

This certificate is to verify that the LIVING CITY™ Character

**Value:** 540 gp/chg  
**Size:** Tiny  
**Tradeable:** YES  
**Rarity:** Common

obtained the following in the event *A Squire's First Errand*

## ***Brooch of Spectral Forces***

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This brooch works as a *wand of spectral forces* with 27 charges, the spell cast by a 12th-level sorcerer.



**Authorized Signature** \_\_\_\_\_ **RPGA Number** \_\_\_\_\_  
**Convention** \_\_\_\_\_ **Date** \_\_\_\_\_

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This certificate is to verify that the LIVING CITY™ Character

Value: 0  
Size: N/A  
Tradeable: NO  
Rarity: Unusual

\_\_\_\_\_ obtained the following in the event *A Squire's First Errand*

## ***Blessing of Ilmater (Weapon Enhancement)***

This magical gift is in the form of a permanent blessing (enhancement) to a chosen melee weapon with which the character is proficient. Once the blessing is given, the weapon can no longer be traded or sold, but may be given away if the character sees a worthy person to give it to. Attach the blessing (enhancement) certificate to the chosen weapon certificate; the blessing must be used on a weapon that has a certificate. Check which blessing was given to the PC.

\_\_\_\_\_ - For priests of Ilmater, Torm, and Tyr:

+1 enhancement bonus to hit and damage, and Defending ability (+1 effective bonus). This blessing adds +2 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement. The Defending power does not stack, so it cannot be applied to a weapon that already has it.

\_\_\_\_\_ - Paladins of Ilmater, Torm, and Tyr: +1 enhancement bonus to hit and damage, and Holy ability (+2 effective bonus). This blessing adds +3 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement. The Holy power does not stack, so it

\_\_\_\_\_ - Other clerics, priests, and paladins: No enhancement bonus, but the Spell Storing ability (+1 effective bonus) is added to the weapon. This blessing adds +1 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus. The Spell Storing power does not stack, so it cannot be applied to a weapon that already has it.

\_\_\_\_\_ - Other party members: +1 enhancement bonus to hit and damage. This blessing adds +1 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement.



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\_\_\_\_\_ - For priests of Ilmater, Torm, and Tyr:

+1 enhancement bonus to hit and damage, and Defending ability (+1 effective bonus). This blessing adds +2 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement. The Defending power does not stack, so it cannot be applied to a weapon that already has it.

\_\_\_\_\_ - Paladins of Ilmater, Torm, and Tyr: +1 enhancement bonus to hit and damage, and Holy ability (+2 effective bonus). This blessing adds +3 total effective bonus to the value of the weapon (see DMG pg. 184 to find the weapon's new value). Weapons cannot have more than a +10 total effective bonus, and the magical "plus" of a weapon cannot go above +5 with this enhancement. The Holy power does not stack, so it

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