

Refuge LARP Edmonton

2026 Donation Drive

June 1, 2026 to August 30, 2026

Receive 10 Chapter points for every \$1 donated
Every \$10 donated will earn you an entry for the raffle.

Raffle Date: August 31, 2026

Raffle Prizes:

Choice of 1 Major Item

50 Refuge points

50 Refuge points

50 Refuge points

An LCS Preserve Ritual Scroll

Each prize in the raffle will go to a separate winner.
You may also earn choices from the rewards listed below.

Please send e-transfer donations to
chimeralarpadventures@gmail.com

If you cannot use e-transfer, our PayPal is:
paypal.me/refugelarpedmonton



Additional LCS rewards

Players need to provide reps for every item.

Effects can not be added to an existing magical item.

All items received via the donation drive are exempt from the LCS Ritual Limit.

Items may not be selected more than once.

\$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



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Major Items:

All last for 20 LP unless otherwise stated

The Siren's Inoculation

Requirements: A Cup

A drink to share among 6 people, all receive the following effects:

+10 Max Body

Immunity to Sleep

1/LP: Resist Greater Command

1/LP: Resist Command

1/LP: Resist Poison

1/LP: Resist Necromancy

The Most Dangerous Game

Requirement: Melee Weapon

Species Reaver - All

+2 Base Damage of the Weapon

Assassinates are delivered with the the Body Carrier

3/LP: Turn a swing with the weapon into "Elemental Strike"

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Major Items:

All last for 20 LP unless otherwise stated

Death's Offering

Requirements: Black Crystal/Stone

All 9th Level Spells can be flex cast into Dooms

6/LP - Change Carrier to Doom. This can include Spells (I evoke a 30 Doom Bolt) and Channeling (20 Elemental Doom)

3/LP: Resist Doom

3/LP: Arcane Doom

The Wraith Master's Mantle

Requirements: Cape, Cloak or other Over Layer

+10 Maximum Armour

Dodges and Phases may be used against Radius Effects

3/LP: Phase

1/LP: Shadowstep (Say "Activate Shadowstep" and put your weapon or hand on head, then take 20 steps. Reappear by saying "Shadowstep." You may not enter pass magical barriers, such as Wards, Circles or Walls of Force, with this.)

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Major Items:

All last for 20 LP unless otherwise stated

Compact of the Lightning Elemental

Requirements: Source

You may use your Earth Channeling pool as Celestial Channeling, or Celestial Channeling as Earth Channeling with this source.

This source may be used for all types of Channeling.

All Lightning Spells and Channeling are affected by Potency

3/LP: Healed by Lightning (Call "Healed By")

+500 Point of Channeling that can only be Lightning.

(This cannot be refilled, but may be mediated back if missed.)

Till's Go Bag

Requirements: Bag

Spirit Link

All contents of the bag act as if they were spirit linked for the purposes of Resurrection and Spirit Recall.

The items in the bag may be retrieved instantaneously, allowing one vial to represent any potion or elixir within the bag.

3/LP: Healed 30 by Poison (Call "Healed By")

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Minor Items: Strength in Numbers (all last for 12 LP)

Raze's Good Shit

2/LP: Resist Poison
2/LP: Poison Doom

Sam's Rose Petal

1/LP: Refresh one standard MI charge
2/LP: Resist Command or Greater
Command

Thora's Might

2/LP: Use Massive as Carrier
2/LP: Counteract

Asha's Revenge

2/LP: Evade
2/LP: May Double Tap one per LP
Melee Skill

Sasha's Retirement

1/LP: Protective Reflex
2/LP Spell Prison

Lucien's Resolve

2/LP: Resist Element
2/LP: Arcane Strike Banish



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Minor Items:

The following minor Items gain 3 Charges per \$100 Donated

Pick Me Up Potion

Purify and Body Points healed to full

Full Protectives Potion

Weapon shield, Spell shield, Poison shield, Elemental shield, and Endow

Enchant Level 1-9

Recieve an Enchant item of your choice with a spell from level 1-9.