

> Finally, we've talked about the full revamping of the crafting system. That's something that we remade from scratch and completely improved compared to Dead in Bermuda. You thought the crafting was too linear? You'll be happy with this feature.

<http://deadinvinland.com/2017/07/17/dead-in-development-craft-1/>  
<http://deadinvinland.com/2017/07/18/dead-in-development-craft-2/>



"That's all for today's recap! See you next month!"

