February 2024 Provisional Rulebook Transition Plans

What's The Deal?

There are several Transition Plans that are being implemented right now because of how they acutely affect how XP is spent or apply to Treasure Policy or gameplay loops.

Immediately Transitioning Skills / Items / Tags

- Performance (once called Orchestrate)
- Empty Arcane Motes
- Magic Item: Non-Item [Weapon]s with Raging Strike
- Gear: Spell Ink
- Ritual Scroll: Transfer Magic
- Catalysts: Transform to Greater Undead Corporeal, Transform to Greater Undead Spectral, and Transform to Greater Undead Skeletal

However, much of the contents of this suite of Rulebooks will undergo testing across the year to come, and updated Provisional Rulebooks will emerge that contain integration of those results and of ongoing rules-updates that missed this cut-off. That said there is a fair amount of flexibility for local teams to do transition plans beyond what is listed here are minimum requirements.

For this reason, **the bulk of required Transition Plans will be saved until we move out of the Provisional Rulebook period**, in order to ensure that players and Logistics Teams are not needing to reconvert. In that meantime Chapters are empowered set their own policies involving affected Tags, including Gear, Reagents, Magic Items, Catalysts, and Ritual Scrolls to meet any burning player needs for any excised or changed tagged items not mentioned above as they see fit, so long as they record these details (in case of audit) and keep fairness foremost in mind.

Jan 2024 Transition Plan

1. All Characters in the database have kept their names and XP totals, but their XP has been unspent and their Class and Species unset, as of 3/10. Before playing an Event each player will need to rebuild their Characters. This was done to facilitate the change in cost and details for the Skill called **Perform (once called Orchestrate).**

2. Players must submit all **Magic Items with Raging Strike that are not on an Item [Weapon]** to Logistics as soon as possible, such as at the next attended game Event or a locally announced circumstance. Logistics Teams must note the Duration of affected Ritual Spells and follow all related rules to them, to Batches, and to Target Types as normal.
   a. Until those Magic Items have undergone the Transition Plan, they may not be Checked-In.
   b. The Logistics Team will follow a procedure of converting the affected Ritual Spell into its Magic Item value in Treasure Points (correctly account for remaining Duration). The Player may then choose whether
      1. To have a new Ritual Spell or Spells that is worth those Treasure Points (or fewer) appear on the same Magic Item, ensuring it's a valid Target; in which case the the Logistics Team will create the new Tag with the same Rep #.
      2. To have a new Magic Item, for which they provide a physrep that is approved, that has the same (or new) Ritual Spell or Spells that is worth those Treasure Points (or fewer).

3. **Transfer Enchantment Ritual Scrolls** (or any LCS items with this Effect) may, at local discretion either be exchanged 1:1 for a Transfer Magic Ritual Scroll or be kept and if used in game function in all ways as Transfer Magic instead.
   a. Catalysts for Transfer Enchantment are not covered in this Transition Plan, but will be in the future. In the meantime local chapters may either indicate that they are not allowed to be brought into game or that they **may** be exchanged in a locally decided manner that is clearly publicly posted.

4. **Empty Arcane Mote tags** must be given to Logistics (during Check-In, at a Crafting Station, or as otherwise directed locally) as a player's earliest convenience in exchange for a Transfer Magic Ritual Scroll. Meanwhile Empty Arcane Motes may not be used.

5. All **Spell Ink** must be traded to Logistics at Check-In or a Crafting Station or a locally specific time at the soonest opportunity.
   a. Players will be given tagged items Gear or Materials of an equal Treasure Point value. It is encouraged but not required that Chapters give this out to exchanging players as Refined Charcoal and/or Brewing Gear and/or Inscription Gear.

6. All Catalysts from Ritual Spells: **Transform to Great Undead <Corporeal>**, **Transform to Greater Undead <Spectral>**, and **Transform to Greater Undead <Skeletal>** may all be used as Catalysts in the Ritual Spell: **Transform to Greater Undead**.
   a. Ongoing Campaigns may either
      i. update their Catalyst Name list with a new Catalyst Name for **Transform to Great Undead**,
      ii. or elevate one of **Transform to Great Undead <Corporeal>**, **Transform to Greater Undead <Spectral>**, and **Transform to Greater Undead <Skeletal> to be the only valid one. In this case exchanging out the two not-elevated names for players with old tags to the elevated one]**,
      iii. or (albeit this is not encouraged due to workload) keep all of those names and instead rotate which name of the old three to use when new Catalysts are dropped
   b. No Tags need be exchanged for options (i) and (iii).

7. **Workshops** are to be processed or delayed at local discretion.
   a. It is encouraged, but not required that Workshops be exchanged for 10 Gold in any combination of Coins, or only if the player is willing 1000 Treasure Point worth of any combination of Gear and Merchant Items.

8. Not Currently Transitioning Effects or Tags That Are Removed or Altered:
   Arcane Armor Ritual Scroll, Boost Duration Ritual Scroll, Cloak of Darkness Ritual Scroll, Destroy Magic Ritual Scroll; Contraptions (once called Trap Globes) other than: Disarm, Slow, Weakness, Shatter, 25 Normal, Silence, Sleep; Curse of Undeath Ritual Scroll, Enchant Ritual Scroll, Focused Resistance Ritual Scroll, Greater Source Ritual Scroll; Light, Liquid Light, Obliterate Ritual Scroll, Potency Ritual Scroll, Reverse Life Force Ritual Scroll; Silver Coating, Silvered Weapons, Silvered Merchant Items; Skill Store Ritual Scroll, Spirit Forge Ritual Scroll, Spirit Link Ritual Scroll, Spirit Lock Ritual Scroll, Spell Parry Ritual Scroll, Workplace of Convenience Ritual Scroll,
   a. In other words Ritual Scroll & Magic Items with these effects must simply be played as though they have the most recent effect, with no tag transitions or swapping required.

9. **Where not otherwise specified Ritual Scrolls** that are affected by textual or field changes to Ritual Spells, **must be used in-game with the new effects of the Ritual Spells**. Chapters may choose to require new Ritual Scrolls be printed before use, but by default existing Ritual Scrolls can be used, following the new Ritual Spell rules. This means these Ritual Spells are to be used IG with the text from the most recent Provisional Ritual Rulebook:
   a. Arcane Armor, Boost Duration, Cloak of Darkness, Copy Ritual Scroll, Curse of Undeath, Destroy Magic, Enchant, Extend Battle Magic Duration, Focused Resistance, Greater Source, Obliterate, Potency, Reverse Life Force, Ritual of WoE, Skill Store, Spirit Forge, Spirit Link, Spirit Lock, Spell Parry

Thank you and happy gaming,
Marley Sage Gable,
Refuge Rules Committee Chair