

2024-08-25 Upcoming Changes and Ideas

Alae, Adventurers!

We've been working on some changes and new ideas that we hope offer some new and interesting ways to be strategic in the world and make the setting more dynamic. Below are some of the upcoming changes and ideas we're considering. As always, your feedback is highly valued, so please share your thoughts!

Upcoming Changes

As we journey deeper into the world we've created, it's important to keep things fresh and aligned with the evolving narrative. Some of these changes are rooted in the story itself, while others are designed to improve gameplay and immersion. Below are the key updates we're implementing, and we hope they will add new layers of excitement and depth to our adventures.

Divination Magic Cost Increase

Before the planar barrier was severed, conjuration magic was didn't work. In universe this was around -30 to +70 BEC. This changed in 2022 when Duffy broke the planar barrier at the tip of the [Morena's Fang](#), allowing conjuration and beings from other planes to walk on the prime material. Now, divination magic is affected. Divination spells' cost will double, at least in terms of spell levels/points. There is some stuff happening across the realm, and someone very powerful is messing with magic.

Calendar System Clarification

Our calendar system already follows a 12-month structure, but we'll be providing clearer comparisons between our in-game months and real-life (IRL) months for easier tracking and immersion. You can read over the clearer calendar chart in detail [here](#).

Week Structure Update

We're transitioning from the Tenday system to a standard 7-day week. This change is designed to streamline gameplay and align more closely with what players are accustomed to IRL. Plus the Wizards love their prime numbers, so it feels like a perfect change. The revised week can be seen [here](#).

Language System Overhaul

The concept of 'Common' as a universal language is being removed. Instead, your character's language will be determined by their background, region, and other in-game factors, adding more depth and diversity to

communication. This is still in the works and will be published soon.

Gold Pieces and Currency Variations

Gold pieces will now vary between different realms, reflecting the unique cultures and economies of each region. This change aims to make treasure and trade feel more authentic and engaging. You can read about all the coinage of the realm [here](#).

Potential Game Changes

In addition to the changes above, we're also exploring some new ideas that could further enrich our gameplay experience. These concepts are still in the discussion phase, and we would love to hear your thoughts on them. Your feedback will help shape the direction of these potential changes, ensuring that our world continues to grow in ways that everyone can enjoy.

Idea the First: Multiple Spells Per Turn

Inspired by the dynamic combat system in Baldur's Gate 3 inspired off the D&D 5e (2014) mechanics. These inspired us to allow characters to cast more than one leveled spell per turn. This would give spellcasters more flexibility and power in combat, mirroring the exciting possibilities seen in the game. To keep things balanced, we're also looking at enhancing martial classes by granting them proficiency-based abilities with [weapons](#) and extra attacks at higher levels. This change could make combat more dynamic and strategic for all classes.

Idea the Second: To the Point; Spell Points

As our system evolves away from base D&D 5e (2014) and becomes more unique, we're exploring ways to make magic even more special and different. [Scott](#) suggested we adopt the Spell Points variant from the D&D 5e DMG (2014). This system would replace spell slots with spell points, offering greater flexibility in how you allocate your magical resources. If you don't have access to [D&D Beyond](#), copies of the system can be found online via [other](#) places.

If you have ideas let me know! Together, we can create a world that's even more amazing than we imagined.

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