribing runes in the crafting supplement. As runes are typically activated by non-runesmiths who are not expected to know the runesmithing rules, it's pertinent to make a mention of this rule in the core rulebook, also.*

*We did also draft up a system to allow for more global call combinations, but decided to keep the system simple.*

## Weapon Types

Drum rolling and the length-of-swing requirements for melee weapon strikes are now explained in this chapter.

*We have never used the one-strike-per-second rule in our game, and it seems unpopular among our players. We have, however, always had an understanding of drum rolling, and that it is bad and we don't like it. The length-of-swing approach better fits our game and is something we have actually been enforcing for some time, unaware that it had failed to find its way into the rulebook.*

**When striking with a black powder rifle (or musket) the wielder may always call "Double" as part of the strike, unless that strike carries the "Venom" call.**

*Black powder pistols make for popular side-arms. They are relatively compact and can be carried on the hip, out of the way of combat until a good opportunity to draw and fire arises. Rifles, however, are cumbersome. They are much less suitable as secondary weapons and, in many ways, are more comparable to bows than pistols in their application; and, in that application, they woefully underperform. The damage output of a rifleer is heavily restricted by how long it takes them to reload and the finite nature of their shot. Striking for, at minimum, a "Double" with every shot could be problematic but, in theory, it closes the gap between rifles and more popular primary-weapon offerings with damage that comes out in interspersed bursts.*

## Magic and Spell Casting

Incantations and chanting can now be represented by singing 5 words, or by playing 2 bars of music on any instrument that is also tagged as a focus weapon.

*Notes can, typically, be played much faster than spoken words. Bars can be used to measure the reasonable length of a musical incantation instead. This change makes it evident that bardic magic is a viable concept for mages in our game*

Spell casts which are held can be interrupted in the same manner as incantations.

*This was an intended rule without which mages could theoretically pre-cast hours in advance and then go about their business with an instant spell in their pocket.*

## Crafting Materials

Wood, Cloth, and Wytchwood equipment now becomes broken when affected by the "Burn" call.

*This seems like an obvious thematic interaction.*

Wytchwood equipment now becomes broken when affected by the "Double" call, and destroyed when affected by the "Triple", "Quad", or "Crush" calls.

*This was always intended, but apparently never written into the rulebook.*

**Spider Silk armour now becomes broken when affected by the "Double" or "Burn" calls, and destroyed when affected by the "Triple", "Quad", or "Crush" calls.**

**Feyweave Silk armour now becomes broken when affected by the "Double" or "Burn" calls, and destroyed when affected by the "Triple", "Quad", or "Crush" calls.**

*Neither of these materials are intended to have the breakage values of Metal. Spider Silk, especially, as another advanced-tier offering, would otherwise rival Ogre Hide for its niche. Also adding "Burn" to their break calls means that the call remains useful against lightly-armoured targets (where it would previously fail completely, having not dealt Body-damage).*

## Downtime

Characters who attended at least 1 event the year prior are now granted 2 (up from 1) Downtime Actions leading up to an event, with an additional 1 (unchanged) action leading up to a Beltane event.

*The implementation of downtime categories and incentivising of less involved actions has given enough breathing room to tentatively approach raising the action limit a little. This should be enriching for all existing characters, and offers some assistance with the issues of resource-income, masterwork crafting limits, and training limits.*

**Characters who attended at least 1 previous event of the year are also granted 2 Downtime Actions, or 3 for a Beltane event, even if they did not attend the year prior.**

*This reflects a rewording in the rulebook that clarifies a character who was new in May gets the 2 actions in August.*

## Downtime Categories

The game-team will now only accept one restricted downtime action per character, per event.

*It was rather cheeky of the early birds to read that restricted actions were limited, and then soak up two for themselves leading into the Beltane event. To be fair to players who don't get around to submitting their downtime until a couple weeks later, we're making those submissions invalid from here on.*

**Characters with the Doctoring skill can now choose the Doctoring downtime category and specify a patient to treat them for ailments including Body point loss, burns, and diseases. A character can only cure diseases which they are able to identify and treat (according to their skills).**

*The disease system is gradually become more prevalent and dynamic; and dynamic contraction demands multiple avenues of solution. Doctor characters have been asking for a way to interact with diseases for some time and this downtime category, alongside the added function in the Doctoring and Virology skills, is it. The Remove Disease spell remains a pricey instant-cure; but when a disease is caught in its infancy and a cure is not needed right away, doctors can now treat it with their trademark use-cost: Time.*

An assisting tutor is no longer required to spend downtime training for willpower or mana using the Training downtime action.

*Earning a single character point towards your willpower or mana pool is perceivably less impactful than training towards a new proficiency, dismissing the need for an assisting tutor. Increasing your resource pool is also a simple and effectively way for newer characters to build themselves up, now universally accessible. However, this option arguably permits a new character to start with extra CP if they get their downtime in and threatens an unfair meta: Advantaging those in the know is the same as punishing those that don't have friends informing them of the trick. If it becomes apparent that this is by far the best option for new characters to take, we'll bring it back under revision.*

**New characters can no longer use their downtime action on Training. The category is now available only to characters who have attended at least one event of the year or the year prior.**

*The aforementioned meta-shift began immediately. On review, granting new players the option to spend their downtime on +1 willpower or mana is clearly too valuable an offer. Additionally, it unfairly favours characters created to use abilities or spells; we don't want to disincentive the creation of willpowerless and manaless characters. Ultimately, our downtime system was devised to facilitate characters enacting the plans that they make with one-another over the course of an event, and new-character-downtime is a courtesy to let proactive players get a toe into the game world. Following that model, training need only be available to existing characters. If 38 character points are not enough for new characters, then that value should be increased for all of them – not just the ones willing and able to spend downtime to increase it.*

## Playing an NPC

**Alchemy ingredients and Boomcap can now be purchased for 2 (down from 3) NPC Tokens.**

*The average value of alchemy ingredients suggests that they should be cheaper than advanced-tier resources like Glowpowder and Dream Dust. Hopefully, this will also invite struggling alchemists to reconsider crewing as a supplement to their ingredient income. Boomcap is also now noted alongside alchemy ingredients as, while treated as a reagent all the same, it does not appear on the alchemist guides and is often considered to not be an alchemy ingredient.*

## Complete List of Calls and Gestures

### Game Calls

**The effect of the "Burn" call no longer states that the struck location takes 1 point of damage. Instead, it confirms that the call qualifies a strike, but leaves the amount of damage open.**

*All strikes deal 1 point of damage in the absence of a damage call, so this doesn't change the function of "Burn" when called alone. It now however, can be mixed with other damage calls to deal greater burst damage and increase the changed of burning the target's Body points.*

The effect of the "Dispel" call no longer stipulates that only "impermanent" runes are removed.

*With enchanting being updated to become even more accessible, "Dispel" is being elevated to provide counter-play to enchanted equipment. Explained in the enchanting rules, "Dispel" does not remove enchantments, wasting the effort of making an enchanted item, but it does now depower them.*

The “Read Mana” call has been replaced by the “Detect Magic” call, which causes you to reveal whether you or anything you are wearing or carrying is currently affected by any elixirs, sigils, runes, or spell effects, as well as how much mana you have.

*The “Read Mana” call had no useful applications, since it’s generally considered acceptable to know and share your mana pool value in-character. Rather than remove it and the corresponding spell, this overhaul grants a structural effect which, in hindsight, has been evidently in-demand. Characters who used to use “True Sight” for similar soft-rule applications should take note.*

## Crafting Supplement 3.2.9

### Alchemy

#### Alchemy Mixtures

The elixir of Resistance now details that its effects cannot resist calls of “Crush”.

*Nothing resists “Crush”.*

### Runesmithing

#### Inscribing Runes

Calls provided by activating runes can now be combined with spells and abilities. When a rune is activated as part of a weapon strike, it can be combined with an ability; and when it is activated by casting, it can be combined with a spell; resulting in a combined call.

*A few runes, such as the Rune of Devastating, were already intended to have this behaviour. Checking through the list, it seems that any rune which specifies “when casting with the runed focus” (and, by extension, “when striking with the runed weapon”, as they are typically dual-use runes) falls into this category. This rule makes clear the intention, and allows for some interesting melee call combinations incentivising a currently underappreciated craft.*

#### Enchanting

The enchanting rules have been reworked. The rune of Permanence no longer ignores the rule of power, now counting towards the maximum number of runes the enchanted equipment can hold; runes of Mana can still be included and made permanent, but are no longer required to fuel other runes; and recharging enchanted equipment at a clutii well is no longer instant; among other adaptations.

*The enchanting rules were updating with the crafting overhaul years back, but we’re yet to see any equipment actually get enchanted. Complaints about how difficult it was to get a cool concept to fit within the limitations of battery-esque Mana runes highlighted that, perhaps, enchanting would be better if they weren’t mandatory. This way, the amount of mana needed to recharge an enchantment is determined solely by the effects applied, choosing those effects is much simpler, and you don’t need to masterwork bone just to get the stronger runes to work.*

#### Runesmithing Inscriptions

The runes of Burning, Piercing, Strike Down, and Devastating can no longer be used to enhance spells cast through a runed weapon if that weapon is not a focus.

*A recent change allowed these runes to benefit mages even when applied to non-focus weapons. On reflection, this threatens aspects of balance in weapon material applications and encroaches on the focus weapon niche more dramatically than assumed. Mages who hope to benefit from runes while casting through swords and staves should pursue experimental weapons at the disposal of the camp’s engineers.*

The rune of Knockback can now be applied to focus weapons. It can be activated when striking with the runed weapon, or casting with the runed focus.

*Reinforcing the niche of foci, as many runes should have this dual-application as is viable.*

The expert rune of Permanence no longer ignores the rule of power.

The expert rune of Permanence is never expended.

*These changes facilitate the new enchanting rules.*

# Engineering

## Making Traps

The Venom Trap schematic can now produce up to 3 traps, depending on how many venoms are used.

*This change primarily serves to keep the Venom Trap and Rune Trap schematics consistent, but also helps in reducing what was a steep resource price at 1 Metal and 1 Repair Powder per trap (now 1 of each for up to 3 traps).*

The Rune Trap schematic can now produce up to 3 traps.

*This addresses the vast majority of applicable runes which ordinarily provide 3 charges but could only produce their effects once when applied as a trap. As with Venom Traps, it also reduces the steep cost of Metal and Repair Powder per trap.*

## Gunsmithing

In order to over-pack a black powder weapon, the wielder must now spend an additional 10 seconds after the weapon is reloaded to role-play over-packing its black powder

*There are currently no other rules imposing on the reloading of black-powder weapons, but over-packed shots are intended to be deliberate, premeditated bursts of damage. This 10-second windup forces that deliberate premeditation and prevents a gun-user from whipping out a reactionary "Triple" (or "Quad").*

The calls provided by shot-types can now be combined with combat abilities and runes.

*Now that we're looking at allowing some call sources to be combined, black powder shot seems like an obvious inclusion and, now thanks to a quick rework, doesn't destabilize anything by allowing dangerous call combinations. We hope.*

Wood can now be used to make wood shot, causing the wielder's Knockback ability to cost 1 less willpower when making a successful strike with their gun.

*"Knockback" seems like a fun, cheap effect to tie to rounds reinforced with... Wood. Granting 16 free uses of the call in exchange for 1 Wood could be over-powered, so the new apprentice-level ammunition options reduce the costs of abilities, rather than granting the calls for free.*

Metal can now be used to make metal shot, allowing the wielder to call "Through" when making a successful strike with their gun.

*The approach of reducing ability costs (instead of granting free calls) to keep the cheap ammunition in line allows us to bring "Through" to the forefront of black-powder weapons without diminishing the value it grants to bows or overshadowing the value of Mithril shot (which grants the "Through" call for free).*

Ironwood shot now allows the wielder to call "Knockback" (was "Ironwood") when making a successful strike with their gun.

*Much in the same way Mithril shot can now be seen as an upgrade to Metal shot, Ironwood shot hereby occurs as an upgrade to Wood shot.*

Cold Iron shot now allows the wielder to call "Drain Mana" (was "Cold Iron") when making a successful strike with their gun.

*The "Cold Iron" call has seen some use as an anti-fey measure, but is so extremely niche that it's doubtful the shot would be worth the material it's made from. The "Drain Mana" call is also anti-fey, but has a broader application against any mana-user.*

Star Metal shot now allows the wielder to call "All" (was "Star Metal") when making a successful strike with their gun.

*The "Star Metal" call has its primary value in last-hitting a creature to make sure it stays down. It's unlikely that shot would be expended on this purpose, and expert-level ammunition should be more grandiose. Standalone, "Single All" is somewhat terrifying, but this shot can be mixed with abilities and runes for a truly outstanding strike.*

Titanium shot no longer provides a call (was "Double Through") and now prevents the wielder's gun from becoming broken when over-packed.

*Shot types granting damage calls seemed redundant when any ammunition can be over-packed to access the highest damage calls in our game. Instead of competing with that mechanic, Titanium shot now compliments it.*

Dragon Hide shot now allows the wielder to call “Burn” (was “Triple”) when making a successful strike with their gun.

*Again, granting a damage call competed with the over-packing rule. The “Burn” call is scarcely available to player characters so, while Dragon Hide shot is expert-level, it joins a small list of sources as the less-accessible option. It is, however, quite powerful standalone. While the benefit isn’t as obvious as with Titanium shot, this version of Dragon Hide shot compliments the over-packing rules by providing players with their first source of “Quad Burn”, which is about as close to an OC “Fear” call as you can get.*

The Black Powder Ammunition schematics can now be fulfilled without an ammo material, resulting in “basic” shot. The cost to construct shot is the primary drawback of black powder weapons: The Flay spell costs mana; gunshots cost resources. Used as side-arms and gimmicks, we have never encountered an issue with this. Used as a primary damage source, however, it appears that the cost of firing a gun may be too steep. Removing the Metal from the basic shot schematic brings that cost down, and also allowed us to explore using Metal as a variant shot option.

**The Black Powder Ammunition schematics now take 10 (down from 30) minutes to fulfil**

*Especially when you consider that a gunsmith is intended to be providing shot for multiple characters, not just themselves, spending a half-hour per bag easily drains hours of the character’s day on this repetitive task. The replenishment of black powder ammunition needn’t be any more time-intensive than the routine repair of a piece of armour.*

## Weapon and Armour Smithing

### Creating Equipment

Masterwork plans are now clarified as requiring double of all materials, Repair Powder and other. *The previous wording could be interpreted as not requiring double of everything.*

### Weaponsmith Plans

The weaponsmith plan for thrown weapons now creates one “pack” of thrown weapons, and the weaponsmith plan for arrows or bolts now creates one “quiver” of arrows or bolts. These cannot be broken down into multiple packs or quivers during or following their creation.

*This closes a loophole by which a small quantity of high-profile material, such as wythwood or titanium, could be multiplied and distributed among multiple characters.*

## Obtaining Crafting Materials

Loot Cards are now mentioned in this chapter.

The Hunting entry in this chapter now references red loot cards.

The NPCing entry in this chapter now references NPC Tokens.

*We hadn’t noticed how out-of-date this chapter had become. These changes bring it in line with our game in its modern state.*

Personal sites are no longer mentioned in this chapter.

*The personal sites system has since been rolled into Gathering downtime.*

The Hunting entry in this chapter no longer states that hunted resources decay between events.

*This change to how hunted resources are handled is an old one from many revisions ago. The game-team is not interested in the post-game administration that would be required to support item decay. Keep your leather.*

## Crafting During Downtime

### Experimenting

**If they provided a suitable six-sided die, players can now choose to roll that die instead of playing Rock-Paper-Scissors to determine the outcome of experimenting on major and minor inventions.**

*Rock-Paper-Scissors can involve a layer of strategy which, if it results in the repeated failures seen in some characters’ experiments, can feel unfair. Players who prefer this approach can still use it, but those who find dice to provide a more satisfying*



*approximation of randomization can now opt for this alternative. This is unlikely to fix player-satisfaction issues surrounding experimenting in their entirety, but it is a small and easy step taken while we continue to discuss the system.*