

This is to verify that the Living City™ character

Obtained the following item in the event *Big Trouble*
Short Sword +2 Defender



A glittering golden short sword, the blade is marked with the symbol of Arvoreen. The +2 can be used to help THAC0 or to lower AC or to assist saving throws. The bonuses can be split. The bearer must declare at the beginning of each round, before initiative is rolled, how the bonuses will be used.

The bearer must always defend the helpless, weak, and innocent against aggression and oppression. Further, in any dispute involving halflings, the bearer must take the halflings' part until there is clear proof that the halflings are doing evil. Failure to abide by these conditions results in the sword crumbling to dust. The bearer may not sell, trade, or give away the sword. It remains in the owner's possession until death.

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Obtained the following item in the event *Big Trouble*
Bell of Service



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A small bell 3 inches tall, inscribed with the name "Jeeves" inside. When rung, this bell summons an unseen servant as per the 1st level wizard spell. The unseen servant acts as having been summoned by an 8th level wizard. Each use drains one charge. The item cannot be recharged.

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Obtained the following item in the event *Big Trouble*
Reading Len



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Ruby-colored crystal lens set in a gold handle. When worn, the lens allows the user to read any normal writing that is written in Common as if the user had the read/write Common non-weapon proficiency at 15. If the lens is rubbed three times, then it can read any language as per a *comprehend languages* spell cast at 6th level. Each use of the comprehend languages ability uses one charge. The lens only works for humans and humanoids. When all charges are used, the lens loses all magical ability and has a value of 350 gp.

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Obtained the following item in the event *Big Trouble*

Snake Oil

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A thick, dark green liquid, it is contained in an amber glass vial with a ceramic stopper. The stopper is attached to the vial with a silver wire. It has the following three uses:

1. When a dose is swallowed, it acts as a *neutralize poison* spell
2. When a dose is applied topically to a wound, it heals 2d6+2 points of damage
3. When a dose is burned, its fumes can heal up to four persons for 1d6+4 points of damage. The four closest to the oil when it is burned are healed.



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Obtained the following item in the event *Big Trouble*

Arvoreen's Shield of the Protector

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A small *shield +1* made of wood and banded with iron. The symbol of Arvoreen is inlaid in gold on the front. The shield has the following special power; each use of the power drains one charge. The shield cannot be recharged. After all charges are used, the shield functions as a normal *shield +1*.

The bearer of the shield may call upon Arvoreen to re-route an attack. When this power is invoked, the target of the attack (it can be any sort of attack) suffers no damage or effect from the attack. Instead, the bearer of the shield suffers the attack and any effects from it. The bearer is allowed a Saving Throw vs Death Magic. Success means half damage. In case of attacks which do not allow a save (such as level drain), the bearer is unaffected if the saving throw is successful. The bearer may invoke the power at any time in a combat round, regardless of initiative.

The bearer must always defend the helpless, weak, and innocent against aggression and oppression. Further, in any dispute involving halflings, the bearer must take the halflings' part until there is clear proof that the halflings are doing evil. Failure to abide by these conditions results in the shield crumbling to dust. The bearer may not sell, trade, or give away the shield. It remains in the owner's possession until death.



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Obtained the following item in the event *Big Trouble*

Arvoreen's Amulet of Aid

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A golden disk 3 inches in diameter, it has the symbol of Arvoreen etched into it and inlaid with platinum. A hole at the top allows it to be worn on a chain or thong. The amulet has the following special powers, each of which uses charges. The amulet cannot be recharged.

1. The bearer can call upon Arvoreen to aid him in battle. The bearer or anyone he designates then receives an *aid* spell as the 2nd level priest spell, which affects the target immediately (even in the middle of a round) regardless of any other considerations. This uses one charge.
2. The bearer can call upon Arvoreen for escape. The wearer is affected immediately by a *dimension door* spell, which places him out of harm's way (as decided by the DM) at the end of the round. This uses three charges.

The bearer must always defend the helpless, weak, and innocent against aggression and oppression. Further, in any dispute involving halflings, the bearer must take the halflings' part until there is clear proof that the halflings are doing evil. Failure to abide by these conditions results in the shield crumbling to dust. The bearer may not sell, trade, or give away the shield. It remains in the owner's possession until death.



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