

This is to verify that the Living City™ character

Obtained the following item in the event *No Time to Lose*

## *Figurine of Wondrous Power: Hecatoncheires*



This tiny statuette appears to be a wide-bodied humanoid with many arms. Once per day it may be tossed down and a command word spoken, causing it to become a living creature. It instinctively obeys and serves its owner. When it dies, it reverts to its figurine form and cannot be used again for one month. [Int semi; AL N; AC 5; MV 12; HD 5; hp 25; THAC0 15; #AT 10; Dmg 1d2 (x10); SA none; SD none; MR nil; SZ M (6' tall); ML n/a.]. **Restricted to Living City high level games only.**

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DM RPGA# \_\_\_\_\_  
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## *Cloak of Protection +3*



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## *Philter of Glibness*



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# Potion of Vitality

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

Six *potions of vitality* in a single container



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# Potion of Extra Healing

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

Six *potions of extra healing* in a single container



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# Purse of Tithing

Usable only by a lawful good priest or paladin, this small purse is made of black velvet, closed with a drawstring. Any coins, gems, or treasure placed in the bag are instantaneously teleported to the character's church or other charitable institution, so long as it is on the same plane when used. The character keeps a small chip of stone, wood, or glass from the designated institution in the bottom of the bag to indicate the destination. Once it is attuned to a certain church, it is no longer considered the property of the PC. Thus, it does not count against a paladin's 10-item limit. Its dimensions when laid flat are 4" x 4", and it otherwise has a normal capacity of 20 gp.



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# Urn of Titanic Holding



This finely crafted 6" diameter receptacle is etched with the images of several athletic figures sprinting. Constructed of pottery, it operates similarly to a *bag of holding* of the largest size. Although its aperture is only 6" across and it weighs just 5 pounds at all times, it opens into an extra-dimensional space with a capacity of 1,500 pounds and a volume of 250 cubic feet. As it is pottery it saves as normal ceramic on the item saving throw table; it has no save bonuses. It also has to save vs crushing blow whenever the person carrying it falls more than 20 feet. **Restricted to Living City high level games only.**

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# Talisman of Fiend Summoning

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



Fashioned from the leg bone of a farastu gehreleth and boiled in its ichor, this rough cylindrical black trinket is 6" long and weighs less than a pound. Each charge summons 1 tanar'ri of 9 or fewer hit dice, typically a chasme or babau, but according to judge wishes. Due to its creation in the manner of a spell key, summoned creatures are not free-willed and remain under the control of the caster for 12 rounds, at which time they disappear. They cannot gate in additional creatures, but will otherwise obey so long as both they and the caster remain on Carceri. It must be activated when on Carceri; it does not work on other planes. **Restricted to Living City high level games only.**

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# Ring of Spell Storing



Worn for decades by the fallen paladin, Uri the Unrelenting, this polished mithril band may be used to store ONLY the following spells. It has the additional property that these spells operate at the 10th level of ability regardless of the level of the caster who stored them: *light*, *warp wood*, *neutralize poison*, *cure critical wounds*, *flame strike*. The ring only works for characters currently able to cast priest spells when the ring is worn. **Restricted to Living City high level games only.**

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# *Two-handed Sword +3, Defender*



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## *Favor of Lithuriel*



The character named above has earned the favor of Lithuriel the planetar. In return, the character can invoke Lithuriel's aid once for one of the services listed below. Some services require two or more favors. Spell-like abilities are cast at 14<sup>th</sup> level. The character does not have to be conscious to use these abilities on himself. Each certificate counts as one favor.

- This can be used to do one of the following effects: Neutralize Poison, Cure Critical Wounds, Cure Disease (even Lycanthropy and Mummy Rot), Abjure, or Remove Curse. Choice is made at time of use.
- Lithuriel uses her influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors.
- Two favors can be used to have Lithuriel cast one of the following: *raise dead*, *heal*, or *blade barrier*. Three favors can be used to invoke a *fire storm*, a *holy word*, or a *resurrection*.

This favor cannot be given to anyone else, but it can be used for someone else. **Restricted to Living City high level games only.**

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