

This is to verify that the Living City™ character

Obtained the following item in the event *The Underground*

# Bastard Sword +2 "Deathstryke"



This *bastard sword* +2 constantly hums and glows a bright green when unsheathed. It can only be wielded by Good beings, and will emit a piercing scream if held by Neutral beings. Evil beings receive 12 damage per round they touch the sword. Once per adventure, the wielder of *Deathstryke* can choose a target. Against that target, *Deathstryke* will deal double damage dice for five rounds. Once a target is chosen, it cannot be changed within that adventure. *Deathstryke* is considered Neutral Good, with Ego 12 and Int 12. The wielder will hear the word "Strike!" when the double-damage power is in use. The weapon's humming cannot be silenced by any means.

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# Bracers of Power

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These magical bracers work as *bracers of defense* AC 8. However, they have 10 charges, and the use of a charge increases their protection according to the chart below. The bracers cannot be recharged. When the last charge is expended, the *bracers* become *bracers of defense* AC 8.

AC 7 for one turn	one charge
AC 6 for one turn	two charges
AC 5 for one turn	four charges
AC 3 for one turn	six charges

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# Gauntlets of the Faithful Knight



This pair of plate gauntlets can be fit with a suit of plate armor, and if paired with magical plate armor, the armor and gauntlets are counted as one item against a paladin's magic item limit. Upon the hands of a paladin, these gauntlets enhance his or her healing abilities, doubling the hit points healed by their *lay on hands* ability once per adventure.

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# Ring of Minor Maxing

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This finely crafted gold ring will modify any one spell cast to the maximum of any variable (only one part of the spell can be maximized: range, duration, or area of effect, NOT damage), or double it for set numbers. Each use (spell effected) drains one charge. The ring can never be recharged.



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# Harper Recognition

This character's actions unknowingly helped save a Harper agent. The Harpers have long memories, and this might lead to good things for some, and bad for others.



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