

This change log includes proposed changes for the Core Rulebook and Crafting Supplement since the Beltane 2025 event (Core Rules version 3.2.10 and Crafting Supplement version 3.2.10). If you read through the proposed changes for the draft versions 3.3.0, new and adjusted changes made since then are highlighted below in yellow for your convenience.

All Rulebooks

Tim has gone through the painstaking process of translating all of the documents into a google docs format for ease of use for our game team. He apologises for the formatting changes (and the fact the core rulebook gained about 10 pages before any additions).

Having all the documents accessible from anywhere by any of the game team drastically improves our coordination and reduces admin issues (like publishing the rules with the wrong year, or with draft rules written in them! D'oh!)

Core Rulebook 3.3.1

Proficiencies

Skills

Changed the length of time it takes for the application of a salve using the nursing skill from 10 to 5, and brought the rest of the rules in line with the changes to salves in the Crafting Supplement.

While most other Alchemy mixtures are something that you drink, taking no time at all to apply, Salves require a bit of finesse and training to properly apply, especially if you want to apply them quickly! Salve, hail Nurses!

Changed Fade into Forest and Fade into Shadow to not work while wearing heavy armour.

**Clank clank clank* "You can't see me, I'm invisible!" *Clank clank clank* With the introduction of Heavy Armour classification, more rogue-like skills can be keyed to only work while not wearing Heavy Armour, giving the incentive to wear lighter, more flexible armours.*

Changed the sewing skill to only require cloth and 10 minutes of roleplay, no longer requiring repair powder.

Padded armour finally gets some love. The Sewing skill, while cheap to purchase, felt juuuust not worth it. By removing the Repair Powder element from Sewing, we've made it a little easier to maintain your own equipment. Especially as we've also buffed Padded Armour (See further on in this document). Armour Smiths rejoice! Less time spent repairing the armour that constantly breaks!

Crafting Skills

The Apprentice Gunsmithing skill now has engineering as a prerequisite.

Apprentice Gunsmithing was intended to have Engineering as a prerequisite but accidentally only had Numeracy. This oversight has now been corrected.

Added Innovation to the list of engineering skills.

Innovation was included in the Crafting Supplement but was accidentally not included in the Core Rulebook. Secret rules no longer secret!

Abilities

Combat Abilities

Guns can no longer use the double ability, for pistols you can over-pack to achieve a call of double, and rifles can already call double with every strike they make.

Over-packing has now been brought into line with how many people thought it worked (i.e. +1 damage). The Double Ability had to be updated to not be used with guns to fall in line with this update.

Changed Backstab and Slit Throat to require the user to not wear heavy armour.

**Clank clank clank* "I'm sneaking up on you!" *Clank clank clank* With the introduction of Heavy Armour classification, more rogue-like skills can be keyed to only work while not wearing Heavy Armour, giving the incentive to wear lighter, more flexible armours.*

Combat

Combat Safety

Updated the text to be more in line with current practises.

Our Combat Safety section only mentioned being competency checked at your first event, or if it's noted that you're fighting in an unsafe manner. We've simply updated this to be periodic checks, which is what we've been doing anyway.

Protection

Introduced the idea of heavy armour.

Basically, everything that you would probably consider to be "Heavy Armour", is now classed as Heavy Armour. Do note that Mithril is NOT considered Heavy Armour, but still gives the same protection as Metal, with higher toughness (Breaks on a Quad) AND it's not Heavy Armour, what's not to love?

Leather's also a good one for sneaking in because it's made of hide! Boom boom!

Crafting Materials

Armour Materials

Changed breakage value of padded armour to only be destroyed by a Crush. Wait what?!

*Padded Armour finally gets some love. Let's face it, no matter how hard you tear something, it can probably be sewn back together by a good knitter. That said, Crush would render *anything* unmendable, no matter how well crocheted!*

Changed protection value of spider silk to 3.

Spider Silk was originally intended to be a good defence against skills such as Back Stab. However, in its current state, it can save you from one Double Through before immediately becoming Broken.

Made Metal and Titanium armour heavy.

Basically, everything that you would probably consider to be "Heavy Armour", is now classed as Heavy Armour. Do note that Mithril is NOT considered Heavy Armour, but still gives the same protection as Metal, with higher toughness (Breaks on a Quad) AND it's not Heavy Armour, what's not to love?

Downtime

Changed downtime so that you only get 1 downtime action between events, and 2 leading up to a Beltane event. This will not come into play until after the next event.

Rolled back the above changes

We admit we may have been overzealous on making this change, for penance the game team member who proposed this has been made to write 95% of downtimes.

As well as this, in order to perform a restricted downtime action, you will require at least one assist.

Assisting restricted downtimes is now also considered restricted.

Finally, downtime will now (typically) open 1 week after an event, any downtime submitted before this point will not be processed. Once again this will not come into play until after the next event.

I appreciate very much that you're all so enthusiastic about this wonderful game we play together.

However, with over 100 of you and only a handful of referees, there's only so much writing we can do in our spare time. In order to preserve the quality that you have come to enjoy from your downtimes, we've had to consider some major changes to the system.

I do not want to scrap downtime altogether (though that would make the job of Head Ref exponentially easier!) but a reduction to the amount of downtime actions seems prudent. Of all the Downtime actions, Restricted actions take up the majority of our time, being that we essentially write short stories for each. My aim is to reduce the number of restricted actions per event so that we can spend the time each one deserves to deliver a good, well thought out response.

By keeping downtime submissions closed until 1 week after the event, we won't all be blindsided by an influx of submissions and the sudden closure of restricted downtimes. I don't know about all of you, but I try to take the first week off after an event to decompress. I don't even look at the emails if I can help it. I do love, though, that the hype post-event is so high that many of you get home and immediately get to writing. Having a 6 hour meeting with the ref team on my week off to try and divvy out the influx of downtimes, during which, and immediately after, we received even more, is frankly a bit much.

Please do keep submitting downtimes, I do actually enjoy writing them, and reading your zany plans between events.

Crafting Supplement 3.3.0

Alchemy

Mixture Types

Updated it so that salves now take 60 seconds to apply, unless you have the nursing skill.

While most other Alchemy mixtures are something that you drink, taking no time at all to apply, Salves require a bit of finesse and training to properly apply, especially if you want to apply them quickly! Salve, hail Nurses!

Alchemy Mixtures

Changed the ingredient Hobbit Moss to Halfling Moss.

It was pointed out that Hobbit is copyrighted to the Tolkien estate. We'd rather not receive a cease and desist, so we're changing the language slightly.

Burn Salves and Heal Wound salves now produce 3 of their mixture type.

Heal Wound Salves now only grant one hit point to a location, and can only be applied to limbs.

Added the new Apprentice Mixture, Slow Disease, that stops a disease from "staging-up" for 24 hours.

The Head Ref taketh, the Head Ref Giveth. While we've made it so that untrained practitioners take 100 seconds to apply Salves, we've also changed the crafting recipe slightly to increase the number of these Salves created in a batch.

We're also excited to announce the introduction of Slow Disease. Doctors can now prescribe this to keep a patient stable, after they have identified the disease that is.

Runesmithing

Removing Runes

Removed the ability to gain dust back from removing runes.

Now that the cost to apply runes has been halved, refunding half a dust just didn't make sense. Also removed the ability to gain back any essence, whatever that was.

Runesmithing Inscriptions

Changed the costs of **All** runesmithing inscriptions to only need one of the requisite dust.

Runes, especially the Advanced and Expert tier, felt under-represented as it can be quite the challenge to acquire 2 of the dusts required. Now, in line with Alchemy, only 1 of the base material is needed for each tier.

Engineering

Gunsmithing

Changed the over-packing rules so that an over-packed pistol deals a double, and a masterworked over-packed pistol deals a triple. Rifles are unchanged.

Over-packing has now been brought into line with how many people thought it worked (i.e. +1 damage).

Crafting During Downtime

Experimenting

Updated the text in Experimental Alchemy to no longer read as if you can perform this action without the now required assist action.

Now that all restricted downtimes require an assist, this has been updated to match.

Future Changes

The following rules are currently being looked at by the Game Team, yet no change has been made as of yet, if you, illustrious player, have any ideas about them, don't be afraid to start conversation upon the Discord, or email us at gameteam@fieldsofillusion.com:

- **The Tutor Skill:** As of yet this skill seems to not be favourable, though upon the Discord a discussion is currently underway about potential fixes.
- **The Rune of Overwhelming:** Various members of the Game Team have warned about its *overwhelming* use, potential discussion underway over whether to increase its cost or to decrease its use.
- **Dryad Racial Power:** The Dryad power seems, well underwhelming, it grants a minor buff to a specific play style, and is the only race that comes with a debuff, is there a potential change to this?