



This is to verify that the Living City™ character

Obtained the following item in the event *Eyes of the Raven*

## Lens of Ultravision

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

A circular lens. When held before the eye, it enables the user to sense radiation in the ultraviolet spectrum. In effect, the user is able to see in total darkness as if in bright moonlight. General outlines can be distinguished from up to 240 feet away, and details can be seen clearly for 120 feet distance. Of course, the device must be held so as to be able to look through it. The lens is about 1 1/2" in diameter and is a faceted prism of aquamarine. **This item functions only for the original owner (may not be traded).** Each charge activates the item for one turn, whether it is used or the whole turn or not. The item cannot be recharged.



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## Grave Key

If this key is inserted into the dirt of a burial site and turned, the remains buried there rise out of the grave and obey the wielder of the key (one zombie or skeleton, depending on the state of decomposition). Note that using the key in this fashion is an evil act, and may affect the PC's alignment and class standing. This power can be used once in a 24-hour period, and the animated dead remains animated for the same 24-hour period. (2) If this is placed on a sealed coffin, crypt, tomb, and the like (provided there is no magic involved in the sealing - it has no effect on a *wizard locked* coffin, for example) it will open instantly.

**\*\*NOTE: Each time a character uses this item, there is a 10% chance that their alignment will change to Evil (and the character must be permanently removed from play) \*\***



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## Bag of Holding

This is a small sized bag, 30 cu ft, 250 lbs limit.



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