

*This short document is designed to help orientate and immerse you in the current game world of Refuge LARP Calgary's Calandonia campaign. There is much more to Find Out in Game (FOIG), but this is just to help get you started! Further information on the Calandonia campaign can be found in the [A Guide to the Wold of Calandonia](#) document. Information here is current as of September, 2021.*

It is the year 121 PC (People's Calendar). Your adventure takes you to the Lux Obscura, an ancient Fae library. The Lux emerged from the ground in 116 PC along with an enchanted forest that surrounds it. Instead of dusty tomes housed in a single building, think of the Lux as an ancient Fae town with many buildings whose secrets and lore are being slowly uncovered.

It is here that the adventurers of the Realm of Calandonia hope to gain the power and knowledge they need to defeat their greatest foe: Al'Zoon, the Dragon Mage of the Dark Reaches. They are assisted in their efforts by the various Fae Guardians of the Lux.

Within the Lux, adventurers congregate in the Explorer's Ward. This is the default place you will be when not engaged in other game content (like modules or lairs). Within the Explorer's Ward are the cabins adventurers call home while in the Lux, the buildings for the guilds, Artie's Tavern, and the ever-popular fire pit where adventurers relax and socialize.

There are two main ways to reach the Lux: by forest or by portal. Trying to traverse the enchanted forest without a guide is an excellent way to get lost. Most adventurers travel to and from the Lux via portal (near the parking lot and fire pit). This main portal leads to the Arcane Sanctum's Prime Sanctum in Calanhelm where you can access other portals to various destinations. Calanhelm is the capital of the country of Calanda (and Calanda is one nation within the empire of Calandonia).

There are four main organizations operating in the Lux:

1. The Arcane Sanctum – A guild for those who wield Celestial magic. Its mandate is to protect the lands from those who would abuse Celestial power or attempt to wield it to harm the Kingdom or its subjects. In the Lux, the guild's activities are led by Magus Evo.
2. The Earth Weavers – A guild for those who wield Earth magic. Earth Weavers pledge themselves to help others and battle necromancy. In the Lux, the guild's activities are led by Tengu.
3. The Home Guard – The standing army of Queen Ava Masterson of Calanda. In the Lux, the Home Guard's activities are led by Commander Hamish, Commander Xamot, and Captain Stigandr.
4. The Hammer Outfitters – A guild of elite blacksmiths, craftsmen, and trap makers united by their pursuit of perfecting their craft. In the Lux, the guild's activities are led by Master Billin.

All four organizations are recruiting, so if one seems like a good fit for you, ask around and pursue it!

Be careful out there! Adventurers are not the only ones roaming the Lux. Sentient rat-folk known as Rodenzi claim the Lux as their home and conflict arises frequently. Beyond the Rodenzi, greater and more dangerous creatures await. If you need a quest, the Guild of Wild Hunters may have postings on the bounty board. If you are particularly unfortunate, you might even find yourself face-to-face with one of Calanda's sworn enemies: the vampire lord Duke Aeternous Mortis.

If you are a magic user, the laws of Calandonia require you to register with either the Arcane Sanctum or the Earth Weavers (depending on if you cast Celestial or Earth magic). Dual casting is prohibited unless you have specific permission from the political authorities. If you want to place permanent protections on your lodgings, you will first need to procure a house from the Fae Guardians of the Lux. The cost for this is 10 gold pieces. Spellbook inks are highly regulated and can only be legally obtained by going through the Arcane Sanctum and Earth Weavers. Also, if you are eating at Artie's (participating in the meal plan), there is a 2 silver piece cost for each breakfast and 3 silver piece cost for dinner. This coin goes to those cleaning up after meals (so feel free to volunteer if your coin purse is light).

When you step out into the streets of the Explorer's Ward for the first time as your character, it will likely be under the cover of night. Make your way toward Artie's Tavern or the fire pit and introduce yourself to others. Let people know you are new, and you will find the adventurers of the Lux to be a welcoming group. Before you know it, you will be neck deep in adventure, sharing stories of your exploits around the fire pit, and undertaking incursions into the Dark Reaches to fight for the future of Calandonia.