

This is to verify that the Living City™ character

Obtained the following item in the event *Grimm Determination*

Favor from House Grimm



This is a favor granted by Lord Alaric Grimm, commander of the Guard of the Star Sapphire of Procampur. It can be redeemed in one of three ways, all benefits to be gained ONLY by the bearer of this favor:

- It can be used to get a commuted sentence for one misdemeanor-level crime committed in the Procampur city limits.
- It can be used to get free access to the Nobles District for one full day.
- Future Procampur modules will allow this Favor to be redeemed for other uses. Possible uses will be detailed in that module.

This Favor may only be redeemed once, at which time the DM should either void this certificate or tear it in half.

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Obtained the following item in the event *Grimm Determination*

Excellent Shield



A medium shield constructed by the master armorer Opara Rendril. The shield bears both the coat of arms of House Grimm and the PC's personal standard. This shield is so sturdy that it grants the bearer a non-magical +1 bonus to armor class in addition to the usual one-point adjustment to AC for the shield. The shield makes all item saving throws with a +1 bonus.

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Obtained the following item in the event *Grimm Determination*

Whistle of the Guard of the Star Sapphire

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This non-magical whistle that will summon a patrol of 6 members of the Guard of the Star Sapphire (commonly known as the Star Guard) to aid the PCs in combat. If blown for any other reason the Guards will angrily berate the PC for wasting their time and confiscate the whistle (and the DM should void the certificate).

This whistle only functions if blown within the Procampur City limits. If blown outside the city of Procampur then no Star Guards are summoned. This whistle has three "charges." After the third time the whistle is used to summon the Star Guards it will be taken away to prevent the PC from making a bigger nuisance of himself to the Star Guard.

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