

# 1 The Threl Public Playtest Participation Guidelines

The Threl is a living world. Player and Game Master feedback, playtest reports, surveys, polls, community discussions, and the choices made at the table will help guide what is developed next.

## 1.1 What Feedback Is Welcome

Playtesters are encouraged to question, criticize, reinterpret, and suggest changes. Useful feedback may concern rules clarity, table speed, Phrase effects, Strain pressure, Failure Echoes, Conditions, Force It, theological tags, Fray handling, atmosphere, accessibility, or the overall experience of running the Ashenfold scenario.

A respectful theory does not need to be correct to be valuable. Identify theories as theories, and distinguish personal preference from a rules problem or confirmed setting fact.

## 1.2 Public Lore and Private Material

The public playtest contains only approved public-facing material. Please do not post or redistribute private Warden biography, unreleased setting information, internal design documents, private production files, participant information, or unapproved claims presented as canon.

The complete Master Reference and the full Threl vault are not required to play the public MVP test. Please use the published Player Quickstart, Phrase Cards, and GM Guide as the table-facing authorities for this release.

## 1.3 Rules and Playtest Scope

Ordinary public MVP play uses prepared Phrase Cards, printed Strain costs, printed DCs, printed effects, printed Failure Echoes, and the single +2 Fray modifier in a designated Frayed location. World Drift Score and other advanced procedures should be used only when the GM deliberately runs a clearly labeled optional design-layer trial.

At 3–4 Strain, the GM may offer a visible Fray tell as a narrative flourish. At 6 Strain, Force It is an emergency procedure: a Phrase succeeds automatically only when its card explicitly says Force It is guaranteed; otherwise, it uses the normal roll. Force It always creates one Personal Condition, and a materially changed location may also receive one Local Condition.

## 1.4 Community Conduct

Disagreement is welcome; personal attacks are not. Discuss the work rather than targeting other players, Game Masters, moderators, or members of the Ironveil Press team. Do not threaten, harass, doxx, impersonate the project, use hate speech, or encourage others to target an individual or group.

Moderators may hide or remove content that contains threats, personal information, targeted harassment, hate, malicious impersonation, spam, or private project material. Serious incidents may be reported to the relevant platform and escalated internally without extended public debate.

## 1.5 Submitting Feedback

Use the official feedback form whenever possible. Include the public playtest version, session date, group size, module used, and whether the optional World Drift trial was run. Describe the table moment, the expected result, the actual result, and the document or Phrase involved.

Do not include passwords, payment information, private contact details, sensitive personal information, or confidential project files. Anonymous or pseudonymous feedback is acceptable.

Feedback may be reviewed and used to improve Ironveil Press products and The Threl setting. Submission of feedback does not guarantee that a suggestion will be adopted or treated as canon.

## 1.6 Versioning and Canon

The public playtest is iterative. Rules and setting material may change between releases, and a proposed change is not automatically canonical. Official changes will be identified through the project's designated channels and version history.

Please do not present an AI-generated draft, a fan theory, a private message, or a previous thread's claim as official canon unless it has been released through the project's approved public channels.

**Walk the road carefully. Report what you find. Help determine what the road becomes.**

**Project:** Ironveil Press — The Threl

**Release type:** Public MVP playtest

**Status:** Public-facing participation guidance