

Hey Everyone!

We're super excited to show off the first Backer Playtest Packet for *Draw Steel*. That's the name of the MCDM RPG!

## What's Inside

The rules document teaches you how to play. It contains the 1st level of five of our nine classes—the conduit, the elemental, the fury, the shadow, and the tactician. It also includes all 12 ancestries that will be in the book, and the rules for character creation, combat, negotiation, and tests. These aren't the complete rules for the game. We've also got rules for crafting, research, treasures, downtime, and more that will be part of the final product.

The bestiary document provides you with rules for encounter building and several bands of creatures—demons, goblins, humans, radenwights, time raiders, and war dogs. You can craft your own adventures using the bestiary or you can play one of the ones we've included with the packet.

There are two adventures right now. *Bay of Blackbottom* is a short introductory adventure that introduces you to combat and tests in *Draw Steel*. If you're totally new to the game (and we assume most of you are), then start with that adventure after checking out the rules. Most folks will be able to get through this adventure in about 2 to 3 hours.

*The Fall of Blackbottom* is a sequel to *Bay of Blackbottom* and serves up a lot of combat encounters. It's modular, and you can complete it in 8 to 16 hours depending on how many of the encounters you want to drop into the adventure. (Note: Not all *Draw Steel* adventures will have this much combat, but we think it's fun to have fast-paced adventures and we're looking for feedback on combat at the moment, so it seemed like this would be a great way to get folks into the game.)

## Feedback

In a couple weeks, we'll also send out a playtest survey that you can fill out to give us your feedback on the game. That's the absolute best way to let us know what you think. We read every comment, and we will make changes based on what we find. It'll probably be long, but most of the questions will be optional. We're separating the release of the packet and the survey to give you some time to play before forming opinions about the game. We'd love for you to actually play the game before giving us feedback.

Not all the names are final. We're still auditing the name of every ability, item, and creature.

## The Core is Settled

One thing to know is that the core of the game is going to remain the same. We believe in the 2d10 power roll and are having a lot of fun with it, so that's not going to change. We also believe in Heroic Resources and Victories, so don't expect those to leave the game either. The numbers and rules that interact with the core of the game can absolutely still change at this point though.

As a note, the layout of these documents is very temporary. They've had an editing pass, but will continue to get edited and refined as we rewrite the rules. Don't get too hung up on the way things LOOK right now. That's all going to change. Please know that you're reading the raw text and this isn't exactly how the game will be experienced in its final form.

## Come Hang!

If you want to engage with other community members about *Draw Steel*, come and join us on [Discord](#) or on the new [Draw Steel subreddit](#)!

Looking forward to seeing your feedback in the survey. Keep on rolling!

—James Introcaso