

This is to verify that the Living City™ character

Obtained the following item in the event *Crawl 2*

Long Sword –3, Cursed



The sword is old and ornate, quite valuable for its workmanship. Unfortunately, it's cursed. When you touched it, it became yours. You must wield this sword in all combats you face until a remove curse or a limited wish is cast upon you. It is -3 "to hit" and -3 "to damage." And if you are not proficient with a long sword, you must also include your non-proficiency penalty.

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Obtained the following item in the event *Crawl 2*

Cat Bell of Opening

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This gold bell was found around the neck of a crypt cat in the bedroom of a long-dead lich-priest of Bane. For the use of one charge, it produces the effects of a *knock* spell cast at 5th level. When found, the bell had six charges. It cannot be recharged.



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Mystran Holy Symbol

Found in the ruins of a temple of Bane, this Mystran holy symbol is a work of art. Made of platinum and gold and encrusted with tiny, perfect blue sapphires, it is breathtakingly beautiful. The symbol dangles about a thin chain made of gold and platinum links that shimmer like stars. It is valued at 5,800 gold pieces.



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Bane Holy Symbol

Found in the ruins of a temple of Bane, this Bane holy symbol is very well made and ornate. It is valued at 1,200 gold pieces.



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Signet Ring

This signet ring is valued at 800 gold pieces. The heraldry on the ring is not recognizable at this time.



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Potion of Antidote

The user becomes immune to all poisons for 24 hours.



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Potion of Great Healing



This prized healing potion cures 4d8 +4 of damage. If the potion is consumed in fourths, each fourth cures 1d8 hit points.

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Potion of Vitality



This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. The potion also makes the user proof against poison and disease while it is in effect, and the user recovers lost hit points at the rate of one every four hours.

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Potion of Cure Disease



This potion acts as the priest spell *cure disease*.

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Keoghtum's Ointment

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This sovereign salve is useful for drawing poison, curing disease, or healing wounds. It contains one application. Placed upon a poisoned wound, or swallowed, it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage.



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Figurine of Wondrous Power Entwined Jade Snakes

Ombedor Steen of Procampur possessed this rare figurine of wondrous power and used it often during his adventuring days. Because your party of adventurers surrendered every potion, powder, salve, and scroll to him that you garnered in the ruins of the temple of Bane, he gifted you with this.

Snake of Soothing: This exquisite armband carved in the image of a serpent is of jade so pale it looks white. When its command word is spoken, this white snake uncoils from its fellow snake, and transforms into a 6-foot-long python, and coils around the nearest living creature. The transformation takes a full round, during which the snake's activator can place the snake on any chosen individual. It never coils about a resistant target, instead reverting to figurine form, wasting that use. Once the snake has wrapped itself around a target, it begins to vibrate. When the snake's tongue touches the subject's wounds, the wounds close and heal. The snake may perform one *cure serious wounds*, one *neutralize poison*, and one *cure disease* on its subject, casting any and all that subject needs. Having *dispel magic* cast upon it or pronunciation of the command word causes the snake to revert to figurine form. The snake has 50 hp and AC 5, but will neither attack an individual nor heal its own wounds. It can be used once a day. If it is killed while in snake form, it is destroyed.

Snake of Striking: This exquisite armband carved in the image of a serpent is of a jade so dark it looks almost black. When its command word is spoken, this green snake uncoils from its mate, transforms into a 12-foot-long anaconda, and attacks the nearest creature. This transformation takes a full round, during which the item's possessor can hurl the snake at the desired target. If the activator of the snake misses the throw, the snake attacks the nearest living target (use the grenade-like missile rules in the DMG to resolve missed attacks). The snake has 50 hp, THAC0 13, and AC 5. It bites for 1d4 points of damage or constricts for 2d6 points of damage, attacking as a 10-Hit-Die monster. The snake attacks until reduced to 0 hit points, *dispel magic* is cast on it, or the command word is spoken again; if killed it is destroyed but if deactivated it returns to figurine form.. The snake can be used once a day.



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