

This is to verify that the Living City™ character

Obtained the following item in the event *Hero's Welcome*

Sack of Hauling



This sack can hold up to 1000 pounds of goods. The total weight of everything in the sack is only one half normal weight to the bearer.

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Obtained the following item in the event *Hero's Welcome*

Mighty Trident +1



This is a +1 trident. On a successful hit with intent to impale (announced at the start) (-4 penalty to hit) the trident can impale a target. If this impale attempt misses, the attack misses. Anyone thus impaled is pinned (as per the wrestling rules) in the next round. Also, on any attempt to break free of the pin, the wielder of the trident adds 4 to his strength for purposes of determining the result. The trident can only be wielded by a person with a strength of 13 or greater.

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Obtained the following item in the event *Hero's Welcome*

Talisman of Vital Essence



This is a clear crystal set in a gold filigree basket. The crystal is the size and shape of a marble and is hung on a chain. The talisman will protect its bearer from undead creatures and spell effects that drain levels. The talisman will prevent the loss of one level, after which, the crystal will darken and crack and become useless. It is not rechargeable.

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Obtained the following item in the event *Hero's Welcome*

Flagon of Flowing Ale

This flagon can produce a gallon of excellent ale once per day.



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Bag of Monkeys

This is a small bag weighing only 2 pounds. When thrown at or near a person, 2d6 monkeys emerge from the bag and climb upon the nearest target. Each monkey will either (50 % chance) increase the person's AC (ie. making him easier to hit) or increase his THAC0. (ie. making it harder for him to hit) In addition, any spellcasters plagued by the monkeys are unable to cast any spells with material or somatic components. Each monkey has an AC of 7 and 4 hit points. The bag can only be used once, then it loses all of its magical power.



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Obtained the following item in the event *Hero's Welcome*

Rod of Lightning Bolts

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This rod will fire an 8d6 lightning bolt at the command of the wielder. Each lightning bolt uses one charge. The rod has 6 charges and may not be recharged. However, it has a 25% chance per use that it will explode, inflicting 3d6 of damage (no save) to the wielder and releasing the remaining charges in random directions. This chance is lowered by 1% for each point of spellcraft proficiency of the wielder (ie. a mage with spellcraft of 14 has an 11% chance the rod will explode.)



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Obtained the following item in the event *Hero's Welcome*

Ring of Protection +1



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Obtained the following item in the event *Hero's Welcome*

Short Sword +1



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Short Bow +1



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Battle Axe +1



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Obtained the following item in the event *Hero's Welcome*

Leather Armor +1



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