

This is to verify that the Living City™ character

Obtained the following item in the event *A Shot in the Dark (Part 2)*

Curtain of Silence



This 6'x10 curtain is woven from spider silk and is enchanted not to let sound pass. No sound will pass this barrier.

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Obtained the following item in the event *A Shot in the Dark (Part 2)*

Sword of Flame



This solid brass hilt ignites into flame forming an extra-large scimitar blade. This weapon must be used two-handed and carries all the properties of a flame tongue sword. It carries a +2 enchantment in the elemental planes, only +1 in the Prime, and does not function in the astral or outer planes. While the blade is out, the hilt gets hot as under the effects of a *heat metal* spell. The flame gives off light as a torch.

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Obtained the following item in the event *A Shot in the Dark (Part 2)*

Giant Two-handed Sword +3



This +3 two-handed sword is 12' long and inflicts double base damage of a regular two-handed sword (i.e. 2d10 vs. small or man-sized, 6d6 vs. large creature). No one shorter than 12' tall and having a strength of less than 18/00 can wield this weapon. If the creature wielding it has less than a 22 strength, they will always attack last in the round with it. It weighs 60 lbs. Furthermore, the sword is immune to all effects of fire. If *reduce* is cast on the sword, it can be used as a normal +3 two-handed sword until the spell duration expires.

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Obtained the following item in the event *A Shot in the Dark (Part 2)*

Drow Chain Mail +3



This armor fits only elves. When taken out of the Underdark, this item loses all powers (even if kept in a dark place while out of the Underdark).

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Drow Spiked Buckler +3



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Drow Small Shield +3



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Drow Short Sword +3



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CHECK ONE ONLY

Gem of Fire Elemental Command

The gemstone has the power of fire elemental command. If the gem is held forth, the PC can command a fire elemental (which has already been summoned) to do his or her bidding. The elemental gets one save at -2 when first commanded. If successful, the PC can never again try to command that elemental (and the elemental is likely to attack the PC outright), but if the elemental fails his save, it is under the PC's control until it returns to the Elemental Plane of Fire.

Prince Alfyal's Ring of Fire Resistance

This ring was given as a gift and can only be used by the person it was attuned to. If any other person wears the ring, it serves as a normal *ring of fire resistance*. Furthermore, if the owner of the ring takes it off for any reason, the person must recover from 100 hit points of fire damage while wearing before the ring will again function for that individual. The ring has the following powers at 12th level of mastery:

- Fire Resistance (always on)
- Burning Hands (once per day)
- Fire Flow (once per week)
- Can communicate with all creatures from the elemental plane of fire.



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