

# Refuge LARP Calgary

## 2025 Donation Drive

**May 31, 2025 to August 29, 2025**

**Get 10 Chapter Points for every dollar donated!**

**Every \$10 donated earns an entry to our raffle 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 Minor Item + 10 Refuge Points**

**\$200 - 2 Minor Items + 20 Refuge Points**

**\$300 - 1 Major Item and 2 Minor Items + 30 Refuge Points**

**\$400 - 1 Major Item and 3 Minor Items + 40 Refuge Points**

**\$500 - 2 Major Items and 3 Minor Items + 50 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 (1 of 3) •
- All Major Items last 20 LP •



## King Felix's Lucky Tea

(phys rep can be any drinking vessel)

Up to five people may drink from this once per Logistics Period. Until the end of the Logistics Period, the drinker gains a Sorcerous Triage with the catalyst option for Rebirth on their Spirit (this effect does not occupy a Ritual slot on your spirit and must be marked on your battle board).

## Countess Moirette's Resolve

- You may use any Parry or Evade as a Spell Parry.
- You gain 10 Resolute/LP.
- Battle Focus (1/LP, 10 minute duration): Each subsequent weapon attack against the same target deals one additional damage. This damage bonus resets if you stop engaging the target, become incapacitated, lose Line of Sight to the target, or attack any other target.





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



### Baroness Theo's Care

- Whenever you have a Lesser Earth Storm or Earth Storm active, your packets for that storm are doubled (e.g., 10 or 15 Spell Healing becomes 20 or 30 Spell Healing).
- Whenever you provide a Touch-Cast spell from memory to heal a target that is Bleeding Out, you may immediately Touch-Cast on that target "Spell Purify" or "30 Spell Healing."

### Baron Finn's Tempest

- You may turn any spell of 8th level or lower into a storm with 8 packets 1/LP. The incant for this is, "Through the might of the Vanguard, I evoke a <Spell Name> storm." This may benefit from Storm Augmentation.
- You gain a Protective Reflex 1/LP.





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



## Sir Baron Yasin's Guard

Whenever you receive any Shield Effect, you also receive a Block of the same kind that lasts until the end of the event. These Blocks stack up to three of each type and you may use up your Shields first. Protectives purchased with Chapter Points are included in this. For example, when you receive a Spell Shield, you would gain a Spell Shield and a Spell Block. If you were then hit with a Doom spell, you would expend your Spell Shield, leaving the Spell Block in place. If you then received another Spell Shield, you would end up with a Spell Shield and two Spell Blocks.

