

# Refuge LARP Calgary

## 2024 Donation Drive

March 10, 2024 to June 9, 2024

Get 10 Chapter Points for every dollar donated!

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

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

[Click here for donation instructions](#)

### 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 Charm + 10 Refuge Points

\$200 - 2 Charms + 20 Refuge Points

\$300 - 1 Major Item and 2 Charms + 30 Refuge Points

\$400 - 1 Major Item and 3 Charms + 40 Refuge Points

\$500 - 2 Major Items and 3 Charms + 50 Refuge Points

# Charms

All Charms last 12 LP

## Order Charm

Resist [Command or Greater Command] (2/LP), Spell Charm (2/LP).

## Chaos Charm

Resist Necromancy (2/LP), Spell Destroy Undead (2/LP).

## Life Charm

Resist [Curse or Corrupt] (2/LP), 30 Spell Healing (2/LP).

## Death Charm

Resist [Doom or Corrupt] (2/LP), 20 Spell Body (2/LP).

## Flame Charm

Resist Evocation (2/LP), 40 Spell Flame (2/LP). When hit by any effect with the Flame carrier (including incanted spells that deal flame damage) may call, "Altered," and instead heal for that same amount (1/LP).

## Ice Charm

Resist Evocation (2/LP), 40 Spell Ice (2/LP). When hit by any effect with the Ice carrier (including incanted spells that deal ice damage) may call, "Altered," and instead heal for that same amount (1/LP).

## Lightning Charm

Resist Evocation (2/LP), 40 Spell Lightning (2/LP). When hit by any effect with the Lightning carrier (including incanted spells that deal lightning damage) may call, "Altered," and instead heal for that same amount (1/LP).

## Stone Charm

Resist Evocation (2/LP), 40 Spell Stone (2/LP). When hit by any effect with the Stone carrier (including incanted spells that deal stone damage) may call, "Altered," and instead heal for that same amount (1/LP).

- Major Items (1 of 3) •
- All Major Items last 20 LP •

### Shield of Inversion

When you use this shield to block a Spell or Elemental qualifier attack that uses packet delivery and has a number associated with it (e.g., 15 Spell Strike Chaos), instead of taking the effect, you may say, "Altered" and, within 5 seconds, you may use an Elemental Strike or Spell Strike for the same amount of an opposing carrier (Fire:Ice, Stone:Lightning, Healing:Chaos). If not used within five seconds, you take the original effect. This only works with the six carriers listed above.

### Commander's Keening

This item allows its bearer to keep their allies in the fight with words of encouragement! In order to use any of the abilities within, the bearer must give the target a compliment or words of encouragement. The bearer gains the following: Arcane Cleanse (3/LP), Arcane Release (3/LP), and Arcane Awaken (3/LP).

- **Major Items (2 of 3)** •
- All Major Items last 20 LP •

### Oblivion Torc

While using this item, you cannot cast spells, perform Spell Strikes, or utilize Spell Stores or Enchants. Its bearer may Focus for 60 seconds to charge the torc. This provides the wielder with a Resist Spell that can only be used by the bearer and may not be used to fuel a Skill Store. Once the Resist Spell is used, the torc can be recharged. The torc begins each LP uncharged and loses its charge instantly if it is not continuously wielded.

### Bag of Tricks

This bag is full of useful surprises! Reach in and magically pull out what you need!

Snaring Sand (2/LP) - Elemental Shackle

Rust Dust (2/LP) - Elemental Shatter

Scary Soot (2/LP) - Elemental Shun

Crippling Cinders (2/LP) - Elemental Weakness

- **Major Items (3 of 3)**
- All Major Items last 20 LP

### Ring of Regeneration

You are immune to Disease and gain 1 body point per minute. This prevents you from ever bleeding out.

### Weapon of Wonder

(this may be any weapon type; ability 2 can be combined with abilities 3 or 4)

1. You may use any Parry as a Spell Parry or Evade.
2. You may turn an attack with this weapon into a Strike (5/LP).
3. You may change the Qualifier of an attack with this weapon to Weapon, Spell, Elemental, or Poison (5/LP).
4. You may change the Carrier of an attack with this Weapon to Body (5/LP).
5. The weapon also provides the benefits of a Spirit Link, Elemental Imbuement (3/LP), Healing Imbuement (3/LP), Magic Imbuement (3/LP), Empower Warrior, and Perfect Riposte.