

This is to verify that the Living City™ character

Obtained the following item in the event *What The...*

Potion of Healing



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Authorized Signature _____

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Favor of Oghma



This favor allows any character to cast one 1st level priest divination spell. The spell is cast at the 6th level of ability. After this, the favor is used up.

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This favor allows any character to cast one 1st level wizard divination. The spell is cast at the 6th level of ability. After this, the favor is used up.

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When activated, the favor grants a proficiency in wrestling. The proficiency is usable for the length one adventure. After this, the favor is used up.

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This favor allows PC to cast cure serious wounds. This takes one turn of concentration on the part of the PC. After this, the favor is used up.

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This favor allows PC to cast comprehend languages. The casting takes two rounds of concentration, and is cast at the 6th level of ability. After this, the favor is used up.

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This favor grants a proficiency in one of the following (roll randomly at time cert is earned, if the PC already has that proficiency, roll again): spellcraft, religion, reading/writing, herbalism, hunting. The proficiency is usable for the length of one adventure. After this, the favor is used up.

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This favor allows the user to cast the 2nd level wizard spell *detect evil*. The spell is cast at the 6th level of ability. After this, the favor is used up.

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Pin of Dark Vision

[] [] [] [] []

Activating the pin allows the wearer to see in any darkness including magical darkness for one turn. Each use lasts for one hour and drains one charge. When the charges are gone, the pin crumbles to dust.



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