

This is to verify that the Living City™ player

Obtained the following item in the event *Salvation*

Wand of Orcus

The PC named above possesses the Wand of Orcus (for the time being). This certificate must be presented to the Dungeon Master at the start of any adventure the PC participates in. Showing the certificate to the DM is the only way to use any of the powers.

Passive Powers

- Possessor is AC 0
- Possessor takes ½ damage from magical fire
- Possessor is immune to normal fire
- Possessor is +4 on all saving throws
- Possessor cannot be surprised
- Possessor gains 25% magic resistance
- Wand acts as a *mace* +4, doing 2-12 (+4) points of damage. Against tanar'ri and baatezu it does double damage. PC suffers no non-proficiency penalty, even if he is not proficient with mace.
- Tanar'ri and baatezu suffer a -50% to their magic resistance versus attacks from the Wand.
- The Wand is an artifact of eternal power, therefore it is unaffected by anti-magic shells, dead magic zones and other magic dampening effects.

Active Powers

- Ice Storm 1/day (12d4+12)
- Fireball 1/day (12d6)
- Fly 1/day (4 hour duration)
- Cause Critical Wounds 3/day
- Slay Living 1/day
- Command undead (as 20th level cleric of Orcus)
- Animate dead 1/day at 20th level
- Disintegrate 1/week

Side Effects

- PC doubles body weight.
- Small plants die at PC's touch. Sentient plants take 1d6 hit points of damage per round. Gloves do not prevent this.
- Charisma drops 4 points permanently.
- The Wand radiates tremendous evil that cannot be hidden by any misdirection or protection from detection. Any paladin PC or NPC will immediately sense something evil around the PC without having to concentrate.
- The Wand cannot be separated from the PC by any outside force. If the PC tries to give the Wand away or leave it, the PC loses one hit point per round and will die within 1 hour, despite hit point total.
- If the PC dies, both the PC and the Wand disappear. The PC cannot be raised, resurrected, reincarnated or wished back to life. The PC's spirit cannot be contacted or located in the afterworld. No divine power will intervene to bring the PC back to life.

The Wand is an aggressively corrupting influence. It has begun the process of converting the possessor to its will. This influence will have no effect on the PC's behavior until the Wand has claimed the PC's soul. Every game the PC plays increases the corruption by 5%. Every time the PC uses an active power, it increases the corruption by an additional 10%. The DM must be given the certificate to mark the corruption. If two PCs at a table both possess a Wand of Orcus, the corruption is concentrated. Every time one PC uses an active power, both PCs suffer the 10% corruption effect. At the end of every game session the PC must roll percentile dice in front of the DM. If the percentile roll is equal to or less than the degree of corruption, the PC is drawn into the Abyss. There is no way to slow or reverse the corruption, and there are no modifiers to the percentile roll. The PC possessing the Wand willingly accepted the artifact and must live up to the responsibility of that choice. The Wand disappears as the PC is drawn into the Abyss.

Corruption

Check to mark the progressive corruption of the PC. The highest amount marked is the current amount.

05% 10% 15% 20% 25% 30% 35% 40% 45% 50%
 55% 60% 65% 70% 75% 80% 85% 90% 95% 100%

The Wand is a jealous and demanding artifact. It has already consumed half of the PC's wealth and magic items and forced him to give away all remaining magic items. The PC cannot own or carry any magic items or the Wand will drain it of all magic. The Wand claims half of any wealth the PC receives in the future. Such wealth is destroyed feeding the Wand.



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