Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Spirit of the Rules and Good Sportsmanship	7	Updated grammar & spelling: At Veil of Ashes, we have established rules that are clearly defined, as well as others that may be open to broader interpretation or are based on common sense rather than being explicitly stated in the rulebook. **When encountering rules that are ambiguous or not explicitly outlined, we will adhere to the spirit of the rules, emphasizing fairness, good sportsmanship, and proper etiquette.** Each rule has a clear intention, even if it does not explicitly cover every possible scenario. Simple intuition should guide you towards the correct interpretation of any rule, whether stated or not. Exploiting loopholes or disregarding community standards is unacceptable. In the event that a call needs to be made "on the fly" or "in the moment," the marshal present has the discretion to make that decision. However, such decisions will not constitute a change in the rules or set a precedent for an official rule change. Rule changes only occur after careful consideration by the Game Masters (GMs) and will be announced officially by one of them. Sportsmanship is defined as ethical, appropriate, polite, and fair behavior while participating in a game or athletic event. We expect all players to consistently apply these principles while playing Veil of Ashes. Players are strictly prohibited from using any form of racism, sexism, or bigotry while playing Veil of Ashes. This includes the "in-play" use of any term that could degrade or insult a person based on their sex, race, sexual orientation, or physical appearance. Always ensure that you are embodying the true intentions of good sportsmanship and adhering to the spirit of the rules.
Event Costs	11	Updated to reflect 2024 & 2025 season prices (No Change). Added in links to Discord, Facebook, and Veil e-mail address.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Working for the Game	13	Updated this section to include 4-day hour requirements, and that Game Points can only be converted after an event where you have worked for the game. At Veil of Ashes, our goal is to provide entertainment to our players throughout the entire event. This is only possible if everyone pitches in. As such, we ask that each player contributes a total of **3 hours for a 3-day event and 5 hours for a 4-day event**. This can be done by monstering, working logistics, serving as a tavern worker, or handling armor and weapon check-in. Additionally, there may be other tasks such as crafting marshal, after-event site clean-up, or on-call medic, which will require prior approval from Game Management and may have different time requirements. Each of these options is rewarded with Game Points (GP). The specific rewards can be found in the Character Progression section of this guide. If you would like to come to Veil of Ashes but are not ready to commit to playing a character, you are welcome to participate as an "NPC" for the weekend. "NPC" refers to a non-player character, and in this context, you will help entertain the players by playing monsters for them. To do this, check in at Opening Ceremonies and then with the Plot team, who will guide you for the weekend. The benefits of monstering for the game include earning GP for your time, which can be used when you create a new character. Additionally, the only cost to attend is the $5.00 State Park parking fee. Be sure to bring basic costuming and bedding. **Because working for the game is critical to the flow of the game and is needed to entertain everyone for the entire gathering, we will only allow you to convert your Game Points into Skill Points after a gathering where you have worked for the game.**
NEW SECTION: Getting Immersed In Our World	19 - 27	We have added a new section to the rulebook that covers a short description of each of the Major Regions and Cities within Cindere. This section also include a Map and Images of each of the areas.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Creating a Character	28	Added in information about submitting your Player/Character information on the website: You can wait till the event to create your Character, but we encourage you to use the Veil of Ashes website to go ahead and submit your information to speed up the process on-site. The new player form can be found here: https://veilofashes.com/new-player-character-form/ and a new player guide can also be found here: https://veilofashes.com/new-player-guide/
People of Cindere – *Goblins, Gnomes, Hobbilings, and The Fae*	32 - 41	Goblins, Gnomes, Hobbilings, and The Fae have been updated and are able to use staves even though they are considered 2-handed weapons. This was always the intention, however the rulebook did not reflect that. The new disadvantage verbiage for these is as follows: • Cannot wield two-handed weapons with the exception of Staves and Spears, which can be used if the character has the correct skill.
People of Cindere – The Fae	37	The verbiage in the make-up requirements section for The Fae has been cleaned up to better convey what is required and what is optional: • **Required:** Pointed ears • **Required:** Fae must have either Horns or Wings, but can also choose to have both Horns and Wings. • *Optional:* Dark veins to show that you are corrupted - This will be decided at the time of character creation
Class Description - Brigand	47	Added in a graphic to better explain the tiered way that this class purchases Profs, Backstabs, Critical Slays, and Assassinates. 

Section	Page	Description of Change
Class Description – Spell Blade	48	Spell Blades have been given the ability to use their Spell Strike/Critical Parry as a Spell Parry. The added text is below, however there were also minor changes to the verbiage in this section to account for the addition. In addition to the defensive ability to Critical Parry, the Spell Strike can also be used as a Spell Parry against certain magical attacks. **Spell Parry:** By expending your Spell Strike/Critical Parry, the spell blade can deflect a spell they would other wise have taken. This ability can only be used on 8th level and down spells that are in the Spell Blades Primary Spell Column. If the spell blade progresses their secondary column to have at least 1, 9th level spell then they would be able to parry spells in their secondary column as well. To use this the player should announce "Spell Parry" within 3 seconds of being hit with the spell.
Class Resources – Tactical Strikes - Guard	50	This ability has been clarified that it also doesn't protect against Assassinate or Terminate**, however it will protect against a Critical Slay.** GUARD Prerequisite(s): Tactical Strike, Shield By expending a Tactical Strike, the character, while wielding a shield, may negate a single physical blow (excluding Fatal Blows, Assassinate, or Terminate) as well as anything else that can normally be parried with a Shield (Venoms, and other physical ranged attacks) they are hit with by calling **"Activate - Guard"**. It is not necessary to physically parry or block the attack. A Character with this skill could also use it for an ally within arm's reach. This skill may also be used to block spells or other attacks that have struck a victim within arm's reach; however, the user of the Guard skill will take the spell effect unless appropriately protected, physical blow are negated. **Example:** If a person you are within arms reach of is hit with a Critical Slay, you can use the Guard ability to block the slay from hitting them, and then the slay is negated for you.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Class Resources – Cantrips – Reverse Time	53	This ability has been updated to better reflect the intention of the ability. When using this skill, the player should say the verbal for the spell each time they are casting it. **Reverse Time** Prerequisites(s): Cantrip By expending a cantrip, sorcerers can cast their next two spells without those spells being lost due to normal mental exhaustion. In essence, this is giving the sorcerer the use of two additional spells each time Reverse Time is activated. This effect is limited to 1-8 level spells. Verbal: "Activate - (Cast your spell by saying the verbal again)"
Class Resources – Roguish Ingenuity	54	This ability has been updated to include that it is considered ***[Melee Burst Damage].*** By expending a Roguish Ingenuity, the player may call two (2) additional points of damage with a weapon from behind (as per Backstab) for One (1) minute. ***[Melee Burst Damage]***

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Class Resources – Roguish Ingenuity – Elemental Blades NOW Pinning Blades	55	We have removed the Roguish Ingenuity previously called Elemental Blades, and replaced it with Pinning Blades. **Pinning Blades** Prerequisite(s): Roguish Ingenuity, Thrown Weapon By expending a Roguish Ingenuity, the character may use one of their thrown weapons to Pin their target to the ground. This works as per the ability Physical Pin. e.g. "Activate - Pinning blade" This attack may be physically blocked only by a shield, parried with a shield parry, or dodged. This may not be combined with other skills or abilities. Physical Pin from this ability will last for sixty (60) seconds, however the target may remove the object pinning them on a ten (10) count. If any damage is taken during the count, the count starts over.
Known Class Specializations - Necromancer - Create Revenant NOW Corpse Channeling	63	We have removed the Create Revenant ability from the Necromancer specialty and replaced it with a new ability called Corpse Channeling as listed below: **Corpse Channeling** As a Necromancer, you can channel necrotic energy from a creature in dead status. To do this, you must expend 1 Cantrip/Roguish Ingenuity/Tactical Strike and, with your foot planted, say "Activate – Corpse Channeling." Upon activating this ability, the creature takes the effect of decay, and you gain ten 10-point Necrotic damage packets that can be thrown. When throwing you should say "10 – Necrotic" with each throw. If you move your foot, you lose any remaining 10-point Necrotic packets that have not been thrown. (Cost 1 TS, RI, CT) This necrotic damage will work as physical damage and not a spell damage and therefore will not benefit from any enhancements. This damage may be blocked by a shield. Necrotic Damage will cause damage to both living and undead targets.

Section	Page	Description of Change
Known Class Specializations – Paladin – Added/Modified Spells	67 – 69	Added in text to indicate that these spells modify the Paladin's Primal Column and which spells are replaced or if this is an additional spell. The text is not included here due to the length.
Known Class Specializations – Elementalist	75	Updated Elementalist so that they can cast any element but only gain benefits from their primary element: **ELEMENTALIST** Prerequisites - Ethereal Sorcerer **(Loses access to the cantrip, Reverse Time - refund available)** The Elementalist is a practitioner of ethereal magic who has begun to bond with elements. They can call down the fury of the elements and wreak havoc upon their enemies. (Etharian may only choose their own element). **An Elementalist may cast any element, however they only gain their abilities/bonuses in their primary element.**
Known Class Specializations – Elementalist – Pyromancer	75	Master Pyromancers are no longer limited to only casting Fire-based attacks; however, they only gain their bonus damage when casting Fire. If they choose to throw another Element, they would do so as the normal spell dictates.
Known Class Specializations – Elementalist – Storm Caller	76	Master Storm Callers are no longer limited to only casting Lightning-based attacks; however, they only gain their bonus damage when casting Lighting. If they choose to throw another Element, they would do so as the normal spell dictates.
Known Class Specializations – Elementalist – Geomancer	77	Removed references to one-handed Blunt as this was previously change to any one handed weapon.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Known Class Specializations – Elementalist – Geomancer	77	Cleaned up the verbiage for Master Geomancer. No changes were made, just easier to understand. **Master: Geomancer** 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 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. The Master Geomancer may also spend a Cantrip and use the Critical Parry skill. ***[Melee Burst Damage]***
Known Class Specializations – Elementalist – Cryomancer	79	Master Cryomancers are no longer limited to only casting Ice-based attacks; however, they only gain their bonus damage when casting Ice. If they choose to throw another Element, they would do so as the normal spell dictates.
Game Mechanics	84	Added in that Crafting Skills will no longer reset with each "Reset" Period: **Reset** During a three-day event, you may reset all of your abilities at any time you choose. This is done by spending at least 5 minutes meditating on your skills in an In-Play area (like your cabin). Any unused spell tags (Wizard Lock, Ward) will need to be discarded**. This reset does not grant more skill uses for Crafting Skills such as Artificer, Blacksmith, Chef, Ritual, or Runecraft.** Some characters will be able to provide others with a one-time (per event) secondary reset that must be done within a predefined meditation circle. This additional reset can be performed whenever you would like. (See Sorcerer Cantrip - Meditation) Reset can be done no more than 2 times in an event with the exception of a 4 day when you may be able to do 3.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Combat Mechanics – Combat Duration	87	Added in a definition of "Combat Duration" as some skill may be defined as so many times per combat. **Combat Duration** Some skills and abilities may be defined with a combat duration or may be usable so many times per combat. Combat duration is defined as the entire time that you are engaged in offensive or defensive actions and will only reset when you have been completely disengaged from these actions and are not under the effects of any Crowd Control or movement restricting ability like Charm, Paralyze, Sleep, Confining, etc. for at least 60 seconds.
Tagline and Monster Effects	95	Added a new Damage Type: **Necrotic** This damage will cause the target damage regardless of them being living, undead, or corrupted. It can be blocked by a shield however is not blocked by magical spell shields.
Tagline and Monster Effects	97	Added a new effect: **Blind (Metabolic)** **Effect Duration:** one (1) minute Damage caused from this tagline to a target's Body Points will cause the target to be rendered completely blind. While blinded, you are ½ speed and cannot attack or defend. You may ONLY cast spells from memory on yourself. Players should not close their eyes, and must roleplay being blind. This effect lasts for one (1) minute until Restore, Heal All, or Dead Status. This attack may be blocked.
Tagline and Monster Effects	97	Added Physical Pin as a new description: **Physical pin (Confining)** **Effect Duration:** one (1) minute Attacks from this tagline to a target will pin one of the targets feet to the ground. Targets affected by **Physical Pin** may only pivot on that foot. They can still attack and defend. Any damage associated with this attack can be blocked, but the effect still occurs. The target may remove the object pinning them on a ten (10) count but if any damage is taken the count starts over.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Tagline and Monster Effects	98	Modified Physical Web to specify that you cannot cast spells, use Weapons or Shields. **Physical Web (Confining)** **Effect Duration:** one (1) minute Attacks from this tagline to a target will cause the target to be rendered completely immobilized and immovable. As such, they may not cast spells or use any weapons or shields Attacks with this tagline can be dodged but not blocked by physical means (weapons and shields). The target may be cut free with a ten (10) count.
Tagline and Monster Effects	98	Added in a description for Permanent Wounds: **Permanent Wounds** If you take body damage from the attack you are permanently down that many hit points until you fix it. If you take multiple attacks, the effect stacks. Hit 3 times with 5 Permanent wounds you are down 15 total hit points until fixed. Potential fixes: Resurrection, End of the Event, Purge ritual, Master Reaver. **Potions, spells or other consumables do not fix this**. NOTE: You cannot drop below 1 hit point from this ability.
Stealing and Searching	103	Physical lock definitions have been added to the rulebook: **Physical Locks** A physical lock can be used to secure a chest or box but cannot be used to secure a player's building. A spare key must be attached to the box so that a marshal can access it if needed. There is a limit of 1 lock (physical or magical) per box, and there should never be a locked box inside of another locked box. A Marshal must be present if you are attempting to interact with a physical lock without the key. It will be the marshal's discretion that determines results.

Summary of changes to Veil of Ashes Rulebook v3.7.24

<table>
<tr><th>Section</th><th>Page</th><th>Description of Change</th></tr>
<tr><td>Limits on Building Protections</td><td>104</td><td>Added in text specifying that you must provide the phys reps for any creatures in your cabin as well as clarify that they cannot use consumables:

It is your responsibility to provide all the things needed for the creatures. This includes but is not limited to, Claws, Packets, Tabards & Weapons. If any of these are not provided, the person playing the creature will do their best effort but will not leave to find the needed items. Guardians regardless of intelligence lack the ability to use loot tags like but not limited to Arrow Fragments, Frog Legs, Crackling Energy, or Hightop's Magical Lock. If a guardian possesses the ability to use Items or Consumables, it will be listed on the card/recipe for that guardian. If it is not listed, they are unable to do so.</td></tr>
<tr><td>Skill System</td><td>105</td><td>Added in Clarifications on there being no need for a teacher card for Class skill like Tactical Strikes, Roguish Ingenuity, or Cantrips, or if it is an ability based on your people type like a resist or Siphon Life.

Additionally we added clarification that anyone can teach another character any skill that they know, with the exception being Survival and Lore/Knowledge skills, so long as the character asking for the skill has the prerequisites to purchase said skill.</td></tr>
<tr><td>Skill Chart - Combat</td><td>106</td><td>Added costs for new skills Blind Fighting and Advanced Blind Fighting:

<table>
<tr><td>Blind Fighting</td><td>2</td><td>2</td><td>2</td><td>4</td><td>4</td><td>6</td><td>6</td><td>None</td></tr>
<tr><td>Advanced Blind Fighting</td><td>4</td><td>4</td><td>4</td><td>6</td><td>6</td><td>8</td><td>8</td><td>Blind Fighting</td></tr>
</table>
</td></tr>
<tr><td>Skill Chart - Stealth</td><td>107</td><td>Added costs for new skills Lock Picking and Disarm Trap:

<table>
<tr><td>Lock Picking (per Level 1 – 5)</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>None</td></tr>
<tr><td>Disarm Trap (per Level 1 – 5)</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>None</td></tr>
</table>
</td></tr>
<tr><td>Skill Chart – Roguish Ingenuity</td><td>108</td><td>Changed the chart to remove Elemental Blades and replace it with Pinning Blades. Build cost remains the same. If you previously had Elemental Blades, your Character Sheet has been updated to include Pinning Blades.</td></tr>
</table>

Summary of changes to Veil of Ashes Rulebook v3.7.24

<table>
<tr><th>Section</th><th>Page</th><th>Description of Change</th></tr>
<tr><td>Skill Chart – Magic</td><td>109</td><td>Added in costs for Tertiary and Quaternary spell columns:

<table>
<tr><td>Primary Column Spell Slot Level 9</td><td>15</td><td>15</td><td>10</td><td>6</td><td>6</td><td>5</td><td>10</td><td>Primary Column Spell Slot Level 8</td></tr>
<tr><td>Secondary Column Spell Slots</td><td>x2</td><td>x2</td><td>x2</td><td>x2</td><td>x2</td><td>x2</td><td>x2</td><td>School Specific</td></tr>
<tr><td>Tertiary Column Spell Slots</td><td>X3</td><td>X3</td><td>X3</td><td>X3</td><td>X3</td><td>X3</td><td>X3</td><td>School Specific</td></tr>
<tr><td>Quaternary Column Spell Slots</td><td>X4</td><td>X4</td><td>X4</td><td>X4</td><td>X4</td><td>X4</td><td>X4</td><td>School Specific</td></tr>
<tr><td>Ritual Magic*</td><td>6</td><td>6</td><td>6</td><td>4</td><td>4</td><td>2</td><td>6</td><td>1x 9th Level Spell</td></tr>
</table></td></tr>
<tr><td>Skill Chart – Crafting Skills</td><td>111</td><td>Apothecary and Herbal Lore have been moved to the Crafting Skill section, and the “Production Skills” table has been removed.</td></tr>
<tr><td>Skills Chart – Trade Skills</td><td>111</td><td>Rulebook incorrectly listed Survival skills as 5 build however the Database listed them as 3. We have adjusted the rulebook to 3 to match the database.</td></tr>
<tr><td>Skills Chart – Knowledge Skills</td><td>112</td><td>Updated Lore, Knowledge to Standard Lore, Knowledge and added in build cost for Greater Lore, Knowledge.

<table>
<tr><td>Standard Lore, Knowledge</td><td>3</td><td>3</td><td>3</td><td>3</td><td>3</td><td>3</td><td>3</td><td>Special</td></tr>
<tr><td>Greater Lore, Knowledge</td><td>6</td><td>6</td><td>6</td><td>6</td><td>6</td><td>6</td><td>6</td><td>Special, (Must be learned from a GM or Story Teller)</td></tr>
</table></td></tr>
<tr><td>Combat Skills</td><td>113</td><td>Added in Blind Fighting and Advanced Blind Fighting: unless appropriately protected.

Blind Fighting

Prerequisite(s): None
The Blind Fighting ability allows you to Defend while under the effects of the Blind effect. This means blocking with a weapon, Critical Parry, Fatal Parry, Shield Parry, Fatal Shield Parry, Spell Parry. You are still impacted by the ½ speed and therefore cannot Run or Dodge.

Advanced Blind Fighting

Prerequisite(s): None
The Advanced Blind Fighting ability allows you to attack with Weapons or Spells as normal while under the effects of the Blind effect. You are still impacted by the ½ speed and therefore cannot Run or Dodge.</td></tr>
</table>

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Stealth Skills	120	Added in a new skill called Lock Picking: **Lock Picking** Prerequisite(s): None May open any non-magical (physical) lock by using appropriate lockpicking tools within a set duration. During the duration, you must remain focused on the lock. If any damage is taken you fail the pick and must start over. You MUST have this skill to attempt to pick a lock. • Level 1 - 3 minutes • Level 2 - 2 minutes • Level 3 - 1 minute • Level 4 - 30 seconds • Level 5 - 15 seconds
Stealth Skills	120	Added in a new skill called Disarm Trap: **Disarm Trap** Prerequisite(s): None This skill allows you to disarm traps in marshaled situations. This does not include traps that have been set by Runecraft or other Crafting Recipes. The time it takes to disarm the trap is based on your level of skill. During the duration, you must remain focused on the trap. If any damage is taken you fail the disarm and must start over. You MUST have this skill to attempt to pick a lock. • Level 1 - 3 minutes • Level 2 - 2 minutes • Level 3 - 1 minute • Level 4 - 30 seconds • Level 5 - 15 seconds

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Magic System	121	We have updated the verbiage under the "Learning Spell Slots" section to include the following clarification: **Learning Spell Slots** Spell Slots must be purchased in a Pyramidal Format. To learn higher-level Spell Slots, you must have at least one additional Spell Slot below the level of the spell you wish to purchase. This restriction is lifted once you have at least four (4) spells at first level. At that point, if you wish, you can start learning additional Spell Slots at higher levels if it's done in a Pyramidal format and the base of that pyramid is at least four. You do not have to stop at four (4) if you wish, you may choose any base between four (4) and nine (9). Once you have filled out your pyramid, you may purchase additional Spell Slots in a column starting at level one and working your way up. **No spell column can be larger than 9-wide. There are additional costs for purchasing spells in a secondary, tertiary, or quaternary column.**
Ethereal Spells	123 - 136	We have updated the spell list so that durations are more consistent. Moving forward most spells will have one of the following durations: Instant, Concentration, 5 Minutes, Line Of Sight up to 5 Minutes, or 1 Event. We have modified the following spells to meet these options: • Disarm – Instant • Endow Strength – 1 Event • Shield – 1 Event • Light – REMAINING 12 Hours • Greater Endow Strength – 1 Event • Trap – Line of Sight up to 5 Minutes • Enchanted Weapon – 1 Event • Lesser Spell Shield – 1 Event • Bind - Line of Sight up to 5 Minutes • Slow – Line of Sight up to 5 Minutes • Elemental Shield – 1 Event • Reflect Magic – 1 Event • Web - Line of Sight up to 5 Minutes • Spirit Shield – 1 Event • Wizard Lock – 1 Event • Spell Shield – 1 Event • Tempest Blade – 1 Event • Circle – 5 Minutes • Ward – 1 Event

Section	Page	Description of Change
Ethereal Spells – Bind / Unbind	129	Added in Unbind for Ethereal Casters. BIND / UNBIND (CONFINING) **Duration:** Line of Sight up to 5 Minutes / Instant The target of a Bind spell will have their arms bound to their sides and is unable to use them in any way, including wielding weapons or casting spells. Unbind will release the target of any bindings, either the Bind spell or mundane bindings. **Verbal:** With Ethereal force I bind your arms. With Ethereal Force I unbind you.
Ethereal Spells – New Spell	131	New Spell Added at Level 6: ECHO (ENCHANTMENT) **Duration:** 1 Event The target of this spell receives an enchantment that allows them to recast a spell if the target of the spell resists its effect. This will not work if the spell is defended against in any other way (flash, no effect, Spell Parry, etc.). If a target resists your spell you may say “Activate – Echo” and then cast your spell again. Providing that you continue to hit with your spell packet and the spell continues to be resisted, you may continue to cast that same spell. This only works on a single target **Verbal:** With Ethereal force I reverberate and Echo your Spell.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Primal Spells	137 - 150	We have updated the spell list so that durations are more consistent. Moving forward most spells will have one of the following durations: Instant, Concentration, 5 Minutes, Line Of Sight up to 5 Minutes, or 1 Event. We have modified the following spells to meet these options: • Disarm – Instant • Endow Strength – 1 Event • Light – REMAINING 12 Hours • Bless – 1 Event • Greater Endow Strength – 1 Event • Pin – Line of Sight up to 5 Minutes • Lesser Spell Shield – 1 Event • Bind / Unbind - Line of Sight up to 5 Minutes / Instant • Poison Shield – 1 Event • Reflect Magic – 1 Event • Shadow Form – 5 Minutes • Spirit Shield – 1 Event • Spell Shield – 1 Event • Curse Pain – REMAINING 24 hours • Circle – 5 Minutes
Primal Spells	149	The verbiage for the Heal-All spell has been updated to clarify that it will "fix" everyone except undead. It will do 50 points of damage to an undead target: HEAL-ALL (HEALING) **Duration:** Instant This spell will heal the target for all damage they have taken and instantly put them at their maximum health. The target will also have all mind-affecting and metabolic effects cleared. Heal all works on both non-corrupted and Corrupted characters. This spell cannot be used in any sort of offensive capacity. However, there is an exception for Undead creatures where this spell deals 50 points of damage to them. **Verbal:** I call forth the Primal to heal all your wounds.

Section	Page	Description of Change
Trade Skills	152	Updated Tracking to include what the 5 levels are intended to allow for: **TRACKING** Prerequisite(s): None Tracking allows the character to use this skill to read the signs in nature or certain clues left behind by someone or something to determine things such as, what direction something came from, or is going. This skill can be purchased in 5 levels and will result as follows: • **Level 1:** Tracks animals, humanoids, and large creatures on very soft ground (mud, clay) within 1 day. • **Level 2:** Tracks on soft ground (loose Earth, sand, forest) within 1 day and on very soft ground within 2 days. Can hide own tracks. • **Level 3:** Tracks on firm ground (packed Earth, hard forest, foothills) within 1 day, soft ground within 2 days, and very soft ground within 4 Days. Can hide tracks for two companions. • **Level 4:** Tracks on hard ground (mountains, gravel, stone) within 1 day, soft ground within 4 days, firm ground within 1 day, and very soft ground within 8 days. Can hide tracks for a group of up to six. • **Level 5:** Tracks on all types of ground (hard, firm, soft, very soft) within 14 days. Can hide tracks for a group of up to ten.
Trade Skills	153	Removed the bonuses for Tracking and Survival from the Harvester section of the rulebook. These bonuses caused difficulty at opening ceremonies and were not easily implemented. The Logistics skill is still listed with the Same bonus as it had before.

Section	Page	Description of Change
Knowledge Skills	155	Lore, Knowledge (Specific) has been updated to "Standard Lore, Knowledge (Specific) and the verbiage for this skill cleaned up: **STANDARD LORE, KNOWLEDGE (SPECIFIC)** Prerequisite(s): None When you create your character, you may purchase the lore of chosen "People." Having a Lore allows you to recognize specific traits or markers that identify creatures, magics, languages, artistic styles, or cultural norms of the chosen Lore. There may be instances where having a specific Lore provides additional benefits to your actions, such as casting rituals, identifying certain items, or interacting with the world around you. You can always announce a specific Lore skill to a Marshal or Plot member to see if it grants you such benefits. This skill can also be learned after character creation by interacting with various NPCs in the game world. Like Survival Skills, Lores cannot be taught by players once learned. Teaching a Lore requires an in-depth set of knowledge about the specific subject that goes beyond what you would know with a standard Lore/Knowledge Skill. There are several available Lore Skills, however you will find that they typically will cover a specific region of Cindere or a specific type of creature. There is not a full list of what could be available, however here are a couple of examples. Some lores will also vary in how difficult it is to obtain the knowledge.

Section	Page	Description of Change
Knowledge Skills	155	Added in a new skill Greater Lore, Knowledge (Specific) that has enhanced benefits including the ability to teach standards lores and survival skills or Resistance versus creatures: **GREATER LORE, KNOWLEDGE (SPECIFIC)** Prerequisite(s): Standard Lore, knowledge of the same type Greater Lores may also be available for certain subjects however are extremely difficult and time consuming to learn (at least 4 to 6 months). This is a skill that cannot be learned at character creation and must be learned while interacting in the game world. This skill is obtained by learning a very detailed knowledge of a specific subject or creature type, and as a result, there are additional benefits in having this skill. **NOTE: Greater Lores can only be learned from a Game Manager or Story Teller.** • A greater Lore, Knowledge of a specific Region or Creature type allows for you to be able to teach the Standard Lore, Knowledge Skill for that specific subject. *For example, if you have Greater Lore: Undead, you would be able to teach the Standard Undead Lore skill to other players.* Greater Regional lores combined with the Survival skill of that same region will also allow you to teach that survival skill. *For example, if you possess Greater knowledge: The Mire Fields, you can teach the Standard Knowledge: Mire Fields skill. If you also possess Survival: Mire Fields, you could teach another player to survive in the Mire Fields region.* Lores and Survival skills can only be taught to 1 student per gather. • If you possess this skill for a particular Creature Type like Undead, Elementals, Magical Creatures, etc. you also gain one (1) resist versus that creature type per event. **This resist will allow you to shrug off any 1 magical effect from that creature type including things that would be considered High Sorcery.** This resist cannot be used to prevent the effects of a Crafting Recipe, Artificer, Blacksmith, Chef, Ritual, or Runecraft regardless of who is crafting/casting the recipe.

Section	Page	Description of Change
Crafting, Harvesting, & The Component Economy	156	Updated the opening paragraph of this section to give additional details on how this skill is purchased and used. In addition, we modified it so that the Skill Uses DO NOT reset each reset period, and there is a Maximum of 20 levels of this skill. **CRAFTING, HARVESTING, & THE COMPONENT ECONOMY** A player can purchase any crafting skill at the time of character creation. After that, any additional crafting skill must be learned in-play through an in-play teacher. If a crafting skill has multiple levels available for purchase, you only need a teacher for the first level. Afterward, to increase your level in a crafting skill, you only need to use build points to purchase the skill. Each crafting skill can be purchased from levels 1 to 20. The crafting skill levels correspond to the number of skill points you can use throughout the weekend event. If you purchase 15 levels in a crafting skill, you will receive 15 skill uses to use at the event. These skill uses do not reset as you reset your other skill and therefore will need to be used strategically at the event. The recipes you use for your craft consume these skill points. Recipes are ranked as follows and require a certain level of skill to use: Standard: 1 to 9 levels, Improved: 10 to 14 levels, Master: 15 to 19 levels, Legendary: 20 levels These recipes vary in the number of skill uses required to craft, generally ranging from 1 to 5 skill uses depending on the specific recipe. In addition to skill uses, the recipes also require resources and, in some cases, components that can be found or bartered for in play.
Crafting, Harvesting, & The Component Economy	156	Updated the Resources chart to include the new Apothecary Resources: • Murky Water - 1 Unit • Powdered Agate - 5 Units • Nightshade - 15 • Units Dried Mushrooms - 25 Units • Basilisk Fang - 50 Units • UNIVERSAL ○ A Broken Glass Vial - 1 Unit

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Crafting, Harvesting, & The Component Economy – Catalysts	157	The chart in this section has been updated to reflect the new values that were implemented in the past. This was missed in previous rules updates and has been corrected.
Supporting Skills for Harvesting	158	Removed Tracking and Survival from the list. Logistics is still listed.
Maps – Map Fragments	159	Updated the Map Fragments Section to reflect that fragments can be combined by someone with the Harvester Skill to form full maps that can be selected at Opening Ceremonies. This allows the character to choose which specific map they would like and the number of fragments needed depends on the map they are trying to make. **Map Fragments** Map Fragments are a treasure type that must be combined before the Map that they represent becomes available for harvesting. These fragments can be combined into a full map and will vary in "cost" based on the value of the map you are trying to make. The fragments represent worn, hard to read versions of the full region map and can be combined by a person with the Harvester Skill at Opening Ceremonies to form a full map of your choosing. There will be a chart that is used to determine how many Map Fragments are needed to form a full map of a region.

Summary of changes to Veil of Ashes Rulebook v3.7.24

Section	Page	Description of Change
Apothecary	164 - 167	The Apothecary Skill has been moved from its own "Production Skill" Category into the "Crafting Skill" Category. There have been a few major changes as a result of this transition, however overall we think this will streamline the logistic/check in process, and give players more opportunity to create additional Apothecary items using Recipes. • **Baseline Abilities –** The Apothecary Skill allows the character to create short-term vials that last the gathering. These cannot be lost/stolen, but will also not extend past the gather. • **Baseline abilities cannot be modified by an Apothecary Lab.** • Baseline abilities will use the same cost chart that was used in the past, however they are at a greatly reduced cost. • Like other crafting, Skill uses do not reset at each reset period. • **Recipes –** there are new Apothecary Recipes that can be used to make Acids and Poisons that are tag based as they have been in the past. These vials will last 2 years and can be lost/stolen.
Equipping your Character: Wearing Armor – Master Crafted Armor	180	Master Crafted Armor has been removed as it was too subjective.
Armor and Weapon Check-In	180	Non-metal Plate and Hard Leather were reversed in previous versions of the rulebook. This has been updated to be more consistent with the scaling of the other charts in this section.