

This is to verify that the Living City™ character

Obtained the following item in the event *Isle of the End (General)*

# Wand of Frost

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This item is restricted to the high level Living City campaigns (Underdark and Planar).



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Date \_\_\_\_\_

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# Arrows +1

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# Figurines of Wondrous Power Golden Lions



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# Stone of Cleric Spell Reformation

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This large black opal (dark green with black mottling and golden flecks) by itself has no power, but when a cleric holds the stone and casts a spell of the same level as the spell to be converted it will transform the magical energies into the specified spell. The spell must be cast from the priest's memory and not from a scroll or other type of spell storing device. The priest must have the appropriate spell components for the original spell, but not the components for the converted spell. The spell cannot be enhanced or further modified in any way. This stone transforms the following spells:



<u>Spell Level</u>	<u>Changed to</u>	<u>Charges</u>
1 <sup>st</sup> level spell	<i>Cure Light Wounds</i>	0
3 <sup>rd</sup> level spell	<i>Dispel Magic</i>	0
5 <sup>th</sup> level spell	<i>Raise Dead</i>	1
6 <sup>th</sup> level spell	<i>Heal</i>	1

The priest casting the spell must have access to the transformed spell. The spells take affect at the level of the caster, just as he had cast transformed spell. This stone cannot be recharged. This item is only usable by clerics and specialty priests.

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# Gift of Jergal



The PC will receive a straight (no-modifiers for ANY reason) save vs. death magic against any energy drain attack to nullify the effect. Additionally, this boon grants the PC an unmodified save vs. death against death magic that does not usually grant a saving throw, such as Power Word Kill. This favor may not be traded, given away, sold, or used to benefit another in any way. Further, if the levels lost to receive the favor are restored in any way, the favor is withdrawn.

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This is to verify that the Living City™ character

Obtained the following item in the event *Isle of the End (General)*

## *Environmental Stealth Armor*

In its natural state this appears as a black, tight fitting, head-to toe body suit. The armor cannot be worn over or under any other type of armor. Pulling down the visor activates the suit. The suit may be active for up to 8 hours of use per 24 hours. Putting on or taking off the suit takes 5 rounds.

When active the user's body is transferred into a pseudo extra-dimensional space and can no longer be affected by magic that alters the body (enlarge, haste, slow, polymorph, wraithform, etc.). Furthermore, the suit provides the user with several abilities:

- Chameleon Power: suit blend with its surroundings (90% invisibility while immobile).
- Adaptation (as per necklace of)
- Spider Climbing as per spell
- Resistance to Fire and Cold (as per ring of)
- Free Action: as per spell
- Infravision: 120' range
- Ultravision: can see in natural darkness 120' range
- A dispel magic at 18<sup>th</sup> level will cause the wearer's body to appear outside the suit and make the suit stop functioning for 1d4 rounds.

While activated, the wearer of the suit has an effective strength of 17. Furthermore, this suit does not inhibit spell casting in any way (mages can wear this armor).

The suit itself conveys AC 0 on the wearer and cannot be further reduced (no dex, magic, etc.). No other defensive magics can supplement this armor class or effect the suit's defensive capabilities. The suit has 50 hit points and can only be harmed by physical edged attacks (blunt attacks actually pass through the suit and are transferred to the wearer). Other attacks such as magic missiles do damage to the wearer.

Furthermore, any protective devices worn by the wearer when the suit is activated cease functioning while the suit is active. The suit provides no protection against attacks affecting the mind. Nor does this suit protect against any type of necromantic spell or effects.

If the suit takes 50 hit points of damage it is destroyed and it utterly destroys the wearer. No form of magic short of a wish can restore the wearer if the suit is destroyed. Damage to the suit heals at a rate of 1 hit point per day and this rate cannot be increase under any circumstances.

This item is restricted to the high level Living City Underdark campaign.



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This is to verify that the Living City™ character

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## *Dust of Disappearance*



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# *Dust of Disappearance*



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# *Dust of Disappearance*



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This is to verify that the Living City™ character

Obtained the following item in the event *Isle of the End (Premier)*

## *Levitating Ballista of Speed*



This magical ballista is attached to a 4'x10' wooden platform. This platform can levitate for up to one hour per day. It can lift up to 500 lbs (in excess of the ballista) at a rate of 20 feet per round. The ballista itself is enchanted to cock itself, which allows for it to be fired by a single individual once per round. The ballista can be targeted on a single individual. The ballista is fired using the operator's unadjusted base THAC0 (dexterity does not apply). The target is AC 10 less any dexterity modifiers (armor and magic do not count). A successful hit does 2d8 points of damage to the target and the target must make a saving throw vs. paralyzation or be knocked of his feet. The ballista cannot be *enlarged*, *reduced*, *hasted*, or the like. It is AC 8 and has 40 hit points and saves as thick wood. This item is restricted to the high level Living City Underdark campaign.

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This is to verify that the Living City™ character

Obtained the following item in the event *Isle of the End (Premier)*

## *Gift of King Durglewraithindar Murgleishenblin*

This following item was bestowed upon the above referenced character for saving the life of King Durglewraithindar Murgleishenblin of the Svirfneblin City, Jacinth. The PC can only chose on of the following rewards and once chosen, the item cannot be traded. Check the PC's choice.

\_\_\_ **A Set of Quality Mithril Armor:** This armor is constructed to the dictates of the PC and can be any armor from chain mail to full plate. Due to the craftsmanship and materials used to fabricate the armor, it provides superior protection to others of its kind by a factor of one (i.e. full plate provides an Armor Class of 0). The armor is inscribed with the emblem of the City of Jacinth and markings that identify the PC. This armor is not enchanted, but is of enchantable quality. The armor is highly polished and does not rust.

\_\_\_ **A Set of Melee Weapons of Mithril:** Either a primary and off-hand weapon, or a primary weapon and shield forged from mithril. These gifts are not enchanted, but are of enchantable quality. These items bear the emblem of the City of Jacinth and markings that identify the items as belonging to the PC.

\_\_\_ **A Badge of the Svirfneblin:** This badge can be fashioned into a brooch, ring, pin or other item of jewelry. It carries the emblem of the City of Jacinth and markings that identify the individual who rightfully bears the badge. The badge is enchanted to provide the following abilities:  
Infravision with a 90' range

- *Blur* and *change self*, each once per day
- The ability to freeze in place in the Underdark, with a 40% chance of remaining undetected by observation, including those who have infravision.
- +3 to saving throws vs. earth-based attacks, including petrification

The svirfneblin badge is restricted to the High Level Underdark campaign, but the other item choices are not.



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