

This is to verify that the Living City™ character

Obtained the following item in the event  
*Another Serious Matter – Standard Adventure*

## *Boon of the Wizard's Guild*



The named character may present this certificate at the Wizards Guild in Ravens Bluff and, if courteous, request the following spells to be cast. All such casting will be performed on the premises, at the 16th level of ability. If the holder of this boon is a member of the Wizards Guild with the rank "Circle Initiate Member" or higher, the spells will be cast at the 24th level of ability. Each spell may be requested only once: *stone to flesh, stoneskin, dispel magic*

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This is to verify that the Living City™ character

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## *Regulus' Rosy Extract*

This odorless, pink-hued oil may be applied to any permanent magic item, into which it will seep as it magically bonds with and strengthens the device. As a result, said device gains a +1 bonus to all item saving throws. To be valid, the item so augmented must be named below, and this certificate must be attached to it. Only one dose of *rosy extract* may be applied to a given magical item. A 1d20 roll is required when the extract is applied ; a result of 1 indicates that the item is destroyed, and any other result indicates that the extract works properly.

ITEM AUGMENTED: \_\_\_\_\_

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# Green Steel Ring of Protection +3 +5 for Baatorians



This Baatorian green steel ring bears the engraved image of a jackal-headed man and various evil runes. It provides +3 protection while on Baator, while conferring +2 protection on the Astral plane, and only +1 protection on the Prime Material plane. Beings native to the plane of Baator receive much greater protection from this ring. Although this ring does not radiate evil, good-aligned characters may find the use of this item distasteful. No player character may be considered a Baatorian.

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# Regulus' Dark Derivative



This odorless, jet black oil may be applied to any permanent magic item, into which it will seep as it magically bonds with and strengthens the device. As a result, said device will survive ONE failed item saving throw, after its magic is expended and no longer effective. To be valid, the item so augmented must be named below, and this certificate must be attached to it. Only one dose of *dark derivative* may be applied to a given magical item.

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# Wizard Scroll



This scroll was awarded by the Ravens Bluff Wizards Guild for meritorious service. It was scribed at the 24th-level of ability by Simon Regulus. It contains common yet scalable spells which were all carefully chosen to take advantage of his great expertise: *phantasmal killer*, *shades*, *Snilloc's major missile*, *enlarge*, *cone of cold*, *Melf's acid arrow*

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## *Armor Enhancement for a Renowned Holy Warrior*

Only those warriors and priests who are limited by their faith to a maximum of 10 magical items are eligible for this reward.

Choice of Enchantment:

- Transfer of Enchantment to Full Plate Armor (same magical powers of old armor in suit of full plate mail)  
 Magical Shield enchanted to +3

The judge must attach this certificate to the original certificate, and annotate the original certificate to indicate this enhancement.



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**Effects of Artifact in Astral Plane**



The character experimented with the artifact in the astral fortress which the city has a claim to, and suffered the following effect (check one only):

- Permanent -1 saving throw vs spells
- PC ages 1d10 years, system shock required
- PC gains the Appraisal NWP
- PC gains +3 reaction bonus vs opposite gender
- Permanent Luck in Combat -- +1 to all surprise rolls
- Removes all scars and signs of injuring from the PC
- PC gains the ability to cast *feign death* at Will
- Cursed, when they die they raise up immediately as a spectre
- PC gains the ability to detect stonework construction as a dwarf
- PC gains insatiable hunger. Must eat a full meal each hour or be at -2 per hour missed.

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