

Witchwood Rules Update, 1.0

These changes will take effect for the Spring 2014 season. You may change your character accordingly:

- If you have 4 or more headers, you will get a CP refund.
- If a skill of yours is no longer accessible, you get a CP refund that you can respend.
- Because Dream is changing significantly, if you are a Weaver, you may rearrange your CP spent in Weaver.
- If your profession is changing (Herbalism, Runecraft, Smithing) you'll have opportunity to correct your build.
- Anything more complicated than that should be done as part of your post-second-event rebuild.

If any of the above applies to you, email logistics@witchwoodroleplaying.com with a detailed list of any respending. Respending will not count against the seasonal spending cap.

Gameplay Changes:

- **Glow bracelets** can be used to mark non-combatent armbands, or as safety lights to mark dangerous territory. Do not pick up or move them.
- **Gust:** The Quake spell has been renamed "Gust." It is otherwise unchanged.
- **Dominate:** The Dominate spell no longer exists.

Header Cost Progression: Your third and later headers cost 6 CP each. (Your first header is still free and your second header still costs 3 CP.)

Changes to Professions: Apothecary has been split into 2 professions: **Alchemy** and **Herbalism**. All professions' starting packages are publicly listed in the rulebook. Some starting packages have been changed:

- **Alchemy:** Apothecary's tincture ability is the starting package for Alchemy. The (optional) Oath of the Alchemy Guild and its implications are publicized in the rulebook.
- **Herbalism:** Of the below skills, you have the Holly skill and your choice of 1 other, for free. All require 1 minute of applying the component to the target, and all consume the component:
 - **Holly:** Use a holly component to cast Heal.
 - **Blue Aster:** Use a blue aster component to put a Sleep augment on a weapon.
 - **Crimson Bellis:** Use a crimson bellis component to cast Purify.
 - **Salt:** Use a salt component to either cast Speak with Dead or put a Spirit Dart augment on a weapon.
- **Runecraft:** You have 2 free uses of the following (count towards cost increases), and may purchase more:
 - **Craft Runic Charm (1):** As a BGS, you can craft a runic charm with a rune you know — staff can provide the prop, or you can provide it with approval. You can attune a charm you made to someone (including yourself), as a touch spell: make clear what the skill is, that it's single-use, and that the recipient can have only 1 charm attuned at a time.

You may start knowing 1 of the following basic runes:

- **Hagalaz:** grants a Fumble (see Wizard).
- **Perth:** grants a Conceal (see Spy).
- **Smithing:** You have 3 free uses (that count towards cost increases) from the following, and may purchase more:
 - **Armor Repair (1):** You may spend 1 minute at the forge to fully repair 1 location of costume armor.
 - **Sharpen Maim (1):** You may spend 1 minute at the forge to apply a Maim augment to a melee weapon.
- **Thurisaz:** grants a Silence (see Weaver).
- **Uruz:** grants a Trip (see Soldier).

Changes to Skills:

- **Armor Expertise:** This skill now grants +2 value to costume armor locations (instead of doubling value).
- **Circle of Protection and Spellshield:** These skills have swapped places: Spellshield is now a regular Wizard spell, while Circle of Protection is now a True Wizard spell.
- **Dream:** Dream now costs 2 CP per use. It now has new uses (in addition to established ones):
 - Use of Dream can now be stacked by anyone, even without a Dreamcatcher.
 - You can have or send a dream to protect the target from nightmares, dream scrying, and other hostile dreams.
- **Dreamcatcher:** A Dreamcatcher grants 3 new abilities:
 - You can send a basic nightmare to someone, which will cause up to 1 point of damage per point of Dream used. They will begin the event damaged, up to having only 1 Vitality remaining.
 - Your Dream total acts as passive protection from nightmares, dream scrying, and other hostile dreams. You can still use directed Dream to bolster this defense or defend others.
- **Greater Healing and Wreath:** When doubling your healing, a Greater Healing becomes "Heal all."

Policy Changes: Various policies — for in-game lessons and long-term advancement — have been modified, clarified, or created. The details will be published in the 1.0 rulebook.