

This change log includes all changes made to the Core Rulebook and Crafting Supplement since the May 2023 event (Core Rules version 3.2.3 and Crafting Supplement version 3.2.3). If you are already familiar with the rules as they were at the May 2023 event, this log includes everything you might need to read to remain up-to-date. If you read through the proposed changes for the draft versions 3.2.4, new and adjusted changes made since then are highlighted below in yellow for your convenience.

## Core Rulebook 3.2.5

### Playable Races

#### Elves

Slit Throat is now correctly listed as costing 2 CP (down from 7) for Dark Elves and Drow.

*Reflecting the reduced purchase cost of Slit Throat noted under the changes to Combat Abilities.*

### Proficiencies

#### Skills

Inhuman Strength now costs 4 CP (down from 5) to purchase.

*This skill was noted as costing 3 CP for Orcs on account of their natural affinity, but the base cost was listed as 5 CP in the skill table. I'm not sure which was the mistake, but 5 CP is a touch steep for 4 Strength even if it is the gateway to Triple.*

Limb Attachment Surgery can now be performed to attach limbs to each of the patient's severed locations in a single 10-minute procedure, rather than just the one limb at a time.

*As role-played procedures between surgeon and patient, surgeries are great for keeping a player immersed in the game even while their character is in some way incapacitated. In the rare but apparently very real event that dozens of limbs are severed in quick succession, though, 10 minutes per limb attachment creates a dull and repetitive experience for the medic player and results in a lengthy queue for their patients who wait to get back into the game. As a compromise for not reducing the length of limb attachment surgery, allowing surgeons to attach multiple limbs at once to a given patient should prevent contagious limb loss from being such a long and boring problem to resolve should it ever happen again.*

#### Combat Abilities

Through now costs 5 CP (up from 4) to purchase and 3 willpower (down from 4) to use.

*Through hasn't been appreciated for a long time. On the game-team's end, we're attempting to make Through's niche more prevalent by statting more foes with armour protection and costuming them accordingly so that players can tell when the call might be useful. Even still, those foes rarely have just the 1 hit point beneath their armour, so choosing to deal with them using Through usually requires for multiple uses. To facilitate this I propose bringing the use cost down, then compensating with a raised purchase cost.*

The Back Stab ability, which costs 5 CP to purchase and 5 willpower to use, has been added. This ability allows you to call "Double Through" while striking with a dagger from behind your target.

*Another way to put the "Through" call in the spotlight, this skill presents an option for roguish combat. Hopefully, as it is much more difficult to pull off in a skirmish, Slit Throat will retain its niche as the assassination ability while Back Stab presents an approach more aligned with heat-of-battle flanking strategies.*

*We were originally considering allowing the Through ability to be used in conjunction with other calls (mix it with Double for "Double Through", for example) but those numbers proved more difficult to balance than I had first thought and I think Back Stab presents players with the same tools but promotes adopting those tools more diversely throughout the camp.*

Slit Throat now has Back Stab as a prerequisite and costs 3 CP (down from 8) to purchase.

*Much like as we did with Regeneration, introducing Back Stab as a stepping stone towards Slit Throat allows characters to handle the high CP cost in affordable instalments.*

# Combat

## Mortality

The mortality rules no longer state that a severed limb cannot be struck.

*A contradiction was brought to my attention between not being able to be struck on a severed locations and further damage being inflicted to the torso instead. The intent behind the original wording was to prevent targeted or limb-specific calls from striking a severed location, but I think those rare scenarios can be left up to improvisation. If somebody casts a "fumble" at your severed arm, I'm sure you can be trusted to decide what happens if anything.*

# Mana and Willpower

## Hero Shrines

Characters can now only benefit from a hero shrine if they are familiar with the character to who the shrine is dedicated. If your character has no personal memories of the hero, you can ask someone who does to tell you about them while you rest at their shrine, to gain its benefits.

*Player-made hero shrines are beginning to crop up relatively close to the camp, possibly because most fallen characters' favourite spots weren't far away. Placing a restriction on which shrines a given character can benefit from helps to alleviate that crowding while also promoting the IC purpose of these shrines: Remembering the fallen.*

# Magic and Spell Casting

## Metal and Magic

It is now made clear that attempting to cast a spell while carrying too much metal causes the spell to fail, and that the mana invested in that spell is lost.

*This has always been the ruling but it somehow escaped the rule book until now.*

# Downtime

**The downtime rules no longer imply that additional Downtime Actions can be earned by switching to an archived character mid-year.**

*The character archive is not mentioned in the rulebook and no rule was written with the archive in mind\*. As far as the core rules are concerned, each player has only one character at a time. Any interactions between the character archive and the core rules are erroneous.*

*\*The game team is currently prepared to expend the time and resources necessary to maintain one character per player only. The character archive exists as a courtesy to allow players to explore new characters without losing their existing character forever, but switching back and forth every event is even more taxing on the game-team than fully maintaining both characters. It is an important design philosophy, then, that nothing in the rules incentivises or rewards switching between characters.*

**Downtime submissions must now be sent no later than 4 (up from 3) weeks before the date of the event.**

*The month leading up to an event is an especially busy time and processing downtime is easily the most time-consuming part of that setup. This extra week still leaves a little time following payday to get your tickets booked and downtime submissions in, and offers me precious time to get the processing squared away.*

## The Wheel of Seasons

The in-character year is now measured in 8 seasons: Yule, Imbolc, Ostara, Beltane, Litha, Lughnasa, Mabon, and Samhain. Additionally, the in-character year is also the same as the real-world date (it is currently the year 2023 both OC and IC).

*The question of time, dates, years, and how they're all measured in the Phoenix Isles comes up often. Hopefully this system is vague enough as to not make IC record-keeping and journal-writing complicated, but also concrete enough that the question need no longer be asked.*

# Playing an NPC

## Downtime Rewards

Only 1 additional Downtime Action can be purchased per event.

*I'm sure I had good intentions when I introduced additional downtime actions as possible rewards for NPC Tokens, but that must have been before I actually processed downtime and realized how much work each action creates.*

## Mortality and Protection Recap

The basic rules surrounding the progression of hit points loss and the subsequent effects are now recapped at the back of the book, just before the Complete List of Calls and Gestures.

*Our rulebooks are long and it's unreasonable to expect everyone to have the time or headspace to memorize them all, and the block-text format, while ideal for having everything written up, doesn't lend itself well to the quick, regular revisions some of our players stick to in lieu of that memorization. The tables added to the back of the book do not replace the detailed rules on pages 36 to 38, but they present a summary of those critical rules in a format which we hope is easier to digest in a pinch.*

**The recap on Armour now notes that armour protection points are bypassed by strikes made with a bow.**

*Bows bypassing armour is another rule that could be easily overlooked and should be covered in the handy back-of-book recap.*

## Calls and Gestures

### Game Calls

The "All Heal" call has been removed and the "All" call, which causes accompanying calls to affect all 5 of your hit locations, has been added in its stead.

*"All" is now a modifier, like "Mass". By adding it to "Heal", it causes all hit points to be restored to all 5 hit locations, which is what "All Heal" did. The difference is that "All" can now be attached to other calls: "Single All" or "Fumble All", for example. The game team promises to be more careful about attaching "All" to resource-intensive calls like "Burn" and "Venom" moving forward.*

### Gestures

The gesture which accompanies the "Man Down" call no longer involves crossing and uncrossing arms overhead. Instead, the gesture involved kneeling or sitting while pointing toward the hurt player or dangerous situation.

*This gesture has seen success in other LARPs and our committee sees fit to implement it instead of our existing procedure. Now, instead of calling "Man Down" for every little potential hiccup and then pausing the game while referees try to find the source of the issue, this gesture will be used to direct organizers and first aiders directly to the problem. It should also be more apparent when an incident has occurred, preventing play from continuing in its vicinity – a problem that has been more common than is reasonable. In the event that an issue hasn't occurred, but danger has been spotted pre-emptively, players will now be asked to briefly break character to warn others and then return to play, without using the "Man Down" call.*

## Crafting Supplement 3.2.5

## Alchemy

### Alchemy Mixtures

The Elixir of Resistance is now an advanced-level recipe.

*Resistance was a reportedly useless elixir, consuming the rare and costly Rubedo for an inconsistent boon. It should be a more viable effect with its cheaper resource-cost, among its new lower-tier peers.*

# Engineering

## Making Traps

The Venom Trap schematic, which allows an engineering character to create a non-explosive trap which applies the effects of a venom, has been added.

*Snap traps are ideal for woodland hazards. The bang enforces an immersive sense of danger and it also communicates everything the victim needs to know about what just happened. Having tested tagging explosive traps, though, we've found that there isn't really a possibility to give them additional or varied effects. All snap traps have to inflict the same damage. For nuance, and to help avoid blowing up your hand every time you reach into your own chest, venom traps (and rune traps) can carry a variety of effects from the crafting supplement. Once crafted, these traps will be represented by cards like the ones we use for identifying artifact properties. The cards will say "Read Me" on both sides, and victims choosing to read and suffer the detailed effects will be up to trust.*

The Rune Trap schematic, which allows an engineering character to create a non-explosive trap which applies the effects of 1 or 2 weapon runes, has been added.

*I find using runes for traps in the same way as venoms better suits game world and keeps the theme of getting other crafters involved in engineering projects, as opposed to having mages infuse raw spells into the traps.*