

This is to verify that the Living City™ character

Obtained the following item in the event *A Cleric in Crow's End*  
***Dagger +2, Reach Extender***



This dagger functions as a *dagger* +1 in the hands of most people. In the hands of a gnome or halfling, its blade extends and it functions as a *short sword* +2, while maintaining the weapon speed of a dagger. It cannot be thrown when extended, and it extends automatically in the hands of a gnome or halfling.

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Obtained the following item in the event *A Cleric in Crow's End*  
***Well-made Medicine Bag***



This good sized handbag is non-magical but well made. It has small internal pockets for storing delicate flasks, vials, and bottles. It is also double skinned and stitched. The bag itself saves vs. fire or lightning at +1. Items within the bag save at +1 vs. crushing blow.

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Obtained the following item in the event *A Cleric in Crow's End*  
***Potion of Healing***



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Obtained the following item in the event *A Cleric in Crow's End*  
***Dwarven-sized Full Plate Mail***



This sturdy made suit of Full Plate Armor is constructed to fit a dwarf. It is heavy, but extremely well made, inlaid with images of the dwarven gods. The Armor weighs 80lbs, but makes its item saving throws at +1. This armor is non-magical, providing an AC of 1 (AC 0 with shield.) Due to its durability and artistic quality the suit is valued at 1,000 gp.

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Obtained the following item in the event *A Cleric in Crow's End*  
***Hand Axe +3***



This Weapon has a stout oak haft and a mithril blade. A successful hit with this weapon inflicts 1d6+3 vs small or man-sized opponents, 1d4+3 vs large.

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Obtained the following item in the event *A Cleric in Crow's End*  
***Topaz with Stored Spell***



A golden amulet on a golden chain, this item has the design of a fire breathing hell hound and a frost breathing wolf entwined about a central spherical topaz. The amulet is enchanted to store a single castings of *control temperature 10' radius*. (P4) The spell is cast at 10th level

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Obtained the following item in the event *A Cleric in Crow's End*

## *Gift of Ilmater*



This blessing from the Ilmater takes the form of a small mark, like a birthmark or tatoo, in the shape of a white zinnia flower on the arm. The gift of Ilmater will allow one other person of this PC's choice to re-roll a failed saving throw, but must be used within one round of the failed roll. Activating the gift does not require an action, but the PC must be conscious for this power to work. This gift cannot be to affect the PC upon whom it is placed, only others. It cannot be traded, sold, or given away. Once the power of the gift is invoked the mark fades. It can be called upon only once.

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This is to verify that the Living City™ character

Obtained the following item in the event *A Cleric in Crow's End*  
**City Watch Promotion**



If the PCs successfully defend Zinnia's AND destroy the Symbiotic Slayer and are a member of the Watch, they will be recommended for promotion. This recommendation takes the form of a 200 xp credit (250 xp if a Sewer Brigade member), towards the PC's next advancement. The advancement is processed at a City Watch booth at an interactive.

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