

Grimoire Update Advice

“The Grimoire has been updated!” and how it concerns you.

Updates to games can be exciting and a great opportunity to test new gear or strategies you might not have considered before. However, not all updates are built equal, and some might affect ongoing campaigns in unexpected ways. Here’s the Core Team’s advice on to what to do when an update arrives. If you’re a Player, make sure you discuss these options with your Narrator between sessions so your character is properly up-to-date.

❖ **Refund:** Sometimes, gear items are changed. An emerging strategy might make the weapon too strong, or it might be too centralizing in its class, so an adjustment is necessary. If the changes make it so you no longer want to use that piece of gear, you can get your Resource Points back, just this once. If you opt for this, you lose the affected items, but get the same price you paid in Resource Points that you can then invest in other items or a new piece of gear.

❖ **Replace:** If you already have a new piece of gear or spell in mind after your favorite one-hit-kill combo gets balanced into the ground, you can course-correct your strategy by simply replacing the affected items with other items of the same RP or SP price point. You don’t strictly need to explain this in-game, but perhaps a nod to it would be a fun addition to the next session.

❖ **Rebuild:** Recently, two new Type archetypes dropped: Earth and Water, as additions to Fire and Ice

respectively. These archetypes have very different niches from their base versions and can really spice up certain builds, which might hurt to miss out on if your character was made before these spells were released. Your Narrator allowing, you can replace one of your Types with one of the new ones, getting a full refund of the spells of that Type so you can invest in the new ones. This is definitely risky and might create attrition between players, so it’s only recommended if everyone present is fine with the idea.

❖ **Revise:** The above options are just fine if your favorite weapon or Tier V spell was hit, but User Classes are a lot more complicated to adjust. Classes rarely get updated, but when they do it’s generally a massive rework of their functionality. In most cases, you can sit down with your Narrator and retroactively add features of previous Levels to your character, where possible, or arrange small tweaks to your build to make sure your character is valid under the new rules.

❖ **Remain:** Updates *are* exciting, but sometimes you’re too far into your game to comfortably adjust, or just too attached to your characters to revamp them. If that’s the case, you can always opt to “lock” your campaign onto the update version you’re currently using and not use any updated content for the duration of that game. It might hurt to not have access to shiny new trinkets, but it might be to everyone’s benefit and avoid some adjusting headaches.

Whatever you decide to do, we hope you enjoy your Grimoire games to their fullest!

