

Dungeons & Dragons

Patch Notes v1.4 & v1.3

New Systems

Cycles

- A cycle is the amount of time it takes to go around the board for turns, these are used to measure durations
- To be more specific, a cycle is from when you start your turn to when it is your turn again, that is 1 cycle

Spell Duration

- Spells, such as healing, that have a duration or buff time are now limited to cycles
- Spells, such as those listed above, also have a cooldown state when you fail a cast
- Spells that fail have 1 cycle cooldown
- Spells that are successful now last for 1 cycle as well, forget any actual time amounts like a buff lasting for 30 minutes

Deeds

- Deeds are now being introduced, they are a form of side questing
- There is a deed at every tavern, which there is a tavern at every town
- Grant favor, loot, and all sorts of extra stuff

Heroism/Villain

- When your character completes deeds or does something good, they are granted heroism
- Heroism is how the world will perceive or recognize you, do something good and the locals will know of you
- This influences situational actions and loot etc.
 - There is also a flipside known as the Villain label
 - If you are labeled a villain you will have a bounty, and nearly everyone will be after you
 - Instead of getting bonuses of gold etc. You are subtracted 1 influence point, and also have negative side effects such as greed, or blood thirst, etc.

Loot

- Loot is now more dynamic and special, specifically based on region
- Loot can now also be scrapped for certain supplies or materials
 - There will be a new inventory system on the way that will determine how much you can carry, the weight system is slowly going to disappear as I don't entirely agree with it. More details will slowly arrive.

DISCOVERY (Biggest Addition)

- Now when travelling you have the chance of making a Discovery
- Discoveries happen at near random and are specific to the region
- Basically while travelling, say you decide you choose to stop at such and such location that has no known town or city, there could be the possibility of it having a random village or house or anything really
- Once a Discovery is made you get to mark its location on the map, AND there will be XP bonuses for making such discoveries
- In-addition to the new Discovery system, a second battlemat will be purchased soon to allow more story arching and allow people to branch off, however there is limitations
 - Abandoning your party will be highly frowned upon, you are in this together dammit!
 - -4 influence points to start off when you abandon your group, and you get -3 for every roll after the one following your abandonment
 - When I say abandon, I mean that you are leaving for personal gain and look to be rid of everyone else, if you leave for a scouting mission or something you are fine. Basically if you mean to return, you are fine

Governments

(ALL OF THIS IS IN THE LORE)

Types

- Monarchy
- Theocracy
- Paganism

South

- Follows a strict form of Theocracy where the laws are set up by religious figures who have a divine connection to their one God

West

- Follows a Monarchy styled government, with a lead king known as a Jarl. You can find more of the government of the West within the Lore.)

East

- Follows a Monarchy government with one king

North

- The Trolls are paganistic following many Gods as their rulers, however they also have chieftains for every tribe
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Gods

- Most of the current Gods can be found in the Lore, however a more in-depth list is on the way because it has too much information to be here alone
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Revival Spells

- There is now a spell that can be learned that can revive any dead player, no longer how long they have been dead
 - In-order to learn this spell you must be:
 - A level 5 magic wielder
 - Requires 4 cycles to recite the spell
 - You must also own the “Tome of Revival”
 - If the spell fails you lose 8 HP, and you cannot cast it again for 8 cycles
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Potions

- There is also revival potions that can revive a recently dead player, it can even instantly help a comrade who is in the ‘downed’ state
 - In-order to craft such a potion you require:
 - The “Tome of Revival”
 - 25 leaves of Daethlok
 - 4 Soulspheres
 - 4 vials of demon blood
 - Empty vial
 - Magic abilities or prowess
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Birthday/Holiday Celebration

- To celebrate holidays and birthdays in D&D we will get in-game items, items for every member on holidays and items only to the birthday bearer
 - However, the birthday bearer can choose to share his gifts
 - For instance: My b-day, that has recently passed, everyone will get +1 influence point, +80gp, and +10xp (If you do not write this down and present it in the next meeting, or whenever I see you next, you will miss out on it. Same goes for all awarded items in patch notes etc. Write it down or it will be forgotten)
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Lore Fact

The high druid of Druid's Rock has been alive for generations, and has always been the pinnacle of the West. It was only once the evil arrived that he began to act different, and the world around everyone grew a bit darker. No one knows what happened to the rest of the Druid council since then, they simply vanished.

Questions? Feel free to privately message me, or simply ask in the group messenger.

Thank you,
Dungeon Master Keller