

Season Fundraiser

With a surge in player base there are some supplies that we were in desperate need of gathering and upgrading last year. We acquired a large number of new weapons for NPC camp to better outfit larger shifts for one. The other major thing is the need to restock our coin coffers and while normally that would not be a difficult lift; with drastic jump in site pricing and the massive deposits, as well as gearing toward even higher rates for next season the game is working to build up the needed funds to make sure we can make it all happen. For a limited time we are going to run a donation drive that will have higher than normal rewards, purely for the purpose of ordering coins for the game.

There will be buttons added to the website in the store for the donations. This offer will run until July 10th, and there will be a Target Goal of \$500, with a Reach Goal of \$800. If we hit the Reach Goal there will be an added benefit that all players will receive, even if they did not take part in the donations.

Tags will be issued and dated based on your first event as a PC, if you are on an NPC Contract/Plot or cannot make the July Faire Day.

\$10 (Novice)- Limit 3 per player

- 50 Crowns
- Potion (Heal* 5 x 3, Poison Shield x 2, Gaseous Form x 1, Cure Metabolic x 2)
- A Weapon or Armor with a 6 month Expiration.

\$20 (Journeyman)- Limit 2 per player

- 100 Crowns
- Potion (Heal* 10 x 3, Poison Shield x 2, Magic Shield x 1, Gaseous Form x 1, Cure Metabolic x 2, Elemental Shield x 1, Freedom x 1, Awaken x 2)
- 1 Weapon and 1 Armor with a 6 month Expiration.
- 1 Life potion - No Expiration
- 1 Named Component

\$50 (Master)- Limit 1 per player

- 150 Crowns
- Potion (Heal* 15 x 3, Poison Shield x 3, Magic Shield x 2, Gaseous Form x 2, Cure Metabolic x 3, Elemental Shield x 3, Freedom x 2, Awaken x 2)
- 1 Unshatterable Weapon or Armor with a 1 year Expiration.
- 1 Life potion- No Expiration
- 1 Favor
- 2 Named Components

*The Heal Potions can be swapped for Damage Runes of the same value.