REFUGE LARP CALGARY 2026

DONATION DRIVE

MARCH 1 2026 TO MAY 30 2026

Get 10 Chapter Points for every dollar donated!

Every $10 donated earns an entry to our raffle for one of three prizes of 50 Refuge Points* (in addition to the rewards below)!

*Each of the Refuge Point prizes must go to a unique winner.

Additional LCS Rewards:

Players to provide phys reps for items.
Players cannot select the same item more than once.
All items received through the donation drive are exempt from the LCS Ritual Limit.

$100 - 1 Minor Item

$200 - 2 Minor Items

$300 - 1 Major Item and 2 Minor Items + 10 Refuge Points

$400 - 1 Major Item and 3 Minor Items + 20 Refuge Points

$500 - 2 Major Items and 3 Minor Items + 30 Refuge Points

Minor Items

All Minor Items are Times Ever items. For each $100 donated, another series of charges is applied! For example, at $300, the Potion of Protection would have 12 charges.

Potion of Protection x4

Drinking a charge of this potion provides an Endow, a Weapon Shield, a Poison Shield, an Elemental Shield, and your choice of either a Spell Shield or Reflect Spell.

Pick-Me-Up x4

Drinking a charge of this potion provides a Purify and then immediately restores you to your maximum Body Points.

Enchant Level 1-9 x3

Exactly as per the Formal Magic Ritual. You choose which spell is placed inside.

Good Luck Charm

Resist <Effect Group> x3. You may choose any Effect Group besides Other.

Warding Amulet

Resist <Qualifer> x2. You may choose any Qualifier besides Arcane.

Major Items (Page 1 of 3)

All Major Items last for 20 Logistics Periods.

Replica of the Glove of Titus Baloren

Phys Rep Guidance - A red-and-gold (Baloren colors) or black-and-yellow (Savlinor colors) motif is recommended, but not required, for this glove

5/LP - Whenever you successfully catch <u>any</u> packet attack with the hand wearing this glove, you may either call:

- "Bane"
- "Altered" and gain 30 Elemental Healing and 30 Elemental Mend Armor as if touch-cast and accepted

Count Kvexa's Stoicism

Phys Rep Guidance - While any trinket may be used for this item, one that signifies Ariasten prowess on horseback or in the forest is ideal

Any armor you wear is worth 10 additional Armor Points, up to the maximum 62 Armor Points. This stacks with Celestial Armor

Whenever you use an Intercept or Mettle, you are considered to have one additional Weapon Proficiency until the end of the current encounter (e.g., field battle/module). This effect stacks up to a maximum of 10

Major Items (Page 2 of 3)

All Major Items last for 20 Logistics Periods.

Queen Accarinde's Grace

Phys Rep Guidance - While any trinket may be used for this item, one that features motifs of nature (especially trees) and healing is ideal

- Your Slays, Eviscerating Blows, and Assassinates can be delivered as "# Arcane Healing"
- Any per LP skill that ends in Blow or Strike (e.g., not including Empowered Strike) gains the additional option of Purify. When the Purify option is used, positioning requirements are ignored.
    - Example: Shatter/Disarm Strike becomes Shatter/Disarm/Purify Strike

Master Sanguine's Philter

Phys Rep Guidance - A vial containing red liquid is ideal. It should be very securely sealed to be able to survive on your person during combat, or you may wish to paint the inside red so there is no chance of leaking

- 3/LP - You may make an attack for 100 Body. When you do, you gain the effect of 100 Arcane Healing as if touch-cast and accepted. This is an Earth Aspect effect.
- 3/ LP - Arcane Solidify (can be used with either physical or packet delivery)
- 3/LP - 30 Elemental Stone/Ice/Lightning/Flame
- 2/LP - Resist Command
- 1/LP - Resist Greater Command

Major Items (Page 3 of 3)

All Major Items last for 20 Logistics Periods.

The Census Taker's Bell

Phys Rep Guidance - A prop bell is required for this magic item. Ensure it is safe to carry into battle. You may also wish to mute it when not in use with fabric or similar

- 1/LP - You may ring the bell and shout, "Hello, Petty Townspeople!" and then make the following calls (in any order):
- Voice Radius 100 Arcane Healing
- Voice Radius Endow
- Voice Radius Weapon Shield
- Voice Radius Poison Shield
- Voice Radius Spell Shield
- Voice Radius Elemental Shield

Clasp of Headmaster Brightward of Spirewatch

Phys Rep Guidance - This trinket should be kept attached to a spellbook. The Crystal Mages of Spirewatch are Terranox's preeminent dual-casters, so themes of crystals, Celestial magic, and/or Earth magic are most suitable

- Any spellbook this item is attached to may be used as if it were a complete Earth and Celestial spellbook.
- You may memorize Celestial spells in your Earth Aspect Spell Slots and vice versa
- Your Earth High Magic Points may be used to purchase Celestial-only High Magic options and vice versa
- 3/LP Spell Berserk