

Hey There MCDM Patrons!

It's James here with pretty much the entirety of the game in a raw, mostly unedited form. This test gives you everything we're planning on putting in the core books for *Draw Steel*. You've got the manuscript for *Heroes* and for *Monsters*. Take a gander and start making some characters and planning your adventures! This is probably the final playtest before the PDF comes out (and it'll be many months since we need to edit and layout 800 pages of stuff)! You can share this material with anyone who is testing with you, but please don't post it publicly online or anything like that.

If you checked out the last Patreon packet, I've included a changelog to show what's new and revised and cut. Hopefully we got it all!

If you want to chat about the game, be sure to join the [MCDM Discord](#) and link your [Patreon account to Discord](#) so you can get access to our exclusive Patrons-only channel and find folks to playtest with you. All of the folks who backed the *Draw Steel* BackerKit also just got levels 1 to 3 of the game (not the whole enchilada like you folks). They'll be talking about it on Discord and in the [Draw Steel subreddit](#), where you can hang too.

There's going to be a playtest survey coming next week for you to check out. The survey will be due back to us at 6AM Pacific US Time on Monday January 13th. As a heads up, you don't need to tell us about our many typos. We've got editors who are doing that!

I wanted to thank you all for being so supportive of *Draw Steel* for the last year. Your excitement for this game and stories about your playtests have given me endless joy and reasons to be grateful for this community. Thank you so much, and I hope you all have a good holiday season and happy new year! Let's Draw Steel!

On a personal note, I want to thank our design and production teams, which include Josh, Lars, Djordi, Willy, and Matt. They've been working SUPER HARD to get this stuff out to you all. We've also got a zillion freelance designers and our playtest coordinators who all worked so hard to make this happen. And there's more to do. I can't wait for you all to play this game.

Thanks!

James Introcaso

Lead Game Designer MCDM