

This is to verify that the Living City™ character

Obtained the following item in the event *If Only*

## Chain Mail +2

Human-sized



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Convention \_\_\_\_\_ Date \_\_\_\_\_

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## Staff of Battle +1

If a *staff of battle's* attack roll is a natural 20, any armed opponent that it strikes must make a successful Dexterity check or be disarmed, the opponent's weapon flying out of immediate reach (1d10 + 10 feet away). Treat any NPC for whom stats are not provided as having a Dex of 13 for the purposes of this weapon's effects. This staff ceases functioning on August 1, 2001.



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## Mutlar's Spellbook

Check level played:

- \_\_\_ Tier One: *protection from paralysis* (2<sup>nd</sup>), *shatter* (2<sup>nd</sup>), *Melf's acid arrow* (2<sup>nd</sup>),
- \_\_\_ Tier Two: tier one spells plus *hold portal* (3<sup>rd</sup>), *protection from normal missiles* (3<sup>rd</sup>), *lightning bolt* (3<sup>rd</sup>), *watery double* (3<sup>rd</sup>)
- \_\_\_ Tier Three: tier one and two spells plus *fire trap* (4<sup>th</sup>), *minor globe of invulnerability* (4<sup>th</sup>), *dimension door* (4<sup>th</sup>), *fumble* (4<sup>th</sup>)
- \_\_\_ Tier Four: tiers one through three spells plus *shadow magic* (5<sup>th</sup>), *summon shadow* (5<sup>th</sup>)
- \_\_\_ Tier Five: all spells above plus *disintegrate* (6<sup>th</sup>)



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This is to verify that the Living City™ character

Obtained the following item in the event *If Only*  
***Blessing of the Triad***



This favor is bestowed upon those PCs that rescued the villagers of Darospur without asking for payment in return. A priest of each Triad member was included in the casting of this blessing. This allows for one of the following to be used only once by a character who did not choose gold as payment for the mission.

- *scales of Tyr* - The PC can call upon Tyr to receive the effect of a *wolf jaws* spell as an innate ability.
- *mark of Ilmater* - The PC can call upon Ilmater and receive the effect of a *favor of Ilmater* (second part only) spell as an innate ability.
- *gauntlet of Torm* - The PC can call upon Torm and receive the effect of a *hand of Torm* spell as an innate ability.

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