1.4 (Original) to Current CE Version

GENERAL

- Chapters reordered.
- Overall clarity and guidance

CHAPTER 1: GAMEPLAY

- Risk added as a section.
- Impossible decoupled from 3t, though general rolls should still have 0-2 thorns.
- Vantage scale replaced with certain/reasonable/doubtful/ impossible.
- Critical Effect - Secondary Effect: codified as perfect on a different, but related action.
- Any pool dropping 0d gains a secondary effect, or the PC can push themselves to drop 1d (not just on a 1d initial pool).
- Push Yourself always gives a mark.
- Story (meta-currency) renamed Thread.
- Harm clarified as the standard weight of an impact move, not the default. Additional harm suggestions added.
- Bloodied and Rattled thorns only apply to their respective stats.
- Desperate added as harm upon second bloodied or rattled, instead of dropped. Additional harm leaves you dropped.
- “Death” options added, such as sacrifice, retirement, and another end.
- Treatment does not always carry risk, though often does.
- Potency is connected to vantage, and no longer always removes all thorns.
- Cantrips have been removed.
- Spells without risk are automatically successful and require no resource.
- Rituals are cast with invocations, instead of rites.
- Potent spells (like actions) no longer always remove all thorns.
- Arcana was overhauled into a new system that puts all arcana of the same tier on the same power level.

CHAPTER 2: ADVENTURERS

- Party concepts updated: added Merchants and Scholars, cut Avengers and Vassals.
- Heritage talent suggestions added.
- Investigator added as a background.
- Background talents added.
- Guidance and inspiration boxes added under various talents.
- All talents can only be taken once.
- Talents that affect Vigilance have been made more general.
- Bard core talent reworked.
    - Removed Influence.
    - Added Folk Hero.
    - Changed Jack of All Trades.
- Berserker path talents War Songs replaced with Warcry.

- Clerics cast with rite pools instead of domain pools, and have had their growth increased.
    - Buffed Healer.
    - Changed Iron Will to a resource pool.
- Druid Wild Shape pool is a resource pool (and so works even if dropped to 0d), and its size has been lowered to compensate.
    - Removed Verdant Whispers (effects added to Kindred Spirits).
    - Added Augury
    - Changed Primordial Bonds, renamed Primordial Forces
- Fighter core talent replaced.
    - Changed Bulwark to a resource pool.
- Monk path talents changed.
    - Removed Flow State and Primordial Forces.
    - Added Redirect and Resonance.
    - Slight buff to Tether.
- Paladin path talents changed.
    - Aegis and Guardian changed, each with parts of both. Aegis is focused on self-protection, and Guardian is focused on protecting allies.
- Ranger core talent buffed.
- Rogue core talent expanded to allow picking skills, growth changed.
    - Removed Trap Sense.
    - Added Distraction.
    - Changed According to Plan to Mastermind, and specialized it.
- Sorcerer core talent expanded to allow different Magical Twists.
    - Changed Subtle Casting to Metamagic, allowing multiple spell changes.
    - Changed Wisps.
- Warlock core talent replaced.
    - Removed Hex.
    - Added Affliction.
    - Slight buff to Knowing Gaze.
    - Changed Visions and Wayfarer.
    - Ritualist renamed to Blood Rituals, slight buff.
    - Eldritch Weaponry renamed to Magus, reworked.
- Wizard path talent changed.
    - Removed Prepared Spell (Rogue's According to Plan covers effects).
    - Added Component Pouch.
    - Changed Arcanist to Archivist for new arcana rules.
- The Psion core talent has been replaced, with many path talent changes.
- The Artificer core talent has been reworked, with many path talent changes.
- The Summoner, Swashbuckler, and Witch have been added as new path options.
- Legacy talents, those cut from previous editions added.

CHAPTER 3: GM TOOLKIT

- Stakes are tied to potential harm and split into Low/Regular/High/Dire.

- Story Moves cut completely, added as guidance. Spotlight is now a system term.
- Suspense moves cut to Resolve, Foreshadow, Build Up, and Clue In.
- Impact moves cut to Complicate Things, Hit Hard, Lock Down, and Counter.
- Lock Down combines the old moves Force A Choice and Lock It In.
- Battlegrounds added as a Challenge option.
- The Marauder and Overseer monster roles were removed.

CHAPTER 4: EXPLORATION
- All points of interest, paths, buildings, and rooms are explained.
- Repeated words on crucibles were replaced.
- Expanded to include Downtime and Communities rules.

CHAPTER 5: MONSTERS
- The occasional monster role has been updated.
- Added the Kraken, Land Shark, and Mephit.

CHAPTER 6: GAME OPTIONS
- Setting Dials added.
- Optional Rules added.
- Flavors of Fantasy expanded to one page each.
- Story Kit Explanation added, with full kits moved to printable sheets.
- Expanded solo play rules

CHAPTER 7: EXTRAS
- Hex Flowers added as GM Tool.
- Story Kit Explanation added.
- Expanded solo play rules added.
- List of Arcana added.
- Random Potion Generator updated from 1.4.

1.4 to Preview 1

GENERAL
- Chapters reordered.
- Overall clarity and guidance

CHAPTER 1: GAMEPLAY
- Risk added as a section.
- Impossible decoupled from 3t, though general rolls should still have 0-2 thorns.
- Vantage scale replaced with certain/reasonable/doubtful/ impossible.
- Critical Effect - Secondary Effect: codified as perfect on a different, but related action.
- Any pool dropping 0d gains a secondary effect, or the PC can push themselves to drop 1d (not just on a 1d initial pool).

- Harm clarified as the standard weight of an impact move, not the default. Additional harm suggestions added.
- Bloodied and Rattled thorns only apply to their respective stats.
- Desperate added as harm upon second bloodied or rattled, instead of dropped. Additional harm leaves you dropped.
- “Death” options added, such as sacrifice, retirement, and another end.
- Treatment does not always carry risk, though often does.
- Potency is connected to vantage, and no longer always removes all thorns.
- Cantrips have been removed.
- Spells without risk are automatically successful and require no resource.
- Potent spells (like actions) no longer always remove all thorns.
- “What can spells do?” section added.
- Arcana was overhauled into a new system that puts all arcana of the same tier on the same power level.
- Arcana uses whichever stat makes the most sense, as any other action (or a story roll).
- Artifacts are arcana with special limitations, effects, or anything unique.

CHAPTER 2: ADVENTURERS

- Heritage talent suggestions added.
- Investigator added as a background.
- Background talents added.
- The Warlock core talent has been replaced.
- Bard, Fighter, Ranger, Rogue core talents have been reworked.
- Various path talent updates to all paths.
- Inspiration boxes added under various talents.

CHAPTER 3: GM TOOLKIT

- Stakes are tied to potential harm and split into Low/Regular/High/Dire.
- Story Moves cut completely, added as guidance. Spotlight is now a system term.
- Suspense moves cut to Resolve, Foreshadow, Build Up, and Clue In.
- Build Up can be used to introduce Challenges.
- Impact moves cut to Complicate Things, Hit Hard, Lock Down, and Counter.
- Lock Down combines the old moves Force A Choice and Lock It In.
- Battlegrounds added as a Challenge option.
- The Brute and Overseer roles were removed.

Preview 1 to Preview 2

CHAPTER 1: GAMEPLAY

- Rituals are cast with invocations instead of rites.

CHAPTER 2: ADVENTURERS

- Bonus Dice section added.

- Clerics cast with Rites
- Warlock core talent replaced.
- Ranger core updated.

CHAPTER 4: EXPLORATION (New)
- All points of interest, paths, buildings, and rooms are explained.
- Repeated words on crucibles were replaced.

Preview 2 to Preview 3

CHAPTER 1: GAMEPLAY
- Push Yourself always gives a mark.
- Arcana section clarified.
- Artifacts are now a 6d power pool.

CHAPTER 2: ADVENTURERS
- Some talents with Push Yourself changed to have a free activation.

CHAPTER 3: GM TOOLKIT
- The Brute replaced the Marauder monster role.

CHAPTER 5: MONSTERS (New)
- The occasional monster role has been updated.

CHAPTER 6: PLAYER OPTIONS (New)
- Artificer core talent replaced.
    - Removed Anchorshot, Automatons, Double-Barreled Blunderbuss, Mechanical Mount, Steamhammer, Swiftwing.
    - Added Animate Objects, Artificial Parts, Mischief Maker, Tinkerer, Trap Making, Wandslinger.
    - Minor Changes Grenades.
- Psion core talent replaced.
    - Removed Mind Seed, Tumultuous Mind, Wilder.
    - Added Echo, Foresight, Shift Form.
    - Mind Thief renamed to Mind Blast, updated for new core.
    - Disturbed Mind renamed to Tumultuous Mind.
- The Summoner, Swashbuckler, and Witch have been added as new path options.

CHAPTER 7: GAME OPTIONS (New)
- Setting Dials added.
- Optional Rules added.
- Flavors of Fantasy expanded to one page each.

Preview 3 to Preview 4

CHAPTER 1: GAMEPLAY

- Story (meta-currency) renamed Thread.
- Protecting Others (from v1.4 assists) added.
- Arcana expanded, Artifacts merged with Mythic

CHAPTER 2: ADVENTURERS

- Party concepts updated: added Merchants and Scholars, cut Avengers and Vassals.
- Berserker: Flesh Wounds updated to be more like original.
- Ranger: Quarry widened to include anyone attacking.
- Sorcerer: Eldritch Growth clarified.
- Warlock: Core Updated.
    - Ritualist renamed Blood Rituals, slight buff.
    - Eldritch Weaponry renamed Magus, reworked.
- Wizard: Archivist updated for new arcana rules.

CHAPTER 3: GM TOOLKIT

- Build Up is no longer required to introduce Challenges, only suggested
- Examples of play updated

CHAPTER 4: EXPLORATION

- Expanded to include Downtime rules.

CHAPTER 5: MONSTERS

- Added the Kraken, Land Shark, and Mephit.

CHAPTER 6: PLAYER OPTIONS

- Artificer: Core Updated.
    - Tinkerer renamed Magnum Opus, reworked.
- Psion: Wilder cut, replaced with Shift Form.
- Summoner: Universal Language updated to match new Witch core.
- Swashbuckler: Core Updated.
- Witch: Core Updated.

CHAPTER 8: EXTRAS (new)

- Hex Flowers added as GM Tool.
- Story Kit Explanation added.
- Expanded solo play rules added.
- List of Arcana added.
- Random Potion Generator updated from 1.4.

Preview 4 to Preview 5

CHAPTER 1: GAMEPLAY

- “Thematic Path Talent” section added.
- Magic Examples clarified
- Spellcasting Talents page added.
- Weapon Styles moved to Optional Rules

CHAPTER 2: ADVENTURERS

- Rationale added to Legacy Core Talents.
- Legacy Bard talent added.
- Bard: Jack of all Trades updated.
- Ranger: Core Updated
- Rogue: Core Updated
    - According to Plan specialized and renamed Mastermind.
- Sorcerer: Magic Sense buffed and clarified. Spelleater minor changes.
- Summoner: Core Updated
    - Universal Language replaced with Monster Menagerie.
    - Chosen Eidolon replaced with Shared Soul.
- Wizard: Familiar replaced by Countermagic.
- Witch: Core talent buffed
    - Karmic Debt cut. Replaced by Familiar.
- Herbalism and Primal Growth switched paths (Druid + Witch)
- Magus switched to using the weapon as the touchstones.
- Added Pint-Sized as Background talent.
- More purple guidance boxes added.

CHAPTER 3: GM TOOLKIT

- Attacking Multiple added to Combat Rulings.

CHAPTER 6: PLAYER OPTIONS (Removed)

- Paths and talents moved to Chapter 2: Adventurers. Group-Building Questions and Distinctive Features (reworked to NPC Crucibles) moved to Chapter 7: Extras.

CHAPTER 7: EXTRAS

- Writers’ Room, Homebrew Guidance, and Rest Resets added to Optional Rules

INDEX / GLOSSARY added.

Preview 5 to Preview 6

Partial Art Added

CHAPTER 1: GAMEPLAY

- Power Pools clarified
- Spellcasting Rulings - Summoned Creatures clarified

CHAPTER 2: ADVENTURERS

- Talents exclusive to paths have been noted with [Path-Name Only]

- Summoner
    - Guidance updated
    - Core Buffed
    - Monster Menagerie clarified

CHAPTER 3: GM TOOLKIT

- Combat Rulings - Ranged clarified