

# System Changelog



## Post Chapter 5 Changes

**05/03/2024**

- Updated [State of the World](#) for Chapter 6.
- Updated [Skills](#) to list Bonus Abilities.
- Updated Tribute counts for [Gods and Religions](#), and anything else with Tribute.
- Updated [Powerful Entities](#) and [Notable People](#).
- Updated [Conquest](#) with “standard” Alliance information.

**22/02/2024**

### News

- Updated [Hundred Realms](#) from Conquest Results in E5.
- Made a note from discovered IC information that [some Spells do not require Beans](#).

### Team Updates

- Added Conor as Field Ref from E6 onwards.
- Added Judith to Story Team from E6 onwards.
- Formalised Rachel as Camp Plot Ref from E6 onwards.

### Game Changes

- Added that additional [Bond](#) conditions can be agreed in the field with the Bonds Ref.
- Significantly reduced the efficacy of [Nullify Orders](#) so that it has to target one Force at a time and targets one Order type at a time.
- Added self-catering information to [Events Info](#).
- [Mage Shield](#) no longer requires a palm outstretched but should be a fist (for safety of avoiding finger flicking).

**31/01/2024**

- Published [Chapter 5 Conquest Results](#).

## Post Chapter 4 Changes

## 13/06/2023

- Clarified that [Bond](#) conditions that involve Quests also count Vignettes.
- Removed [Bond](#) conditions that referred to the deprecated “permission to Quest in territory” mechanic.

## 11/06/2023

### Updated Themes after Camelot Falls

- Updated [Invitation](#).
- Updated [Style and Influences](#).
  - In particular noted the emphasis on Stories as our theme.
  - Added a note that NPCs that operate Mechanics can be relied on to serve their purpose, regardless of how they may opine about what you're doing.
- Updated [Start](#).
- Added [Realm of the Lost](#).
- Updated [Camelot](#).

### News

- Updated [State of the World](#) for Chapter 5.
- Updated Tribute counts for [Gods and Religions](#) and updated [Places and Items of Power](#).
- Updated [the Hundred Realms](#).
- Published [Chapter 4 Conquest Results](#).

### Quests

- We're reviewing Quest balance and how we advertise the difficulty of Quests.
- Calls will be more limited for Monsters – in particular, YOU LOT calls and the HOLD call.
- Character limit on Quests increased to 7.

### Skills

- [Wanderers](#) will receive a special per event rumour in addition to Quest and Vignette rumours.
- [Monarchs](#) and [Generals](#) now count as relevant authorities for [Bond](#) conditions.
- New characters who are [Mages](#) from E4 onward gain a one-off bonus initial bean stipend of 27 beans the first time they are played.
  - This will retroactively apply to new Mages from E4 who did not receive this at the last event.

### Conquest

- There is now a cost associated with the [Cede Order](#) order: 30R + 2 x [current output of the territory].

- Noted that Magic can play a part when counting [Movement Orders](#) to determine which of multiple Moving Realms moves successfully into a territory.
  - We will be improving signalling that **Defensive Strength** (which must be reduced to 0 for a Force to be able to move into a Territory) is a distinct facet of Conquest to **Invasion Strength** (which is the combined count of Movement and Support orders for a Realm attempting to move into a Territory). We are unable to combine these since it produces too much inconsistency in Conquest and renders us unable to resolve edge cases as easily.
  - If you are ever unsure about how a conflict in Conquest might play out, you may always discuss your plans with the Conquest Refs.
- Increased the damage that [a Force attacking the Territory it is on \(Pillaging\)](#) will do: it now removes all output (yielding one round of it to the Force's owner) rather than just producing 1/3 of it for them.

## Audiences

- Clarified that you can be affected by [SLAY](#) in an [Audience](#).
- Clarified that [Audiences](#) cannot be overheard or seen into.
- Clarified that Tribute is counted at the end of Conquest phases.

## Magic

- Requests for information from [Divination](#) are now given on slips of paper left with Magic. Answers will be returned to the Library of Camelot within the hour.
- [Bountiful Harvest](#) now only raises Riel output to 27R, not adding 27R each time it is cast.
- Conquest Spells can be handed to the Magic Refs if needed for Accessibility.
- Clarify that Spell [Effects](#) can be given just by name but that what Magic says the Effect is is authoritative in that case. If a name is given and an Effect described contrary to what Magic believes that spell name does, the Effect will take precedent.
- Added [Ice Blast](#), [Blessing of Great Weapons](#), [Blessing of the Guardian](#), [Null Field](#), and [Protection from Magic](#) to the commonly known Spell List.

## Misc

- Added new IC Location: Library of Camelot. Find out more in play.
- Added new IC Location: Adventuring Guild. Find out more in play.
- Added [Heritage Spells](#) to Glossary – they are not innately more powerful than any other type of magic.

## Pre Chapter 4 Changes

02/04/2023

- Added [SLAY](#).

## Post Chapter 3 Changes

### 03/11/2022

- Added [Child Safety Policy](#).

### 04/10/2022

- Added date for Chapter 5 - 29th September - 1st October 2023.

### 10/08/2022

- Updated [Combat Rules](#) to account for needing to point at someone for the effect of a spell while under HOLD. If you cannot move to meaningfully point out someone then the effect is delayed until the end of the HOLD.
- Opened Priority Booking and Crew Booking.

### 04/08/2022

- Corrected wording on [Spell List](#) for spells that are "Once in the next 30 minutes you may call..."

### 03/08/2022

#### Game

- **NEW** - Non-Combat [Territory Improvements](#) have been added that can be built on the Conquest Table for a Riel cost to give a bonus to the Realm.
  - Updated [Conquest](#) page to account for these.
- **NEW** - Added the [HOLD](#) call that prevents the target from moving for 10 seconds.
- **NEW** - Added rules for tying up unresisting characters and escaping those bonds while unnoticed.
- **NEW** - Added new [Audience](#) and [Tribute](#) mechanics.
- **NEW** - Added a [State of the World](#) page to detail recent changes to the world, and sub-pages to detail commonly known parts of setting:
  - [Notable People \(NPCs\)](#)
  - [Powerful Entities](#)
  - [Places and Items of Power](#)
  - [Gods and Religions](#)
- **NEW** - Added new [Crew Roles](#) to support Audiences.
- Updated Glossary with new terms.

#### Spells

- **UPDATE** - Added some more commonly known Combat Spell Variants to the [Spell List](#)

- **CHANGE** - Costs and effects for some spells have been adjusted and detailed on the [Spell List](#) page, including rebalances listed here.
- **NEW** - Utility Spell - Clairvoyance - added this as the implementation of "Arcane Knowledge (Binary)" for asking a Yes / No question about the world
- **NEW** - Utility Spell - Divination - added this as a cheaper but more vague form of Scrying
- **NEW** - Conquest Spell - Signs and Portents - creates a temporary aesthetic effect over a Territory
- **NEW** - Conquest Spell - Bountiful Harvest - increases a non-bean Resource output of a Territory
- **NEW** - Conquest Spell - Arcane Harvest - to increase the Bean Production of a Territory, the Bean Cost is now the Current Bean Output of the Entire Realm
- **CHANGE** - Utility Spell - Arcane Knowledge - this no longer gives the exact Bean Cost of a spell but instead gives the rough magnitude and esoteric components, and clarified Arcane Knowledge is used to query about spells
- **CHANGE** - Utility Spell - Scrying - clarified that Scrying is for information about the world and that questions must be given to Ops and an answer will be available in an hour.
- **CHANGE** - Conquest Spell - Bountiful Harvest - publicised, and Bean version changed to Arcane Harvest for balance.

## Event

- Updated Site - we will be at Kinver Scout Camp.
  - Updated OC and IC areas accordingly on [Events](#).
- Updated Ticket Costs in respect to actual event costs and rising prices:
  - Player Tickets now cost £100
    - Concession Prices are available to £80
    - Payment Plans are available
  - Crew Tickets now cost £15
- Updated [Next Event](#) with information for E4.
- Updated [Policies](#) with new ticket costs, deadlines, and information.

## Beautification

- Updated [Character Information](#) and added photos of characters that we have permission to use.

## 02/07/2022

- Published [Conquest Results for Chapter 3](#).
- Updated territory lists on [Hundred Realms](#)
  - Added Feathermoor
  - Added Goblin Lands

## Pre Chapter 3 Changes

## 20/04/2022

- Amended [Sage Mage](#) Conquest spell fudge to be one bean either way instead of three.

- [Bonds](#) mechanical effects are shared by both parties and must be agreed upon (or dictated by Ser Bors when you can't agree) because Katie realised while making the cards that it didn't work with separate effects.

## 17/04/2022

- Mass update to [Character Information](#).
- Added [Privacy Policy](#).
- Updated [Bonds](#) to include new Mechanical Effects.

## 18/01/2022

- Closed submissions for new Realms
  - We still have plenty of Player and Crew spaces at Tales Untold Chapter Three. In order to improve the game, we've decided to close submissions for new Realms so now's a great time to find a new Realm to join - we're highly keen to integrate new factions into those Realms so that everyone's stories can be told, so do get in touch with us if you have ideas you want to discuss or a character / faction concept you'd like to talk about finding a suitable Realm for.

## 11/01/2022

- Shunted E4 back to 2023

## 31/12/2021

- Added reference to the NHS COVID-19 app to COVID policy.
- Added reference to COVID policy to Next Event page.

## 31/10/2021

- Clarified that [Nemesis Bond](#) does not require both parties to consent to form it.
- Clarified that every other type of Bond does

## 06/10/2021

- Updated [COVID-19 Safety Policy](#).

## 04/09/2021

- Added [Safe Community Policy](#) to our policies.
- Clarified that breaking our [Behaviour Policy](#) is grounds for removal from the game.
- Added list of [Booked Attendees](#) to the [Next Event](#) page.

## 31/08/2021

- Changed [de-escalation safety call](#) "OC: BACK OFF" to "OC: DIAL DOWN".
- Added [COVID Safety Policy](#) to our [Policies](#) page and [FAQs](#).

## 28/08/2021

- Updated [Character Information](#) for booking status updates.
- Added Check-In requirement to [Events](#).
- Added Huntley Wood speed limit and SatNav instructions to [Next Event](#).
- Added "Death" and "Crop Plague / Uninfectious Disease" to [Acceptable Themes](#) requiring sensitivity.

## 14/08/2021

- Dates for Chapter 3 announced.
- Booking dates updated.
- Booking forms closed pending reopening bookings.

## 28/06/2020

- Chapter 3 Postponed due to COVID-19

## 28/10/2019

- Opened General Bookings

## Post Chapter 2 Changes

## 21/10/2019

- Updated [Safety Policy](#) to state that if an injury occurs, the person responsible will need to demonstrate to a Ref that they can fight safely before they will be allowed to fight again.
- Clarified [Armour Training](#) - RESISTs are to any *call* not any *effect*

## 18/10/2019 - Major Updates

- General Improvements
  - More uses for Riel will be added to Conquest - these will become apparent during uptime
  - Updated dates and venue references
  - Clarified there will be a total of 7 Tales Untold Events
- Completely revamped the [Crewing](#) page
- [Safety Policy](#)
  - Clarified that TELEVISION is not a de-escalation call. Use of TELEVISION means that all

- parties involved in the current interaction, including the person who called TELEVISION should stop roleplaying.
- Added a non-verbal component to TELEVISION - crossing arms over the chest
- Added "OC: BACK OFF" as a de-escalation call with a non-verbal component (two fingers in the air, hand waving down)
- **Bonds**
  - Students can no longer be student to multiple Sages
  - Students can no longer be student to multiple Mentors
  - If you have a bond that is now invalidated, please inform us before Chapter 3 which Bond you wish to discard. It will be discarded, not mechanically Broken, since this is an OC change.
  - More ways to achieve Bonds will be added before Chapter 3
- **Conquest**
  - **Ambiguous Orders** will be considered void and discarded
  - If no Forces are given Orders it will be assumed all Forces have been ordered to Fortify.
  - **Phases** are 2 hours long
  - Certain Conquest spells will be rebalanced in cost. This will be advertised closer to the event.
  - Monarchs can now choose to Cede Territories
- **Quests**
  - Quests will no longer be a total guessing game - they will be rigidly advertised by name and time they are going out
  - Quests will always have combat, and will always take a maximum of 7 people
  - Every character will have a token that allows them to Quest. This is spent when going on a Quest. These may be given to other characters if you do not wish to go on a Quest.
  - Vignettes will have similar improvements to telegraphing, never involve combat and take a maximum of 4 people
  - Only 2 characters from the same Realm can go on the same Quest
  - Quests are never Realm-Specific
- **Combat Rules**
  - There is no automatic healing, not even on Quests
  - Calls go through Polearms
- **Skills**
  - **Healer**: You may not HEAL yourself
  - **Armour Training**: Buffed Armour. Gives you 3 RESISTs every 5 minutes to any call including REND.
  - **Wanderer**: Wanderers can now receive Interludes from other Realms - either 2 adjacent Realms, or 1 non-adjacent Realm.
  - **Wanderer**: Wanderer snippets are now explicitly about encounters within Quests.
  - **Monarch**: Monarchs gain new powers
    - Monarchs can Cede Territories to other Realms
    - Monarchs can once per event speak uninterrupted for 60s (get a Ref first!)
    - Reigning Monarchs can OC submit a Quest idea for their Realm between events
- **The Tournament**
  - Only 2 fighters per Realm are allowed in the Tournament. You may fight for a Realm that is not your own.
  - Only one jousting side per Realm may fight in the jousting stage.
  - Added Chapter 2 Joust oath rules, including Champions
  - Defining Moments can be used to force a Joust.
- **Defining Moments**
  - More abilities - HEAL FULL yourself, force a Joust, freeform ritual

- Defining Moments are only distributed at the start of events. New characters will receive moments based on their backgrounds.
- **Sneaky** Defining Moments will be subtly phrased.
- **Behaviour**
  - Misogynistic songs will not be tolerated at **Tales Untold**. This is in direct violation of our [Acceptable Themes](#) and will be dealt with severely.
  - Added a note to be courteous and respectful to Crew.
  - Added clarification that full and clear reports of what occurred when an incident is reported is needed to bring Refs up to speed quickly.
- Published [Chapter Two Conquest Results](#)

## 27/09/2019

- Ticket Price increase by £5 to cover venue costs and respond to inflation
  - Player Tickets are now £80
  - Crew Tickets are now £25 (to cover food only)
- Added dates for Chapter 3

## Pre Chapter 2 Changes

### 25/08/2019

- Reduced Conquest phases by 30 minutes on [Events](#)
- Added On Site / Off Site Timings to [Events](#)
- Added Fonts of Magic evening closure to [Events](#)

### 16/08/2019

- Added note on Ops Availability to [Events](#)
- Made Finnegan Lunar Monarch of [Mayga](#).

### 14/08/2019

- Updated bio for [Myffanwy the Wise](#).

### 12/08/2019

- Updated [Acceptable Themes](#) to clarify that self harms as a means of expressing distress is NOT a theme covered by the game, but Blood Magic is.

### 09/08/2019

- Added Policy for absent Monarchs/Generals to [FAQs](#)

## 05/08/2019

- Added Willow Lynn to [Cotswell](#)
- Added Welfare information to [Events](#)
- Added Ellen as a point of contact for complaints you don't feel comfortable bringing to Katie or Steph.

## 03/08/2019

- Removed Mages get a bonus spell at the start of their first event since we failed to implement that for Ch1.

## 01/08/2019

- Made it explicit that you should not pursue topics of conversation someone is uncomfortable with, or contact with someone who has asked you to leave them alone in [Behaviour Policy](#)

## 18/07/2019

- Added Brother Cairrfhion to [Cedunon](#)

## 19/06/2019

- Added Season to Phase mapping to [Conquest](#) and [Results: Ch 1](#)
  - There are 5 Seasons in **Tales Untold**: Summer, Autumn, Winter, Spring, and Midsummer.
  - The year is still the same length, just different delineations have been made.
- Added [FAQs](#) about which way North is.

## 17/06/2019

- Added Ch 2 map to [The Hundred Realms](#)

## 16/05/2019

- Updated [Behaviour Policy](#) to make it explicitly okay to correct someone's use of pronouns.
- Updated [LARP Safety](#) to make it explicitly okay to call STOP THE GAME in the presence of unsafe fighting
- Renamed [Ops Desk](#) to reflect changes in Core Team

## 17/04/2019

- Added new Realm: [The Spires](#).
- Added new characters to [The Spires](#).

## 16/04/2019

- Added new Realm: [The Ridings](#).
- Added new characters to [Penmortid](#) and [The Ridings](#).

## 13/04/2019

- Added End of Ch1 Conquest Map to [Results: Ch. 1](#)

## 12/04/2019

- Added new characters to [Cedunon](#), [Fiobha](#) and [Nelaria](#).

## 09/04/2019

- Added [FAQ](#) about Character Advancement (there isn't any!)
- Added Freepik to image sources in [Credits](#)

## 26/03/2019

- Updated [Character Information](#) with new public bio
- Added [Cedunon](#) to Hundred Realms

## 24/03/2019

- Updated Core Team names

## 22/03/2019

- Moved Character / Realm Submission deadline to 19th April 2019

## 21/03/2019

- Updated [FAQs](#) with questions about Magical Creatures and the Fey
- Updated [Character Information](#) with new public bio

## 25/01/2019

- Updated [Booking Policy](#) to account for Waiting List.
- Updated [Character Information](#) to reflect bookings and Character Submissions

## 17/12/2018

- Updated [Hundred Realms](#) with Post Ch. 1 territories
- Added [Fury](#)
- Added [Conquest Results for Chapter One](#)

## 05/12/2018

- Added Auralia and Chaturan to [Hundred Realms](#)

## 19/11/2018

- New Public Bios limited to 200 words
- System side but not Wiki side, we will be looking at adding additional rewards/stakes for Jousts and the Melee
- Where one side of a Curse / Blessing is not able to make an Event, we will talk with both players to decide what the most fun solution is

## 05/11/2018 - Post Chapter 1 Changes

### [Next Event](#)

- Updated [main page](#) for Chapter 2
- Updated [Next Event](#) page for Chapter 2 and new site at Huntley Wood

### [Event Logistics](#)

- Added [TOM Desk](#) description to Events: this is designed to make it easier to find a Ref for queries in a consistent location.
- Time in is at 9.30am now
- More print-outs of information will be available
- More lighting will be available

### [Defining Moments](#)

- Updated [Defining Moments](#) to clarify that that Players can recommend their own Defining Moments
- Changed rules on [Defining Moments](#) - Defining Moments no longer must be sealed and when presented can be asked to be read aloud. Any existing Defining Moments from Chapter 1 may be opened and read by their owners at their leisure
- We will be working to make sure that Defining Moments come out with more regularity
- We are also looking at adding more avenues to spend Defining Moments but aren't ready to release those yet.

### [Magic](#)

- The deleterious effect from [Curses](#) will now apply at the **start** of an Event in which they are active, rather than occurring immediately.

## Quests

- Quests locations will be well defined on the Conquest board from the start of the Event. Some will be dark-only Quests and these will be clearly marked
- The Wanderer skill now allows Wanderers to ask for information about 3 Quests over the course of the Event at the Conquest table or [TOM Desk](#)
- Times that Knights will take out Quests (and which Knight) will be advertised from the start of the Event, as will the Quest they intend to take when that is confirmed
- Quest locations must be chosen an hour before the Quest departs and this will be announced
- There will be an upper limit on Quest party size
- We will be looking at improving the threat level and risk/reward balance of Quests
- We will be adding an additional Quest Ref
- At the back end there will be better monitoring of who has gone on Quests to ensure everyone who wants to go on a Quest can, and to ensure the distribution is fair. Whether or not this manifests mechanically will be something we look at in the run-up to Chapter 2
- Monarchs will no longer need to consent to a Quest being taken to their territory, but may of course continue to have opinions about such Quests occurring without their say-so

## Bonds

- We will be looking at improving Bonds to make them more accessible for non-combatants and to enhance the roleplaying associated with them. We are not ready to make changes at this point but have plans to change these while in keeping with the intent of what is currently on the Wiki

## Combat, Jousts, and Melees

- Additional Melees will be organised during Chapter 2, though we haven't decided quite when yet
- Tournament Jousts will be clustered so that there are several at a time rather than one every half hour
- The area where Jousts and Melees occur has been renamed to The Proving Ground, and will be always available as an area for fighting where injury and death may occur
- There will be a rule on the Tournament Melee that only 2 combatants from the same Realm may make it into the Tournament
- Emphasised two second rule and added reminder that if a Ref asks you to change your fighting style you should accommodate that
- [Your death count](#) is now a number of minutes equal to your current maximum number of hits (yes, this means that if you give up Blood for magic, your death count will be shorter)

## Skills

- Changed the rules around giving someone the Monarch or General crest (temporary stepping-up) - you must sacrifice one of your skills while you use the crest, and may only use that skill again once you have passed on the crest to someone else.
- Stout now gives you 6 hits
- Your death count is now a number of minutes equal to your maximum number of hits
- Removed Survivor skill and rolled its functionality into [Stout](#)
- Clarified that [Armour Training](#) increases your Death Count by 1 minute now, and that Stout increases your Death Count by 3 minutes

## Conquest

- Conquest Resources will now persist between Phases and Events
- More space will be given around the Conquest Table
- New Realms that are generated between Events will be added to the Conquest Table in such a way that they have the same advantages that starting Realms had
- We will be looking to add more elements to the Conquest Table but will not confirm what those are now

## Policies

- Added Character Submission Deadline equivalent to the Late Booking / Cancellation Deadline. We reserve the right to cancel bookings where a character has not been submitted before this point, particularly where we have received no communication on the matter
- Clarified that the Core Team may refuse a booking without needing to give a reason why
- Added [Avoidance Policy](#)
- Added [Player Event Policy](#)

## Crewing

- Increased Crew Capacity to 35
- Added additional Story Ref role
- Added additional Quest Ref role
- Reduced number of Magic Refs to 1

## FAQs

- Adjusted accessibility FAQ based on new site
- Adjusted indoor accommodation FAQ based on new site

## Pre Chapter 1 Changes

02/09/2018

- Clarified that Shields block damage but not melee effect calls

31/08/2018

- Clarified how you retry a miscast spell with a [Sage Mage Bond](#)

28/08/2018

- Updated [Conquest](#) Rules to be more straightforward to understand

27/08/2018

- Modified [Spell List](#) descriptions
- Nerfed [Blessing of the Mighty Warrior](#)
- Made [Mage Shield](#) more expensive (5 beans)
- Added clarification about implausible Effects to [Performing Magic](#)
- Added to [Bleeding Out](#) rules that when bleeding out you can be carried and affected by effect calls.
- Added that Healing through the [Healer](#) skill must be done to a target within sword's reach
- Mages must go to the Fonts of Magic themselves to collect their Beans

27/07/2018

- Added [Stratitora](#) information

09/07/2018

- Added [Penmortid](#) information

05/07/2018

- Added [Melltith](#) information

24/06/2018

- Added [Svobodaskein](#) information

21/05/2018

- Added [Cerrid](#) information

16/05/2018

- Updated [Rhyfel](#) flag

10/05/2018

- Added new [Realms](#) and [Characters](#)
- Clarified that a [Most Trusted Servant](#) bond requires the Master to not have another Most Trusted Servant bond
- Clarified Stepping Up on [Skills](#)
- Clarified the [Support Order](#) does not move a Force into a Territory (previously it said Realm)

20/03/2018

- Clarified that you can wield a weapon **no longer than 42"** as default
- Clarified at base that you **cannot** wield a weapon longer than 42"
- Clarified that you don't need Two Handed Weapon Use to wield a shorter weapon with two hands if you desire

11/02/2018

- Added Cafdan app Caradoc to [Character Information](#)
- Added [Rhyfel](#) to Hundred Realms

10/02/2018

- Removed requirement to have a character submitted before your booking is confirmed
- Added first character to [Character Information](#)

01/02/2018

- Opened Booking
- Added Event 1 deadline to [Next Event](#) page

31/01/2018

- Clarified that weapons checks to be done by “weapons refs”. These refs will be highlighted once confirmed from registered crew.
- Amended [Armour Training](#) - Your max hits are increased from wearing Armour.
- Clarified [HEAL ZERO](#) Call - This stops a characters death count and from bleeding out, but does not restore hits or ability to use skills.
- Also clarified this in the [Healing](#) section.
- Changed optional bio to required public bio and optional private background in [Character Creation](#)

27/01/2018

- Wiki updated from Playtesting and released

20/12/2017

- Wiki published for Playtesting

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