

SUMMARY OF CHANGES TO *Veil of Ashes* RULEBOOK V3.6.23

Section	Page	Description of Change
Melee Burst Damage & Magical Burst Damage Tags	Multiple – See also Burst Damage Spells and Abilities on Pg. 111	<p>The Melee Burst Damage and Spell Burst Damage tags have been added to the following Spells and Abilities:</p> <ul style="list-style-type: none"> • Tactical Strikes <ul style="list-style-type: none"> ○ Base Ability (Melee) • Cantrips <ul style="list-style-type: none"> ○ Base Ability (Magical) • Roguish Ingenuity <ul style="list-style-type: none"> ○ Base Ability (Melee) ○ Elemental Blades (Melee) • Paladin <ul style="list-style-type: none"> ○ Smite The Wretched (Melee) • Druid <ul style="list-style-type: none"> ○ Aspect of the Bear (Melee) ○ Aspect of the Ent (Magical) • Reaver <ul style="list-style-type: none"> ○ Bolstered by Blood (Melee) • Geomancer <ul style="list-style-type: none"> ○ Master Geomancer (Melee) • Cryomancer <ul style="list-style-type: none"> ○ Master: Cryomancer (Melee) • Apothecary <ul style="list-style-type: none"> ○ Fire/Frost Oil (Melee) • Spells (Melee) <ul style="list-style-type: none"> ○ Endow Strength ○ Greater Endow Strength ○ Enchanted Weapon ○ Tempest Blade
Introduction	6	<p>The Minors Attending Veil of Ashes section has been updated to remove the need for accompaniment of an adult player. Parent/guardian consent and signature is still required for all minors.</p> <p style="text-align: center;"><i>MINORS ATTENDING VEIL OF ASHES</i></p> <p>Anyone 16 years of age or older is welcome to play <i>Veil of Ashes</i>. All legal releases for anyone under the age of 18 must be signed by the minor's parent or legal guardian. Additionally, minors must have their parent or legal guardian listed as their emergency contact.</p>

Coming to your First Event	10	<p>Added in ½ an event & 4-day event cost. Also updated to reflect 2023 & 2024 season:</p> <p>For the 2023 & 2024 Season Events are listed as either a 3-Day or a 4-Day event. 3-day events are from Friday – Sunday while 4-Day events are from Friday to Monday. Event costs are listed below:</p> <ul style="list-style-type: none"> • Parking Fee, per vehicle: \$5 • ½ Event (1 night): \$25 • 3-Day Event (2 Nights): \$50 • 4-Day Event (3 Nights): \$75 <p>Players will need to pay a one-time 10\$ insurance fee per season. See our Facebook page for event schedule and site information. https://www.facebook.com/groups/VeilofAshes/</p>
Classes	36 – 37	<p>The following text was added to the descriptions for Assassins, Brigands, and Shadows:</p> <p>Critical Slays and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows.</p>
Necromancer	54	<p>Added text to include the intention behind Orbs of Corruption:</p> <p>Orbs of Corruption can be used by the Necromancer in certain Rituals (Formal or otherwise). Further information about these will need to be acquired “In-Play”.</p>

Paladin	56	<p>Updated verbiage to include Wretched & Undead as separate creature types that the Paladins are effective against. Also added in a new ability under “Unending Courage” called “Sense Wretched/Undead”:</p> <p style="text-align: center;"><i>UNENDING COURAGE</i></p> <p>Paladins are immune to all fear-based attacks. They also gain 2 abilities:</p> <ul style="list-style-type: none"> • Sense Wretched/Undead – The Paladin has an innate ability to be able to determine based on sight whether a creature is either Undead or Wretched. To use this ability, you say “Sense Wretched/Undead” to which they should receive a Yes or No response. This is an Out of Play question but should not be used to delay the attack. This also does not replace the Lore/Knowledge skill for either creature type. • Smite the Wretched – may expend a Cantrip/TS to “Smite the Wretched” which gives them a +6-weapon damage bonus vs Undead or Wretched creatures for five (5) minutes. This is activated by stating “Activate, Smite the Wretched!”
---------	----	--

Hunter	61	<p>Updated Selected Nemesis to include all Creature Types as options for a Hunter's Nemesis:</p> <p style="text-align: center;"><i>SELECTED NEMESIS</i></p> <p>The Hunter understands the weakness of their prey and because of their training they will gain the lore skill of their chosen nemesis. Each hunter type has the corresponding lore beside it. SEE "Lore, Knowledge (Specific)" in the Skill list for usage information. Each Hunter will choose one Nemesis per event.</p> <p>Beast Hunter - (Natural Creature Lore) Construct Hunter - (Construct Lore) Draconid hunter - (Creatures with a Dragon/kin origin) (Draconic Lore) Elemental Hunter - (Creatures with a distinct elemental origin. -does not include Etharian) (Elemental Lore) Fae Hunter – (Fae Creatures. -does not include player characters) (Fae Lore) Mystic Hunter - (Magical Creature Lore) Undead Hunter - (Undead Lore) Wretched Hunter – (Wretched Lore)</p>
Druid	64	<p>Changed the "Aspect of the Bear" in the Druid's master ability to remove the Threshold of 2. This was causing confusion when combined with the ½ damage:</p> <p>Aspect of the Bear - Can snap pins and traps. Takes half damage from all physical attacks. If using claws add an additional +3 damage.</p>
Reaver	64	<p>Added the following to clarify how the abilities work in relation to Bleeding to Death, Unconscious, & Dead status.</p> <p>Reaver abilities work in a similar way to spells, Bolstered by Blood, & Blood Rage have a given duration and Blood Curse of Frailty is your Next 3 swings. If a Reaver is dropped to "Unconscious" or "Bleeding to Death" status before they have used the ability, it will remain up and the timer continues. If a Reaver drops to Dead status, the abilities are no longer active if picked back up.</p>

Reaver	65	Removed <i>"This damage can make the Reaver drop to either the Unconscious or Bleeding Out status."</i> From Bolstered By Blood and Master Reaver – (Blood Rage) as it is no longer needed.
Elementalist	66 - 68	All Elemental Binding abilities have been updated to include the following text: The elemental damage cannot be combined with damage enhancements from other Spells, Consumables, or Items.
Geomancer	68	Master Geomancer was modified to allow the use of ANY one-handed weapon: <i>MASTER: GEOMANCER</i> Gain the ability to use a shield and one-handed weapon if not previously known. May negate massive damage when blocked with a shield (must call "negate" each time you block massive damage.) The Master Geomancer may fuel extra weapon damage into their one-handed blunt weapon by burning an Ethereal spell slot. The Geomancer will state "Activate Consume Spell" to signify they are using this ability. The Geomancer will then gain +1 acid damage per level of spell utilized for one minute (this will only stack with learned proficiencies, a damage bonus from a weapon rod, and strength.). The Master Geomancer may also utilize the Critical Parry skill, sacrificing a cantrip in the process.
Combat Skill Chart	96	Updated the Fatal Blow/Parry Prerequisites to correctly reflect the requirements for Brigand & Warrior. 2 Critical Slays (Brigand) Weapon Proficiency +2 (Warrior)
Stealth Skill Chart	97	Updated the Terminate/Dodge Prerequisites to correctly reflect the requirements for Brigand & Assassin. 2 Assassins (Brigand) Backstab +3 (Assassin)

<p>Combat Skills</p>	<p>104, 106, & 110</p>	<p>Critical Slay, Fatal Blow, Assassinate, and Terminate were originally introduced into our game as skill that would eventually be changed as the players increase in level. We feel that time has come, and these skills can be moved to their correct power levels. As such their descriptions have been updated to account for the new status that you would be dropped to when struck with one of these abilities.</p> <p><u>Critical Slay</u> - A Critical Slay allows a character to drop one victim to the <u>Slain</u> status with one blow, once per reset for every time the skill is purchased. To activate this skill, you would say “Prepare to die, Slay!”</p> <p><u>Fatal Blow</u> - A Fatal Blow allows a character to drop one victim to the <u>Dead</u> status with one blow, once per reset for every time the skill is purchased. To activate this skill, you would say “Prepare to die, fatal blow!”</p> <p><u>Assassinate</u> - The Assassinate skill may be used once per reset for every time the skill is purchased. This attack must be dealt to the back (Upper or Lower Torso), and the attacker must be behind the victim. A successful Assassinate will drop the victim to <u>Slain</u> status.</p> <p><u>Terminate</u> - The Terminate skill may be used once per reset for every time the skill is purchased. This attack must be dealt to the back (Upper or Lower Torso), and the attacker must be behind the victim. A successful Terminate will drop the victim to <u>Dead</u> status.</p> <p>As a reminder, Slain and Dead Status are listed on page 75. These statuses did not change other than being updated with these abilities.</p>
----------------------	------------------------------------	---

<p>Combat Skills</p>	<p>107</p>	<p>Thrown Weapon has been updated to the following:</p> <p style="text-align: center;"><i>THROWN WEAPON</i></p> <p>Prerequisite(s): None</p> <p>This skill will allow a character to use approved thrown weapons in combat. Characters may purchase weapon proficiencies per their class to increase the damage to thrown weapons. Assassin’s will use their Backstabs to increase thrown weapon damage. Waylay, may not be used with Thrown Weapons. Critical Slay, Assassinate, Terminate, and Fatal Blow may only be thrown by Assassins, Brigands, and Shadows.</p>
<p>Combat Skills</p>	<p>107</p>	<p>Two Weapon verbiage has been updated to reflect the removal of the Weapon Mastery Skill:</p> <p style="text-align: center;"><i>TWO WEAPON</i></p> <p>Prerequisite(s): None</p> <p>This skill will allow a character to use two one-handed weapons at one time, but only one may be longer than 32 inches (max 44 inches). The other must be 32 inches or smaller. Spears and Staves more closely follow the rules of two-handed weapons and therefore cannot be used in conjunction with another weapon/shield. With this skill, any Backstabs, Assassinate, Terminates, Proficiencies, Critical Slays, and Fatal Blows you previously had in your main hand can now be used in either hand.</p>

<p>Combat Skills</p>	<p>107</p>	<p>Updated Shield description to include the limitation of using Shields with Spears and Staves. In addition, there is now a note that center grip shields are not allowed.</p> <p style="text-align: center;"><i>SHIELD</i></p> <p>Prerequisite(s): None</p> <p>This skill will allow a character to use an approved shield. Shields are used to block damage from physical attacks. You may only wield a one-handed weapon with a shield. Staves and Spears cannot be used with a shield.</p> <p>NOTE: Center Grip Shields are not approved for combat at <i>Veil of Ashes</i>.</p>
<p>Combat Skills</p>	<p>108</p>	<p>Weapon Proficiency has been updated to remove the following stipulation: "If using Two-Weapons, you must choose which hand this skill is for at the time of learning the skill. When purchasing this skill either the One-handed or Two-handed weapon category must be chosen." Melee Proficiencies will now work with any weapon type. If used in conjunction with the Two Weapon Skill, Proficiencies will work in either main hand or off hand.</p>
<p>Combat Skills</p>	<p>108 & 96</p>	<p>Weapon Mastery has been removed from the Skill List</p>
<p>Burst Damage Spells and Abilities</p>	<p>111</p>	<p>The following section has been added to the rulebook to define a new classification of Melee Burst Damage and Magical Burst Damage. This tag was added to help streamline the limits on stacking spells and abilities:</p> <p style="text-align: center;"><i>BURST DAMAGE SPELLS AND ABILITIES</i></p> <p>Only one (1) Melee Burst Effect and one (1) Magical Burst Effect may be active at any time. Burst Effects are damage (melee or magical) enhancing effects that follow a duration or a limited use. These will be notated on the card/tag/ability.</p>

<p>Spell List – Ethereal & Primal</p>	<p>117 & 130</p>	<p>The Shatter spell has been updated to include text about weapons that are under the empowerment of a Weapon Rod:</p> <hr/> <p>SHATTER (DESTRUCTION)</p> <hr/> <p>Duration: Instant</p> <p>This spell may be used to either destroy an item or harm creatures that may be shattered, like skeletal undead. The item can be no larger than something that can be held in one's hands - swords, shields, brooms...etc. If used on a creature, you would say "shatter your body" in the verbal. If the creature is affected by shatter, they will typically take 25 body damage.</p> <p>The Shatter spell will not have any effect on a <u>weapon</u> that is being empowered by a weapon rod. i.e. if you have a Weapon Rod active on you that contains any magical benefits, that weapon cannot be shattered. If this is the case, you will say "No Effect" when hit with the Shatter spell. If the spell targets a weapon or a shield that is not being empowered by a weapon rod, you take the effect of the Shatter.</p> <p>Verbal: With Ethereal force I shatter your <item>. OR Verbal: I call forth the Primal to shatter your <item>.</p>
---	----------------------	--

Spell List – Ethereal	124	<p>The Ethereal Prison spell has been updated to include information about Killing Blows and how to dispel it:</p> <hr/> <p>ETHEREAL PRISON (CONFINING)</p> <hr/> <p>Duration: Line of Sight (up to 5 minutes)</p> <p>This spell will instantly forge a magical prison around the target. The target is completely immobilized and may not move or speak but can still see. The target is not rooted to the ground and can be moved by anyone unless they are rooted to the ground by other means. While under the effect of an Ethereal Prison, the target is not affected by physical or magical damage. The caster can release the target from an Ethereal Prison on a three-count (releasing one.. two... three). The Caster may also choose to deliver a Killing Blow to the target following the standard killing blow rules. Additionally, a caster may also cast an Ethereal Prison on themselves and may also release it on a three count.</p> <p>Ethereal Prison can also be dispelled by Greater Dispel Magic.</p> <p>Verbal: I confine you with an Ethereal Prison.</p>
-----------------------	-----	--

Spell List – Primal	133	<p>The Curse verbal has been updated to reflect Proficiency instead of Strength. In addition, the max reduction has been updated to the base damage of the weapon:</p> <hr/> <p>CURSE WEAKNESS/REMOVE LESSER CURSE (CURSING)</p> <hr/> <p>Duration: 5 Minutes (Reversible)</p> <p>Curse Weakness will cause the target to lose 4 Proficiency and reduce all damage called in combat by four. Weakness will not reduce the damage you call below the base damage of your weapon. Remove Lesser Curse will remove any 4th level or lower curse.</p> <p>Verbal: I afflict you with a curse of weakness I call forth the Primal to remove this lesser curse</p>
Apothecary	143 & 144	<p>Charm Ingested has been removed from the game. The Apothecary Cost and the Poison Recipe Description for Charm (Gas) has been updated to remove references to the ingested version of this. Any existing Charm (Ingested) tags that remain in-play can be used as a Charm (Gas) instead.</p>

Trade Skills	146	<p>Astrology skill has been updated as follows:</p> <p style="text-align: center;"><i>ASTROLOGY</i></p> <p>Prerequisite(s): None, Special</p> <p>While on-site during an event, Astrologers may attempt to gain insight into the past, or events that have yet to come. Astrologers do this by using sources such as card reading or reading the stars. To use Astrology, you must use the tools of your trade - Bones, Runes, Cards, Star Reading, Palm Reading...etc.</p> <p>This skill requires the player to act out (roleplay) a full reading of their chosen trade (Bones, Runes, etc.). GMs/Plot may choose to be involved with your ritual, if so, they will expect the Astrologer to explain how the tools are being used and how that relates to their question. GMs/Plot may offer to provide additional in-game context to your reading, however, the information provided is not guaranteed to be accurate nor beneficial.</p> <p>Example: If you are reading tarot, you must have a deck of tarot cards that you will begin to lay out as you see fit. GMs/plot will ask you to describe how you are interpreting the cards, as they are laid out. Depending on your responses, they can choose, or not, to add extra context to the answers your character is seeking.</p>
--------------	-----	--

Trade Skills	147	<p>Survival Specific Region has been updated to include traveling with other people, and limitations on teaching the skill:</p> <p style="text-align: center;"><i>SURVIVAL, SPECIFIC REGION</i></p> <p>Prerequisite(s): Special</p> <p>Survival allows a character to move through certain regions that would otherwise be treacherous, such as trekking through the frozen north or surviving the noxious regions within The Deep. A person with this skill can bring up to 5 people with them and provide protection to the entire party. You must find a teacher In-Play that can teach your character how to survive in a specific region. Survival skills may not be taught by players as it requires a deeper understanding of the specific region to teach survival than this skill provides.</p>
Crafting, Harvesting, & The Component Economy	151	<p>Updated the “Materials of Cindere” section to reflect the new Unit values:</p> <ul style="list-style-type: none"> • Rank 1 – 1 Units • Rank 2 – 5 Units • Rank 3 – 15 Units • Rank 4 – 25 Units • Rank 5 - 50 Units
Runecraft	156	<p>Basic Wardings have been updated to include the following Damage and Creature Types:</p> <ul style="list-style-type: none"> • Damage Types <ul style="list-style-type: none"> ○ Ice ○ Lightning • Creature Types <ul style="list-style-type: none"> ○ Giants ○ Goblinoids (non-player) ○ Natural Creatures

Runecraft	156	<p>Advanced Wardings have been updated to include the following Damage and Creature Types:</p> <ul style="list-style-type: none"> • Any single source allowed by Basic Warding • Damage Types <ul style="list-style-type: none"> ○ Fire ○ Acid ○ Healing • Creature Types <ul style="list-style-type: none"> ○ Constructs ○ Undead ○ Elementals
Advanced Tools	160	<p>This section has been reduced to remove the Tool types and benefits. This information should be discovered by in-play means.</p>
<p>ITEMIZATION & THE POWER ECONOMY Crafting Scroll Categories</p>	163	<p>This section has been updated to reflect the new scroll categories:</p> <p>Items in <i>Veil of Ashes</i> are broken into four (4) broad categories:</p> <ul style="list-style-type: none"> • Instant - These effects occur as soon as the Ritual/Crafting is completed. • Consumables - one time use items, that can be consumed/used later to produce an effect. • Enduring Effects - effects that recharge for a period (usually 1-4 events) • Item Creation - This creates an item/vessel that can be used as tools, or to store Enduring Effects. <p>The key thing to note about itemization in <i>Veil of Ashes</i> is that all items in the game are designed to be transient in nature and will require upkeep or replacement to keep around long term.</p>

Magical Vessels	164	<p>The following text has been added to the Weapon rod description:</p> <p>Weapon Rods allow a player to apply the magical effects stored within the rods to either their main hand or offhand equipped weapon. The weapon itself contains no magical properties other than what is extended to it from the rod while being wielded. This means that you can be disarmed of your sword, grab a mace off your belt and continue to make use of your magical effects. Weapon Rods that are providing a benefit to a weapon will however make that weapon immune to the Shatter spell as they are considered Magical in nature.</p>
Effect Categorical Maximums Stacking limits for Items, Consumables, & Spells	168	<p>This section has been reworked and streamlined to reduce the confusion and streamline the intention behind some of the rules. Because this section is an entire page, the text is not included here, however it is included at the end of this document.</p>

<p>Making a Shield</p>	<p>183</p>	<p>Shield Guidelines have been updated to limit the use of center grip shields. This was always the case; however, the description was not clear previously:</p> <p style="text-align: center;"><i>SHIELD GUIDELINES</i></p> <p>Since <i>Veil of Ashes</i> is trying to emulate real combat without anyone getting hurt, many restrictions must be applied to weapons and shields alike in order to keep the game balanced, yet safe. Following are the restrictions on shields:</p> <ul style="list-style-type: none"> • Shields may not be used as offensive weapons e.g. no shield bashing. • Shields may not be used with two-handed weapons, Spears, Staves, or Polearms. • The <i>longest</i> dimension of a shield may not exceed the distance from the wielder's armpit to fingertip. • Shields may be made of almost any material. This includes aluminum, plastic, wood, etc. The perimeter of any shield must be covered with pipe foam. Any bolts used in the shield must have the flat side on the front of the shield and the nut on the back. • All Shields must have a handle and arm strap, center grip shields are not approved for combat at <i>Veil of Ashes</i>.
------------------------	------------	---

STACKING LIMITS FOR ITEMS, CONSUMABLES, & SPELLS

Enduring Effects (Items), Consumables, and the effects from Primal & Ethereal spells will follow the same rules for maximums. These are defined here:

- General Spell Protections & Reflects may not stack with each other (Spell Protection, Reflect, etc.).
- Only one (1) Melee Burst Effect and one (1) Magical Burst Effect may be **active** at any time.
 - Burst Effects are damage (melee or magical) enhancing effects that follow a duration or a limited use. These will be notated on the card/tag/ability.
- Enduring Effect - Damage Aura - A player may use as many damage auras as they can successfully install in a Weapon Rod. Damage auras from the main hand do not apply to the offhand and vice versa.
- A player may only have 2 resistances from a consumable source active at a time.
- Armor Augmentation consumables and spells will not stack with each other but will stack with Protection Aura Enduring Effects
- Health Augmentation consumables and spells will not stack with each other but will stack with Health Augmentation Enduring Effects
- Protection Auras - A player may only have a maximum of 15 points of protection aura on them at a time
- Masks - A player may only have a maximum of 2 masks on them at a time
- Regenerating Effects - Body & Armor regeneration effects stop functioning upon entering unconscious, bleeding to death, or dead status and may not be used to reverse these statuses.