This is to verify that the Living City™ character

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Obtained the following item in the event *Veil of Darkness*

Sabre of Everstriking

This saber always hits an intended target unless an impossible blow is attempted (this includes trying to hit things which require magical weapons to hit). The weapon has no attack or damage bonuses. For every swing, a roll to hit must be made. If the result indicates a miss, then the wielder loses a number of hit points equal to the amount of damage it scores on the opponent (including strength and other magical bonuses).

Any character who picks up this sword is cursed always to draw this sword in any further combat, and will ignore all other weapons carried in favor of this one. If the curse is removed, the sword is destroyed.

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Obtained the following item in the event *Veil of Darkness*

Flail +2

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Obtained the following item in the event *Veil of Darkness*

Wand of Darkness

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

The *wand of darkness* is able to create *darkness 15'radius* with the use of one charge and *continual darkness* with the use of two charges. The command words are written on the blackened oak rod. It may not be recharged.

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