



Refuge

LARP

Playtest

Packet

March 2023

Section I: Playtest Information

Introduction

This Packet has been created as a guide for Playtesting a new ruleset for Refuge LARP. The changes contained within will be canonized in a formal Core Rulebook at the end of the Playtest, once final edits have been made to its contents.

Please be sure to read the entire Packet to obtain the necessary information for Playtesting. Players will be given the opportunity to provide feedback for the contents of the rules particles and updates provided within; this will be most effective and valuable if provided after playing a game run using this Playtest Packet.

Please check with your local Chapter to discover how they are using the Playtest Packet.

Defining Terms

- **Playtest:** A period of time in which new rules are optionally run in addition to other Rulebooks.
- **Playtest Event:** An Event comprising one or more Logistics Periods (LP) run using the Playtest Packet in addition to the Core Rulebook.
- **Playtest Round:** A span of time between updates to the Playtest Packet. This Playtest will most likely run a single Round, spanning multiple Events, though Playtests usually run multiple Rounds.
- **Playtest Packet:** This document is referred to as a Playtest Packet. It is designed to be used in conjunction with a Refuge LARP Core Rulebook (in this case, version 1.0.6.1) and is not be considered a Rulebook on its own.

How Long Will This Playtest Last?

This Playtest is scheduled to run a single Playtest Round between its release date and **July 30, 2023**. A new document will be released after the Playtest has been completed, incorporating the results of the Playtest. Player feedback will be taken through a feedback form, and the efforts of National volunteers will bring future documents to fruition.

How to Register for Events

Adding Playtest Skills to Character Cards

Shortly after the release of this Packet, the Refuge **Freeplay Database** will be updated with the Playtest Packet information and should, therefore, be used to generate characters for Playtest Events. Players must print and bring their own sheet from the Freeplay Database, or send a .pdf of their Freeplay Character Card to Logistics to print. This can be achieved by clicking the “View Battle Boards” link on the character’s Card, followed by the “Printable Card With This Battle Board” link, and emailing that .pdf to your local Chapter’s Logistics email.

Check with your local Chapter to see which method they prefer.

How to Use This Packet

General Use

To make best use of this Packet, please read its entirety. Those who plan to run Playtest Events need to review the changes thoroughly. Rules Marshals should consult with their local Head of Rules and become well acquainted in advance of a Playtest Event, so that they can be available to answer questions in regards to these changes.

Please see **Section VI: Transition Plans** to learn about how changes will be implemented. While Logistics volunteers, Heads of Rules, and Marshals should read the Transition Plans, it is not necessary for players to do so.

With Other Rulebooks

1.0.6.1

This Packet references directly the rules and wording contained within the Core Rulebook 1.0.6.1, and is best used with familiarity to this book. Consider the changes made inside this Packet to be direct text changes to the contents of that book.

1.0.5

This Packet contains a Patch Notes section which can be referenced in addition to the **Patch Notes for the 1.0.6.1** Rulebook to identify the changes made between 1.0.5 and

the current Playtest ruleset.

Refuge Ritual Rulebook 1.0

Changes made inside this packet directly affect the text inside the Ritual Rulebook 1.0, which may be referenced to view the full text of existing Rituals. Consider the changes made inside this Packet to be direct text changes to the Rituals inside that book. Ritual Spells which are brand new have their entire text included.

Note that **other changes** have happened since the creation of 1.0, and are not subject to changes as a result

of this Playtest:

Removed:

- Enhanced Quiver.

Added:

- Storm Quiver.
- Infinite Quiver.

Updated:

- Jack of All Trades.
- Merchant Insight.

Section II: Skills & Abilities

Acidic Blood & Acidic Skin

Removed.

Counterespionage

Removed.

Deadly Spittle

Removed.

Finalize

Updated cost: Artificing Cost: 2

Updated text under Finalize on p. 147: When a character has received a Killing Blow, the player whose character has Finalize may choose to set off an Explosive, Gas, Scroll or Weapon Trap carried on their person. That Trap is expended upon use of this Ability. They do not have to carry a physrep for the Trap, but must be carrying a weapon to use a Weapon Trap with this ability; players carrying more than one Weapon may choose which weapon to use.

The Trap deals the damage or Effect listed on the Trap Tag only to the creature that delivers the Killing Blow, with the verbal call "Finalize, [Number] [Qualifier] [Effect]" .

Explosive Traps use the Vengeance Carrier. Gas and Scroll Traps use the typical call, and such Traps loaded with multiple Scrolls or Gasses cannot be used with Finalize.

Weapon Traps use the Carrier of the Weapon used in the

Trap. The player may choose to use the Carrier granted by a previously active Elemental or Healing Imbuement, but may not activate an Imbuement as part of this Ability; a Weapon with a Coating will use the Coating, unless the weapon has a Poison Trigger, in which case any Coatings on the Weapon cannot be used. Defenses can be used as normal against a Gas, Scroll or Weapon Trap; Vengeance cannot be avoided or reduced, as usual.

Forged

Updated text: *Passive*

If you are wielding a Weapon with at least one charge of "Resist Shatter" from Strengthening, you may expend that charge of Strengthening to immediately swing and make an attack. The attack's damage is set to 10 times the Production Point cost of making the Weapon.

Grit

Grit is a unique addition to the Playtest Packet in that Playtest Events are required to run a roughly equal number of Logistics Periods with each Style of Grit. This means that if, for example, there are 9 LP run under this Playtest Packet, 4 LP must be run with one Style of Grit, and 5 LP with the other Style. Both Styles are written below.

Added text under Special Abilities on p. 68: Grit (Style A)

This Special Ability is a per-LP Smart Defense which, when activated, causes the creature activating it to take damage instead of the Effect of the attack. The call for this

Special Ability is "*Grit*." The creature activating *Grit* then takes [Number] damage and the Effect is nullified per standard Guard rules. The damage taken from *Grit* is not preventable in any way. *Grit* must be expressed as a Smart Defense. *Grit* is written with the format "*Grit* <Qualifier, Effect or Effect Group> [Number]." The default [Number] for *Grit* is 25.

OR

Grit (Style B)

Alternate verbal call: The call for this Special Ability is "*Grit* [Number]," where [Number] is the amount of damage taken by the activating creature.

Immune to <damage type or effect>

Replaced by **Immune to <X>**.

Immune to <Type> Weapons

Replaced by **Immune to <X>**.

Immune to <X>

Added under Special Abilities on p. 68: Immune to <X>

Many creatures are Immune to certain effects and Weapon attacks. Creatures must call "No Effect" when using this ability. Any attack which includes the verbal call to which the creature is Immune will not affect the creature.

Examples:

- Immune to Normal Carrier Weapon Deliveries.
- Immune to the Prison Effect.
- Immune to the Elemental Qualifier.

Some creatures require special circumstances to be affected by an attack. The creature calls "No Effect" when affected by any attack that **does not** include the Skill, Ability, Delivery, etc, to which they are vulnerable.

Examples:

- Only affected by Packet Deliveries.
- Only affected by Magic Carrier Weapon Deliveries.
- Only affected by the Spell Qualifier.

Meditate

Updated text under Meditate on p. 41: When you complete a Meditation, you restore up to 50 points of Channeling that missed or triggered a "No Effect," divided

between any pools possessed by the character.

Light

Removed. See **Transition Plans Section**.

Orchestrate

Replaced by **Performance**.

Performance

Added text under Stellarean on p. 19: *Performance* purchased at -1 XP.

Added text under Skills on p. 50: Performance

LP; Meditatable

XP Cost:4

A *Performance* is an occurrence that lasts at least 5 minutes that grants a boon to its Audience. To start a *Performance*, state "Attention Audience". The *Performance* may include an introduction or explanation, but the large majority of it must consist of the user of the Skill doing one of the following: singing a song; reciting poetic verse; giving a speech; playing an instrument; artfully serving a snack; demonstrating a dance; or legibly sketching the audience. Alternatives may be allowed at Plot Team discretion. *Performances* and their content are always to be in-genre; avoid using real world pieces or ceremonies in favor of making your own or using an established in-world option.

At the start of the *Performance*, the user may designate up to 5 observers, including themselves, who are close enough to very clearly sensorily observe them as the Audience. Additional uses of the Skill may be expended to designate up to 5 additional observers as Audience for each use expended. Players can only engage in one *Performance* or be in one Audience at a time.

At the conclusion of the *Performance*, the user of the skill chooses one of the following phrases to activate a benefit.

"May we be hale." This ability grants the Audience an increase of 2 maximum Body Points. A character may increase their maximum Body Points through being Audience by up to 6. These points can be healed to maximum by normal healing means. In all respects, this ability is as if the character was of a higher-level with the extra Body Points, and must be noted on their Battle Board

as “[Number] Maximum Body.” This benefit lasts until the next LP.

"May we wake refreshed." Audience may sleep for one hour and be healed to maximum Body Points; this sleep must occur within two hours of witnessing the *Performance*. This sleep must occur in game, but the player may choose to go out of game for the duration, such as to play a Cast role; if choosing to go out of game, the player should still return to their appropriate sleeping place, such as a cabin or tent before going OOG. Players cannot "sleep" in a public place if choosing to go OOG.

"May magic be amplified." The user of *Performance* Touch-Casts a single Spell from memory on each member of the Audience, while expending only a single Spell Slot. Spells cast through this cannot be Absorbed; the Spell Slot is considered consumed upon completion of the first Touch-Cast and the Touch-Casts must be immediately back to back and may not be held for longer than 3

seconds.

The user and all Audience members must maintain Focus throughout until the *Performance* is concluded. Audience members who lose Focus cannot gain the called benefit.

If the entire Audience says 'No Effect,' this Skill may be Meditated.

Salvage

Removed.

Unfettered Magic

Added text under Unfettered Magic on p. 76: Unfettered Magic uses the rules of Ritual Magic, including Targeting, refusal, and willing or unwilling recipients. To learn more, see the **Recipient Characters** heading under the Formal Magic section in **Chapter XIV: Artificing & High Magic.**

Section III: Rituals

Arcane Armor

Updated text: This Ritual will not function for an individual if its protection value is greater than the sum of the wearer's Class Armor Point Maximum, ranks of the user's Wear Extra Armor Skill, and ranks of the user's High Magic Skill.

Updated costs:

- 5 points - 3 Reagents
- 10 points - 4 Reagents
- 15 points - 5 Reagents
- 20 points - 7 Reagents
- 25 points - 9 Reagents
- 30 points - 13 Reagents

Boost Duration

Updated text: Duration: See text.

Updated text: Boost Duration extends the time you have between Rituals in a given batch to until the last Logistics Period of the next Refuge Event at which this Magic Item is checked in, or until the next Ritual of the appropriate aspect is cast, whichever comes first.

This Ritual will only affect a Ritual Batch if it is cast as the last Ritual Spell in the Batch, and is of the same Aspect as those Rituals cast in the Batch. Boost Duration effectively holds the Batch "Open" so additional Rituals can be cast onto the item and, if they are of the same Aspect as the Boost Duration, they will be considered part of the same Batch as those Rituals affected by the Boost Duration. These Rituals may only be cast during the next Event during which the Magic Item is checked in. An Extension type Ritual Spell of the appropriate Aspect will replace the Boost Duration if cast on the Batch during the next Refuge Event during which this Magic Item is checked in, and will affect all Rituals of the appropriate Aspect on the item (considering them a single Batch) regardless of when during that Event they were cast upon the item.

Cloak of Darkness

Updated text: Roleplay Only: Yes.

Curse of Undeath

Updated text: The Curse of Undeath Ritual causes a Spirit to reform as an Undead of a level similar to its Character Level by forming a Bottle at which it must reform

from this point on for as long as the character remains Undead.

Updated text: If a Curse of Undeath Ritual is not on an Undead, then casting the Gift of Life Ritual on the Spirit of the Undead will destroy the Curse of Undeath Ritual without causing a Death to the Spirit, although under rare circumstances a different outcome may be dictated by Plot.

Updated text: The Curse of Undeath must be entered on the Spirit of any Targeted PC on the Refuge Database and a Magic Item Tag thus provided. Curse of Undeath is allowed to exceed the typical limit of Ritual Spells on a Spirit.

Enchant

Updated costs:

- 1 charge of a single level 1-3 spell - 1 Reagent
- 2 charges of a single level 1-3 spell - 3 Reagents
- 3 charges of a single level 1-3 spell - 4 Reagents
- 1 charge of a single level 4-6 spell - 2 Reagents
- 2 charges of a single level 4-6 spell - 4 Reagents
- 3 charges of a single level 4-6 spell - 5 Reagents
- 1 charge of a single level 7-9 spell - 3 Reagents
- 2 charges of a single level 7-9 spell - 4 Reagents
- 3 charges of a single level 7-9 spell - 5 Reagents

Focused Resistance

Updated text: Once per Logistics Period per charge of this Ritual, the character may immediately expend an unused Species Resist Skill to grant themselves "25 Elemental Healing" by Touch-Cast.

Greater Source

Updated costs:

- 1 charge - 3 Reagents
- 2 charges - 4 Reagents
- 3 charges - 5 Reagents

Obliterate

Removed text: it is considered "unavoidable" for the purposes of effects such as Sacrifice.

Potency

Updated text: This Ritual allows the wielder to, once per Logistics Period, add 5 points to any numeric call they make from casting a Spell in memory, or from a Battle Magic Scroll, or through Channeling Burst for ten minutes.

Updated text: Note that this does not affect Weapon damage.

Reverse Life Force

Updated text: In both cases, the Target will be affected differently by Earth and Necromancy Effects. The effect on the Target from all Earth and Necromancy spells are reversed.

Sacrifice

While a Chapter may choose during Playtest Events to treat any PC Deaths accrued differently per local policy (for example, not counting them) whether or not any policies are in place; Event Runners are highly encouraged to specifically notate and report to their local Chapter's Head of Rules any change of Death outcomes that stem from the use of the Playtest version of Sacrifice presented here.

Updated text: To activate a Sacrifice Ritual the bearer must stand before the Greater Earth Circle (able to touch the Physical Representation) or be inside the Earth Circle containing the Target Spirit and state "Activate Sacrifice."

Updated text: The Targeted Spirit of a Sacrifice may not refuse the Sacrifice Ritual Spell unless the Resurrecting Spirit also has a Sacrifice Ritual Spell on their Spirit or a Spirit Linked item. Then, the original Spirit will be able to undergo Resurrection as normal or, if the 30 minute window has not expired, receive additional Sacrifice Ritual Spells. The decision to counteract a Sacrifice Ritual Spell is an OOG decision of the Target.

Sacrifice will not allow you to take the place of a character who has died due to a Players' decision to avoid a Ritual Spell. If a character has a Magic Item Tag with a charge of Sacrifice, it may be used to defend against an Unfettered Magic Obliterate or Unfettered Magic Shatter Spirit (including if these are used as Carrier Attacks) with the verbal call "Activate Sacrifice." The user must be within arms' reach of the Target, or logically reach the Target with a wielded Weapon or Shield.

Shatter Spirit

Removed text: it is considered "unavoidable" for the

purposes of effects such as Sacrifice.

Spirit Forge

Updated text: Catalyst Required: Optional

Added text: If a Catalyst is not used, the Primary Caster instead turns over to the Ritual Marshal an amount of coin equal to 100 Copper Pieces per XP of the Target, which are consumed by the Ritual Spell's Casting. This coin total may be presented in any valid denomination, and must be easy for the Ritual Marshal to quickly verify. This coin is treated in all ways as equivalent to the Catalyst for the purpose of Casting and adjudicating the Ritual Spell.

Spirit Link & Spirit Lock

Both Rituals have been updated to reflect this change.

Updated text: The item may be stored anywhere upon the person but may not be removed from contact with the Body that contains the Spirit. However the person may choose at any time to use a 3-Counted Action in order to assimilate the item into their Spirit, upon completion the item must be immediately stored in an OOG area or wrapped in a white headband. This process may be reversed with another 3 Counted Action to bring the item back, from within the person's Spirit, into contact with their Body.

Store Ability

Removed and replaced by **Skill Store**. See **Transition Plans Section**.

Skill Store

New text: **Skill Store**

- Aspect: General
- Difficulty: 9
- Catalyst Required: No
- Target Type: Body/Item [Any]
- Role Play Only: No
- Scroll Type: Enchantment
- Casting Time: 5 Minutes
- Duration: 20 Logistics Periods
- May Be Extended: Yes
- Ritual #: 131

This Ritual creates a rechargeable Skill Slot. To charge the item, a Skill must be expended by a character touching the item and stating (OOG) the name of the Skill. The

possessor of the item must then state (OOG) "Absorb", and the Skill is expended without further effect. When the Skill is placed in the Item, the damage (if applicable) and Effect are always recorded.

Once charged, anyone in possession of the Item may activate the Skill stored within, at which point it is expended and needs to be recharged. If the Skill uses a Weapon, it may be activated through any Weapon the activating character wields. Regardless of the Weapon type or Skills possessed by the activating character, the damage (if applicable) and Effect are always the same as was stored. No additional effect from another Ritual, Ability of the character using the item, nor spell, or effect can change the damage (if applicable) or Effect.

An unused Skill will be lost at the end of the Event; a Skill Store is always brought into a game empty.

Spells, High Magic, and Passive or Production Skills cannot be stored in Skill Stores.

Required Components: 5 This Ritual requires 5 reagents as listed upon the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Transfer Enchantment

Replaced by **Arcane Motes**.

Transform to <Greater Undead Corporeal>

Replaced by **Transform to Greater Undead**.

Transform to <Greater Undead Skeletal>

Replaced by **Transform to Greater Undead**.

Transform to <Greater Undead Spectral>

Replaced by **Transform to Greater Undead**.

Transform to Greater Undead

New text: **Transform to Greater Undead**

- Aspect: Necromantic
- Difficulty: 7
- Catalyst Required: Yes
- Role Play Only: No
- Scroll Type: Manipulation
- Target Type: Spirit
- Casting Time: 30 Minutes

- May Be Extended: Yes
- Ritual #: 132

Upon beginning to cast this Ritual the Formal Magic user of this Ritual Spell must OOG declare to the Ritual Marshal and Target whether the Greater Undead type being created is Corporeal, Skeletal, or Spectral.

This Ritual transforms a person, if that person has a Spirit, into a <type> selected from Corporeal, Spectral, or Skeletal. The Undead is recognizable as the living being it had been. The Undead created will have all the physical abilities typical to <type> and will have the Skills of the person this Ritual Spell was cast upon. This Ritual does not give the Caster any control over the Target of the Ritual. If the Curse of Undeath Ritual preceded the casting of this Ritual immediately within the same Batch of Rituals, then the Spirit will Resurrect at the creature's Bottle as a <type>.

If a Gift of Life is later cast on the creature's Bottle, which has an active Curse of Undeath, it negates the Curse of Undeath.

If a Curse of Undeath Ritual did not precede the casting of this Ritual, a Destroy Magic (Earth) upon the Spirit will cause a Death to the Spirit causing them to seek Resurrection and they will Resurrect as the species they were prior to the casting of the Transform to Greater Undead, as Greater Undead is not considered a species. If the Undead Body is killed, the person's Spirit will be weakened and they must seek Resurrection; they will Resurrect as the species they were prior to the casting of the Transform to Greater Undead.

Without a Curse of Undeath, a Gift of Life Ritual upon the Spirit will revert the person to their species prior to the casting of the Transform to Greater Undead without the Spirit suffering a Death.

When the Ritual Spell expires either at the end of its Duration or at the expiration of a Curse of Undeath, the Spirit will suffer a Death and must seek Resurrection as the species prior to the casting of the Transform to Greater Undead.

Out of Game: Transforming your character into an Undead creature is illegal In Game in the primary adventuring area for all REFUGE Chapters. Please be aware of the information regarding this in the REFUGE Rule Book. Transforming your character into an Undead will result in In Game actions being taken by your local Plot Team. It is advised that the PC wishing to use this Ritual discuss the matter with local Chapter volunteers by bringing it to the attention of the Chapter prior to the Event at which it is cast. Plot Team must supply a stat Card at each Event, if the stats of the Undead change, the new Card must be used regardless of the stats when originally created.

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Workplace of Convenience

Removed. See [Transition Plans Section](#).

Section IV: Gear & Other

Arcane Motes

Added text under [Chapter XI: Magic](#) on p. 95: [Arcane Motes](#)

Arcane Motes are vessels for storing or transferring magic, which often take a mineral-like form. They can contain up to 20 Ritual Spells and can be expended to transfer those Ritual Spells onto a valid Body, Spirit, Location or valid Item. Arcane Motes are indestructible unless Targeted by a Destroy Magic of any Aspect.

Arcane Motes are easily recognizable. A character who

picks up an Arcane Mote can immediately see a clear and distinguishable soft glow and hear a mild hum; discerning that it is an Arcane Mote, whether it is Empty, or contains any Ritual Spells and if so, which ones.

An Arcane Mote is often physrepped by a gem-like object that is at least an inch in any direction, but a Campaign may devise and publicize other form factors and size requirements.

To perform this transfer, a character must be within any Circle of Power (including the Battle Magic Spell) and the

transfer takes as long as the player (or players) involved need to follow the Campaign's rules for gaining a temporary Magic Item tag (or a freshly printed one) from a Ritual Marshal.

The character performing the transfer may choose to not transfer all the Ritual Spells to a Target, but when the transfer is complete the Arcane Mote is expended and untransferred Ritual Spells are lost. An Arcane Mote which has been expended is not of further use as an Arcane Mote, but the physrep will remain. A character with a Body or Spirit who is the Target of the transfer may refuse per the rules for Refusing A Ritual.

An Empty Arcane Mote may be used to transfer Ritual Spells from one Magic Item or character to another. A character with at least 10 points allocated to Formal Magic may expend an Empty Arcane Mote in a Greater Circle of Power to transfer all of the Ritual Spells of the same Aspects as that Formal Magic allocation from a single Item or character to another Item or character in that Circle.

This transfer may even be used on a Spirit Link of the same Aspect as the Spirit Link. When Targeted, the Link will transfer to the new Spirit which is Targeted. If a Spirit Link is Targeted, the Link will transfer to the new item which is Targeted.

Curse of Undeath, Permanent Duration, Rejuvenate, Obliterate, Shatter Spirit and Spirit Lock can not be transferred and any attempt to do so will fail.

Treasure Policy: 575 Treasure Points for an Empty Arcane Mote. An Arcane Mote with Ritual Spells in it costs 575+ [Treasure Points as though a Ritual Scroll for each Ritual within.]

Arcane Motes are typically Universal when issued through Treasure Policy.

Tag Information: It is suggested that during the Playtest, that Arcane Motes be generated using the Magic Item Builder function of the RDb (specifically through Custom Ability dropdown and to use the Note field to express they are NOT magic items and DO NOT have an Aspect.)

However, it is permitted for Heads of Logistics to devise, publicize, and issue specialized tags.

An Arcane Mote must have a tag that lists the Ritual Spells

within it, which is signed by Plot and Rules, attached to it.

Contraptions

Previous Contraptions are no longer available. See **Transition Plans Section**. Contraptions always use the Elemental Qualifier.

Available Contraptions:

- Disarm Contraption - 2 PP
- Slow Contraption - 2 PP
- Weakness Contraption - 3 PP
- Shatter Contraption - 4 PP
- 25 Normal Contraption - 5 PP
- Silence Contraption - 6 PP
- Sleep Contraption - 7 PP

Elf Ears

Added text under Makeup and Prosthetic Requirements on p. 9: Many Species makeup requirements state that elf ears must be worn. Elf ears are prosthetics worn over or behind the ear which appear to elongate the ear and come to one or more points at the tip. Usually made of latex or silicone, these ears tend to match the skin of the character in color, but may be colored at the tips. Earrings, piercings and jewelry are allowed to be worn with elf ears but not in lieu of them. Ornamental metal ear tips do not meet the makeup requirements for elf ears.

Liquid Light

Removed. See **Transition Plans Section**.

Silver Coating

Removed. See **Transition Plans Section**.

Weapon Silvering

Removed. See **LCS Damage Carriers**.

Workshops

Removed.

Note that volunteers are working on new ideas for balancing Workshops and changes may be forthcoming.

Section V: Clarifications & Rulings

These items are not subject to Playtesting and have already been approved for inclusion in future content.

Improvised Weapons

Added text under Improvised Weapons on p. 91: Improvised Weapons cannot be reduced to 0 PP.

Local Campaign Specific

Added text under Chapter V: Calls and Deliveries on p. 29: Local Campaign Specific (LCS)

Chapters may create special dynamics for their Campaigns. These rules are known as Local Campaign Specific (LCS) meaning the rules and dynamics only apply in the Campaign which has released the rules.

New LCS rules must be announced during Opening Ceremonies at an Event in which they are active. Rules which apply to every Event or multiple Events in a Campaign must be posted clearly on the Chapter's Forums and be present in printed form at Logistics for players to view, but need not be presented at Opening Ceremonies. More information on the limits of LCS rules may be sought in the Treasure Policy document or by consulting your local Chapter's Head of Rules.

LCS Damage Types

Added text under Local Campaign Specific (LCS) on p. 29: Chapters can explicitly use LCS damage types, such as "5 Silver" or "2 Shadow," as long as they follow the rules for LCS policies. These damage types should be treated by players as "Normal" damage unless otherwise specified.

Meditate

Added text under Meditate on p. 41: When expending a Skill that is otherwise able to be *Meditated* in order to immediately perform some attack, and that attack misses per the normal rules for *Meditate*, the underlying Skill may be *Meditated* back.

Prison

Updated chart under Incant for Prison on p. 36: "With Eldritch Force, I Prison you."

Quivers & Coatings

Coating uses must be activated upon the next Archery Packet attack made with that Quiver.

A character possessing multiple Quivers can begin to use a Coating on one Quiver, then switch to using another Quiver (either with or without a Coating), and then later resume using the interrupted Coating.

Two Handed Weapons

Clarification throughout the book to include all of the following as Two-Handed Weapons:

- Heavy Crossbow
- Light Crossbow
- Longbow
- Polearm
- Staff
- Short Bow
- Two-Handed Blunt
- Two-Handed Sword

Weapons & Armor Tag Placement

Updated text under Weapon and Armor Tags on p. 84: Players must ensure that Tags remain with their physreps as much as possible. Anywhere the physrep goes, the Tag goes. It is not forbidden to attach a Tag to a Weapon or Suit of Armor physrep, though the latter is discouraged. Keep the Tag very close, perhaps with your Battle Board or Magic Items.

When a Weapon or Armor physrep is lost, handed-off, or stolen, a player should use local standards to get Tags passed along, except for the duration of a pitched battle where it is not required. When in doubt about how to get a Tag to a Player, immediately head to a Marshal and turn over the Tag(s). Players must prioritize resolving any confusions created by the lack of Tag and get it where it needs to go.

Follow local guidance on Weapon Coatings.

Section VI: Transition Plans

Spirit Forges

Players are entitled to a single Spirit Forge with Species Change at the start of this Playtest. The same is true at the conclusion of this Playtest.

Check with your local Chapter's Logistics team to utilize your Spirit Forges.

Chapters may individually allow for more generous changes. Check with your local Chapter to see what allowances have been made.

Gear, Magic Items, and Ritual Scrolls

If the name of a Tag or Ritual scroll has not changed, it may be used during the Playtest Period under the matching Playtest Rules for that Tag or Ritual scroll.

If the name has changed, it may not be brought into the Playtest. Future content will include more detailed Transition Plans for such objects.

Items which are not listed in this document do not require Transition Plans and should not be marked invalid for any reason relating to this Playtest.

Playtest Tags

A Chapter may designate any or all Playtest Events they run under this Packet as 'Tag Sellback Events'. If they do so, any Tags that go out during that Event or Events will be clearly marked (via text, a unique color of paper, or other similar fashion) to denote that they are going out under this type of Event. At the end of the Event, or the series of Events, these Tags must be turned in. The Chapter will compensate players with equivalent Treasure Points in Tags, or coin, at the Chapter's choice, depending on how well they are able to convert any of these specific Tags to Tags that exist in the live version of the rules.

Tags may be turned in at an Event, or coordinated with the Chapters' Logistics team, as the Chapter prefers. These options must be laid out clearly by the Chapter when declaring one or more Events as 'Tag Sellback Events'.