

Witchwood Rules Update, 8/15

1) Overnight Healing

When you sleep each night, you heal to full vitality in addition to refreshing skills.

2) New Open Skill – Recovery

There is a new open skill:

Recovery (3): With 5 minutes of rest or other appropriate roleplay outside combat, you may expend a use of this skill to heal yourself to full vitality.

3) The skill Water Dart is replaced with the skill Elemental Dart, which is defined as follows:

Elemental Dart (1): You can cast an elemental dart once as a spell packet. The element defaults to flame. When casting the spell, incant Flame Dart, Air Dart, Water Dart, or Earth Dart as appropriate.

The default element for the elven racial skill also changes to flame.

4) The skill Flame Strike is replaced with the skill Elemental Strike, which is defined as follows:

Elemental Strike (2): You can cast an elemental strike once as a spell packet. The element is the same as the element of your darts (or flame if you have no darts). When casting the spell, incant Flame Strike, Air Strike, Water Strike, or Earth Strike as appropriate.

5) Wizard Staff Changes

The definition of Wizard's Staff changes to the following:

Wizard's Staff (4*): You have a Wizard's Staff (between 42 and 72 inches long) as a magic focus item; you can also wield it as a weapon, if it is yours and attuned - you need the Two-Handed Weapon skill to wield an unattuned staff.

When you attune to it, you choose 1 of the 4 basic elements (flame, air, water, earth): all of your Elemental Dart spells (including Elven racial Flame Darts) and all of your Elemental Strike spells become that element. While wielding your staff:

- You can cast spells with it in your hand.
- You can cast spell packets from inside a Circle of Protection without breaking the circle.
- You can, with five minutes of roleplay appropriate to your element outside combat, refresh all of your natural elemental dart spells. You may refresh your darts as often as desired.
- If you cast an elemental strike while holding your staff and miss, the spell is not consumed. The spell is consumed if you hit even if the target calls Resist, Ward, or Immune.

6) Spellshield Changes

Spellshield now costs 3 CP instead of 4 CP.

7) Greater Healing Changes

The skill Greater Healing will go away and be replaced by the new skill Healing Refresh, defined as follows:

Healing Refresh (3): With 5 minutes of appropriate roleplay outside combat, you may expend a use of this skill to refresh all of your natural healing spells.

8) Wreath Changes

The definition of Wreath changes to the following:

Wreath (2*): You have a wreath as a magic focus item . It cannot be wielded as a weapon or shield.
With it:

- You can cast spells while holding it.
- If you spend one minute at a tree, you gain the following benefits as long as you remain at that tree: All of your natural healing spells are double strength (i.e. each spell heals two vitality instead of one) as long as you remain at that tree
- Whenever your healing spells are double strength (as described above), you may expend three natural healing spells to cast Heal All once as a touch spell.

9) Bow/Crossbow Clarification

Bows and crossbows may never be paired with any other shield or weapon. In particular, you may not fire a crossbow while holding any shield or weapon in your other hand even if you can fire the prop one-handed.

Note: this has technically always been true but it was non-obvious. This clarification is intended to make it explicit.

10) Herbalism Change

The basic Holly effect changes to the following:

Holly: Use a holly component to cast Heal 2

11) By My Touch

Complex touch spells should be prefaced with the phrase "By my touch." It is not necessary to use this phrase for spells that are simple calls (e.g. Purify, Oakskin, Unroot etc.), but it should be used for more complex things (e.g. "By my touch, I grant you three disarms that must be used within the next five minutes or they are lost."). Do not use the phrase "By my touch" unless you are actually casting a complex touch spell.

12) People Who Are Asleep Or In Bed

People who are asleep or in bed are always OOG unless they explicitly say otherwise. You may never attempt an IG interaction with someone in a bed without getting their OOG permission first. Do not use this rule to avoid negative IG encounters.

In addition, you can choose to go OOG for the night while getting ready for bed. If you do this, you must do your best to make it clear that you are OOG (e.g. by changing from your costume to basic black clothing, promptly clarifying that you are OOG if anyone tries to interact with you etc.). Furthermore, if you do choose to go OOG for the night, this decision may not be reversed.

13) Non-Combatant Skill Swapping

If you are a non-combatant, you may temporarily, for the current event only, spend up to 10 CP to get more skills that are usable as a non-combatant. The skills you get may not be BGS and must be skills that your character can normally purchase (e.g. you cannot temporarily buy a new header/profession, skills you have not yet unlocked etc.).

If a non-combatant is severely limited in their mobility or ability to interact with the game world, the game director may make additional mechanical accommodations at their discretion.

14) Character Conversion Implications

We'll make the following changes to switch characters to the new rules, effective as soon as we can update the DB:

- People with spellshields will have their number of spellshields adjusted so that they have the same number of CP spent on spellshields. Any left over CP will be refunded.
- True Wizards may choose to respend up to 10 CP of other skills on darts and strikes. If they wish to do this, they should tell staff what they want to do via their liaison or a contact staff request by no later than September 4.
- Greater Healing skills will turn into Healing Refresh skills. True Druids may choose to respend the CP of any number of Healing Refresh on Healing or vice versa. For example, if you currently have 5 healing and 4 greater healing, you will get 5 healing and 4 healing refresh by default but you could choose to get 8 healing and 3 healing refresh instead if you wanted. Players who wish to shuffle points should tell staff what they want to do via their liaison or a contact staff request by no later than September 4.
- Certain advanced druid and wizard skills may change slightly as a result of these changes. The affected players will be contacted in the next few days.