

Refuge LARP

TREASURE POLICY

December 2024

Overall Policy

In order for the smooth running and transferability of Characters from Campaign to Campaign within Refuge LARP, all Officially Licensed Refuge Campaigns agree to abide by the following requirements as to the disbursement of Treasure.

Treasure Policy Guidelines

1. Universal Rituals and Ritual Effects which will last past the end of the event, and which can be in any way considered beneficial to a Player Character (including but not limited to Spirit Forge, Rejuvenate, and Species Transformation), must be counted as Treasure according to the provisions of Section 1.1 even if no Ritual Scrolls or Reagents are used, and as if those Ritual scrolls and Reagents had been used.
2. Items that will never get into Player hands (Ritual Scrolls and Reagents that will be used during a Ritual in the players' presence; Magic Items that are Spirit Locked to Cast; etc.) are not part of this Policy.
3. Universal Coin & Items of any type that are brought into game by Cast which are traded to Player Characters in exchange for Universal Coin & Items with a total Treasure Point value equal to or above the that of the items do not count against the Treasure Policy budget for that event. For example, if a NPC trades 75 copper coins to a PC in exchange for a Universal Reagent, those 75 coins do not count against the Treasure Policy budget because it has taken out an equivalent value of Treasure Points out of the game in the form of the Reagent.
 - a. Should a Treasure Policy Catalyst be traded in this manner (see 4.1.b), it still counts towards the Catalyst Distribution limits and requirements.
4. Protective or Healing Spells cast upon Characters during the course of the event are also not considered Treasure.

1. Treasure:

1. In order to determine the amount of Treasure to be distributed, use the following formula for a standard Logistics Period, and multiply by the number of Logistics Periods of a given event. The pull shall be equal to 30 multiplied by the total number of PC player levels.

- a. In the case of an XP capped event, any PCs whose level is above the cap count as the level of a cap when doing this calculation. For example, on a 65 XP capped event, a 75 XP character with skills removed to fit a 65 XP event would count as a level 6 character.
- b. For example, an event with 2 Logistics Periods, and 20 players (Levels 2, 3, 4, ... 19, 20, 21: Totaling 230 Player Levels) would have $30 \times 230 \times 2$ or 13800 Treasure Points (equal to 138 gold).

2. Coins, Magic Items, Merchantable Items, Gear (Alchemy, Armor, Potions, Scrolls, Traps, Weapons, etc), Reagents, and Ritual Scrolls shall all come from a common pool of Treasure Points.

- a. All of the above items except for Ritual Scrolls that are issued as Treasure are considered Universal.

3. Items shall be taken out of this pool at the following rates:

- a. Coins - Each copper piece put out equals one Treasure Point.
- b. Gear - Ten times the Production Point cost of the item.
 - i. Materials - All Materials are at 40 Treasure Points each.

- ii. Strengthened items:
 - 1. Weapons - Twenty-five times the Production cost of the item. (10 * PP for the item + 10 * PP cost of Strengthening + 5 * PP coin cost for Strengthening)
 - 2. Armor & Shields - 15 times the PP of the item + 200. (10 * PP for the item + 10 * 20 PP cost for Strengthening + 5 * PP coin cost for Strengthening.)
 - 3. Gear -
 - a. Gear less than 5 PP cost: 15 times PP cost of the item + 50.
 - b. Gear equal or higher than 5 PP cost: 25 times PP cost of the item.
 - iii. Layered Gear - The total cost of all Gear Layered together + 30.
 - c. Merchantable Items - Each copper piece value of a Merchantable item equals one Treasure Point.
 - i. Strengthened Merchantable items should not be put out as Treasure.
 - d. Ritual Scrolls are at 25 * the highest difficulty value listed on the scroll in Treasure Points.
 - e. All Reagents are at 75 Treasure Points each.
 - f. Magic Items and Arcane Motes:
 - i. Non-Logistics Period Magic Items: (Difficulty to cast Effects without duration * 25) + (Reagents necessary to cast that effect * 75) in Treasure Points.
 - ii. Logistics-Period Magic Items: {[(Difficulty to cast Effects with a duration * 25) + (Reagents necessary to cast that effect * 75)] * [Logistics Period of Item / 20]} in Treasure Points.
 - iii. Magic Items that possess a combination or Ritual Effects with a base Logistics-Period duration and Ritual Effects without a base Logistics-Period Duration calculate each type separately and then combine the two for the overall Treasure Point cost, provided that the final tag could have been created in a single batch using the standard Ritual casting rules.
 - iv. Arcane Motes: as above, plus additional 10% rounded up.
 - v. Arcane Mote Tag Information:
 - 1. An Arcane Mote must have a tag that lists the Ritual Spells within it, which is signed by Plot and Rules, attached to it.
 - 2. Arcane Motes are considered Universal unless marked LCS.
 - 3. It is suggested that Arcane Motes Tags 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.)
 - 4. However, it is permitted for Heads of Logistics to devise, publicize, and issue specialized tags.
4. Any given event's Treasure for an event should be a mix of the above, with no category comprising more than 50% and no category comprising less than 5%.
- a. Note: Best practices is not to have more than 25% of Treasure Point as Coin due to the cost of coin on any given Chapter, and to spend between for and five times as many Treasure Points in the Reagent category as are spent in the Ritual Scroll category.
 - b. Merchantable Items are expressly exempt from the 5% minimum requirement.

2. Magic Items and Arcane Motes:

1. Permanent Duration Magic Items and Arcane Motes. Magic Items and Arcane Motes with the Permanent Duration Ritual **shall not** be given out as Treasure except as Artifacts as provided in Section 6.6. The desired outcome of Refuge is, whenever possible, to have Player Characters create their own Permanent Duration Items through the Ritual system.

2. At least 10% of all Magic Items should have a Flaw from the "Choose Flaw" section of the Refuge Ritual Manipulation - Choose Flaw list found in the Refuge Rule Book.

3. All Magic Items issued out of Treasure Policy will use the designation Universal Magic Items.

4. All Magic Items and Arcane Motes issued by Treasure Policy that would have required a Catalyst to create via the Ritual Casting system may only be issued in accordance with the requirements of 4.1 Catalyst Distribution. Issuing a Catalyst in this way counts towards the Catalyst Distribution limits and requirements in the same way as issuing a normal Catalyst would

5. Magic Items Issued via Treasure policy must follow all batching rules as normal, including the 20 Ritual Slots per Physrep maximum. Unless specified otherwise by a Ritual's text, each Charge of a Ritual takes up a separate Ritual Slot.

- a. In order to avoid dependency cycles that might inadvertently break the 20 Ritual per physrep rule as it specifically relates to Armor reps, it is strongly encouraged that Armor Rituals being put out as Magic Items do so as an Armor Tag marked with the MI physrep number and not a physical piece of armor. If a plot team desires that a specific physical piece of armor be mandated as part of the Armor Magic Item, then the Ritual Flaw "Must visibly wear [piece of physical armor description and/or identifier] in order to function" may be utilized.

3. Ritual Scrolls and Reagents:

1. The following scrolls do not count towards Treasure Policy as they do not travel outside of their respective Chapters and may be distributed as requested by a Plot team.
 - a. Blissful Rest
 - b. Circle Lock
 - c. Conjure Artifact
 - d. Contact Other Plane
 - e. Lore
 - f. Proscribe
 - g. Summon (All)
2. The following scrolls do not count towards Treasure Policy as they do not have an in-game power effect and may be distributed as requested by a Plot team.
 - a. Bound Shard
 - b. Bountiful Harvest/Blighted Crop
 - c. Cloak of Darkness
 - d. Cosmetic Transformation
 - e. Eternal Forest/Blighted Forest
 - f. Foresee the Weather
 - g. Illumination/Darkening
 - h. Locate Shadow Way
 - i. March of the Untiring
 - j. Resonance
 - k. Seek The Whole
 - l. Spirit Farewell
 - m. Stable Foundation
 - n. Universal Speech
 - o. Vision
3. The following Rituals may be distributed outside of Treasure Policy with the agreement of Plot and Management (Owner or General Manager) for Customer Service. If used for such purposes, it must be logged as happening on the Refuge National Discord via a pre-designated Post in the Director-Forums Channel.
 - a. Item Cosmetic Transformation
 - b. Planar Gate
 - c. Species Transformation
 - d. Spirit Forge
4. All of the scrolls under 3.1, 3.2, and any issued under 3.3's TPE clause, must be marked as TPE (Treasure Policy Exempt) as opposed to the previous designation of RPO (Role Play Only)
5. Ritual scrolls by default do not travel from one Campaign to another. However, with the agreement of both plot teams in the same Chapter, they may be allowed to travel and be cast in either Campaign.
 - a. Such agreements and the terms of it must be pinned in the appropriate Campaign forums on the Refuge National Forums.
6. All Magic Items created with these Ritual Scrolls will have the designation of Universal Magic Item.

4. Catalysts:

1. Catalyst Distribution:

- a. A Catalyst from the following list must be distributed at a rate equal to (number of Player Characters) times (number of Logistics Periods in the event) divided by 50, rounded up. For example, at a 2 Logistics Periods event with 30 players, 2 Catalysts would be distributed. A local Campaign may not distribute a non-Treasure Point Catalyst from this list again until they have distributed all other Catalysts from this list.

- i. Banish to <Other Plane>
- ii. Construct
- iii. Copy Formal Scroll
- iv. Destroy Magic <Aspect>
- v. Gift of Life
- vi. Obfuscate
- vii. Obliterate
- viii. Permanent Duration
- ix. Rejuvenation
- x. Safe Passage
- xi. Sorcerous Triage
- xii. Species Transformation

1. Note: A Species Transformation Catalyst may be distributed and used as part of a Customer Service Ritual under 3.3. This Catalyst does not count towards distribution requirements.

xiii. Spirit Forge

1. Note: A Spirit Forge Catalyst may be distributed and used as part of a Customer Service Ritual under 3.3. This Catalyst does not count towards distribution requirements.

xiv. Transform to Greater Undead

- b. A second Catalyst of the same type may be issued prior to the list having been gone through at a cost of 5000 Treasure Points. A third may not be issued.
- c. Catalysts not on the above list may be issued at the discretion of plot without restriction, however at least one of each of the following Catalysts must be issued each time the Treasure Policy Catalyst list above has been completed. Catalyst Rituals cast by Plot do not count for this requirement.

- | | |
|---------------------------------------|-------------------------------------|
| i. Bountiful Harvest / Blighted Crop | vii. Summon Elemental (Magisterium) |
| ii. Conjure Artifact | viii. Summon Extraplanar Creature |
| iii. Eternal Forest / Blighted Forest | ix. Summon Magical Creature |
| iv. Proscribe | x. Summon Panthergast |
| v. Stable Foundation | |
| vi. Summon Elemental (Foundation) | |

2. A plot team chooses the names for all Ritual Catalysts in their Campaign, however once a specific Ritual Catalyst is named and issued, it must retain that name for the duration of the Campaign and be used for all further issues of the same Ritual Catalyst. Furthermore, Ritual scrolls that require a Catalyst will need to reflect the individual Campaign's Catalyst names.

- a. All Catalyst tags must have their corresponding Ritual number on the tag (since this is a 3 digit number, be cautious that Magic Item reps are not thus encoded).

- i. A Character who possesses the High Magic Skill can identify what Ritual the Catalyst is for with this information.

- b. Campaigns may share a list of Catalyst names. If there is a conflict between a given Campaign's Catalyst

name and Ritual number, the Ritual number takes precedence.

- c. Catalyst name lists must be posted and prominently displayed in the Website, Discord server, Forum, and/or Event Registration Process of each Chapter.
- d. National events never generate Catalysts for Treasure Policy and may not issue any Magic Item or Arcane Mote containing a Ritual Effect that would have required a Catalyst in order for it to be created.

5. Merchantable Items:

1. Non-Production Items that can be "cashed in": Items distributed which can be sold to in-game merchants (jewelry, gems, furs, food, etc.) are treated as coin provided that in-game merchants are being put into game to buy said items or the players have an in-game way to sell these items (i.e: players with the Merchant skill can sell the items to Logistics).
 - a. In cases where an item has a Merchant Code and are also part of another category, (i.e. Magic Item that has value in addition to Rituals, or Production Items that have a value above and beyond the Production Point value) the categories are calculated separately for purposes of section 1.4.
 - i. As an example, an ornate short sword worth 1 gold would count as 50 Treasure Points in the Production category (25 * 2) for the Short Sword tag and 75 Treasure Points in the Merchantable Item category. The Merchant Code on the item would be a code worth 1 gold.
2. These must also be marked with the Merchant Code from the Refuge Merchant list.

6. Local Campaign Specific (LCS) Policy:

1. LCS items (previously designated LCO) are generally only usable in the originating Campaign; however, a Campaign may choose to let LCS items transfer in from other Campaigns with the following restrictions:
 - a. A Campaign choosing to allow the transfer of LCS items into their game must have a policy clearly posted on the Refuge Forum with any guidelines and restrictions concerning the transfer policy.
 - b. Transferring items must be completed Magic Items. LCS Ritual Scrolls and Reagents do not transfer between Chapters.
2. No Campaign will be required to allow LCS item transfers.
3. Items (including Spirit and Body) that have both LCS Magic Item tags and Universal Magic Item tags; when the LCS Magic Item Tag is not allowed into a given campaign, all LCS Rituals remain, but are suppressed, neither being punched as used, nor having any effect, but do count towards the 20 Rituals per Item limit.
4. LCS items do not count towards Treasure distribution.
5. LCS items, having no Treasure Point value, cannot be traded to Logistics with the Merchant skill, and counts as zero towards the trade for Treasure Point items per item 3 of the Treasure Policy Guidelines section.
6. Artifacts: Items that fall outside of the normal Ritual system (cannot be created with the standard Refuge Ritual System) must be marked as an Artifact. They should be very unusual, and not common. The tag for the item must be marked "Artifact" and these items can only transfer into other Campaigns if agreed upon by both Campaigns.
 - a. All Artifacts must have the following Flaw: "Flaw: The issuing Campaign's Plot must be notified prior to being the target of any Ritual, and may have unusual Effects if targeted."

7. Treasure Policy Banking and Special Events:

1. Whenever possible, Treasure should be distributed to those who attend an event, and not banked. To these ends the following is in effect.
 - a. If, at the end of an event, there is still Treasure left to be distributed, that Treasure will be set aside and go home with one of the parties responsible for holding the total Chapter treasury. This Treasure is then

added to the next event's standard Treasure for distribution. No changes to the set aside Treasure may be made.

- b. Whenever possible, late registrations should have Treasure Policy added to the event, and we strongly feel the best practice is to have it go out as Production. We recommend that the Logistics team and the plot team agree on a cutoff time for these to be handled at the beginning of an event and when the Logistics team will communicate changes to the plot team. In cases where this is overly burdensome or not possible, the Treasure Policy is added to the next event.
 - c. Whenever possible, no-shows should have Treasure Policy reduced for the event, and we strongly feel the best practice is to have it reduced out of coin. We recommend that the Logistics team and the plot team agree on a cutoff time for these to be handled at the beginning of the event and when the Logistics team will communicate changes to the plot team. In cases where this is overly burdensome or not possible, the Treasure Policy is reduced accordingly for the next event. *E.G: If a no-show comes late to an event, the coin can be most easily put back into TP.*
2. Special Event Logistics Period: Every 5 Logistics Periods a Campaign runs, they accumulate 1 Logistics Period at 125% of standard TP as a Special Event Logistics Period. These may accrue to be used back to back if desired. If it remains unused after 20 Logistics Periods, it is lost. This allows special events, such as Season Closers, to occur with a higher Treasure value than normal.

8. Treasure Restrictions

1. A Campaign's plot team may restrict certain Rituals in the following manner:
 - a. The restricted Ritual must be restricted equally to all players, both PC and Cast, in the entire Campaign.
 - b. Magic Items that have the restricted Ritual may not be brought into the Campaign.
 - c. Ritual Scrolls and Catalysts for the restricted Ritual may not be brought into the Campaign
 - i. If the Catalyst is on the above 4.1.a. list it does not need to be dropped prior to another Catalyst on the above list to be dropped.
 - d. If the Spirit and/or Body of a player has a restricted Ritual, it may be brought into the Campaign, but the Ritual is "suppressed" for the duration of the event: neither being punched as used, nor having any effect, but does count towards the 20 Rituals per Item limit.
 - e. If a Plot team decides to restrict a given Ritual, the restriction must be publicly listed on the Refuge Forums, and pinned appropriately to ensure it is easy to find.
 - i. Changes to this list may only be updated once per calendar year.
 - f. These restrictions may be made for both LCS and Universal Rituals.

9. Campaign Endings

1. If a Campaign ends, Treasure is handled in the following manner.
 - a. All Coin, Merchantable Items, standard Reagents, and standard Production items remain fully transferable to all Campaigns.
 - b. Universal and Standard LCS Ritual Scrolls become transferrable to other Campaigns in the same Chapter.
 - i. Ritual Scrolls from closed campaigns with optional or required Catalysts may be used with a Catalyst matching the Ritual # from either their originating Campaign Catalyst List or the Catalyst List in which it is being cast.
 - c. Standard Catalysts from a closed Campaign may be "homed" by another Campaign, in which case they

may be utilized in place of the designated Catalyst for the same Ritual # in that Campaign's Catalyst List. A list of all such re-homed Catalysts must be added to the receiving Campaign's Catalyst List (see 4.2.c).

- d. All Magic Items produced under the Refuge standard Ritual system remain fully transferable.
 - i. Empowerments do not transfer and are removed from the Item.
- e. Other Items.
 - i. Any Magic Item with Effects or Flaws not reproducible under the Refuge standard Ritual system may have another Campaign "home" the Item, at which Point the Item is reissued under the Campaign that is allowing it to be "homed". If not done within six months of the Campaign closing, the Magic Item is null and void.
 - ii. Non-standard LCS Ritual Scrolls (i.e. Ritual Scrolls that do not match the standard Rituals in the Ritual Rulebook) may have another Campaign "home" some or all of these Ritual Scrolls, at which point the Ritual Scroll is reissued under the Campaign that is allowing it to be "homed." If not done within six months of the Campaign closing, the Ritual Scroll is null and void.
 - iii. Any other Item with Effects not reproducible through the Refuge standard Production skills are removed from the game unless another Campaign agrees to "home" the Item, at which point it is reissued under that Campaign. If not done within six months of the Campaign closing, the Item is null and void.
 - iv. Reasonable exceptions for the six month date can be made for understandable situations where a player may have such an item and not know that the campaign has ended (military service, new child, etc.)
- f. Footnote material: When closing a Campaign, Plot Teams are encouraged to provide a full list of items in non-standard Categories, to encourage continuity (if that is intended), when a new Campaign is considering whether to "home" such tags.

10. Refuge Reward Items:

1. These are Items purchased with Refuge Points and are subject to the following restrictions.
 - a. Magic Items may be purchased with Refuge Points. The Refuge Point cost of such a Magic Item is the total Refuge Point cost of each Ritual requested. All standard batching rules for Magic Item creation apply.
 - b. The Refuge Point cost of each Ritual is calculated separately and is based on the Treasure Point cost of the Ritual Scroll and Reagents needed to cast it at the specified Difficulty. For this purpose, 1 Refuge Point is worth 20 Treasure Points. In the event this results in a Refuge Point cost that is not a whole number, the amount shall always be rounded up.
 - c. No Catalysts may be required for the casting of the Rituals on the Item.
 - d. May be a Location Ritual with the approval of the affected Campaign's plot team.
 - e. May not have a duration of 5 days or less, nor may it be Instantaneous.
 - f. If an Item, will automatically have the Flaw of "Only usable by Character #. This Flaw cannot be removed by Destroy Magic." This Character number is chosen by the buying player at the time of purchase.
 - g. Are issued from the "National" Chapter with the "Refuge Point" Campaign.
 - h. Are considered Universal Magic Items.

11. Chapter Rewards:

1. Chapter Points may be used per the most recent Refuge Provisional Rulebook.

2. Additional Chapter rewards may be purchasable at the discretion of the Chapter's Owner or General Manager.
 - a. It is up to the Owner, General Manager, or a designated staff member of a Chapter to decide, publicly post, and pin the list of additional rewards available and their costs.
 - b. Any additional Other Chapter Rewards items (Reagents, Items, Magic Items, Catalysts, and any other tagged in-game item) must have that tag be marked as a Local Campaign Specific item (LCS).

12. Light Etched Scrolls as Treasure Policy:

1. Light Etched Scrolls (scrolls that are Universal) *may* be put out by plot teams at twice the cost of the scroll plus an additional 500 Treasure Points [(Scroll Cost * 2) + 500]. There are restrictions on which scrolls may be Light Etched.
 - a. The Ritual may not require a Catalyst, or have a Catalyst casting option. This restriction only applies to light-etched scrolls as issued by a non-National campaign, and is separate from the requirements for National events.
 - b. Treasure Policy Exempt (TPE) Light Etched Scrolls may be put out by plot teams for 500 Treasure Points.
 - c. All scrolls given as Treasure at a National event must be Light Etched, but use the standard scroll cost rather than the above costs.
2. It is highly encouraged that any Light Etched Scrolls be printed to a quality significantly higher than those printed for normal Ritual scrolls.

This Rulebook was compiled by:

Editor:

Katherine L. Krahulec

Refuge Chairperson:

Corin L.

Refuge Treasure Committee 2021

Marley Sage Gable, Corin L., Tyler S., Beyleth T, Jerrod W.

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