

This is to verify that the Living City™ character

Obtained the following item in the event *When Ao Comes to Town*

## Mask's Ring of Protection



It functions as a *ring of protection* +2, but the wearer must roll a twenty to save versus any spell cast by a Priest of Mask. This save cannot be modified in any way. During the first five hours the PC possess the ring he may put it on and take it off normally. After five hours the ring may only be removed by a Priest of Mask acting voluntarily, through the use of a *limited wish* spell, or the use of a *remove curse* of at least 18<sup>th</sup> level.

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Convention \_\_\_\_\_ Date \_\_\_\_\_

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## Sphere of Minor Globes

[ ] [ ]

Use of one charge casts a *minor globe of invulnerability* as per 4th level wizard spell. The globe lasts for 10 rounds.



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## The Teachings of Ao (book)



This book details the Time of Troubles and Ao's appearance in Waterdeep. It gives its owner +1 to all religion rolls involving Ao or the Time of Troubles.

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## *Black Robe of Useful Items*



This robe of useful items contains the following: two daggers, a filled and lit lantern, a large mirror, two 10' poles, a grappling hook, two candles, a 50' coil of rope, a large sack, a 24' wooden ladder, a mule with saddle bags, a 12' long rowboat, and a pair of mittens. Once any item is removed it may never be replaced.

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## Peasant Hero Status in Hill and Hallow



The PCs are Heroes of Hill and Hallow. They effectively have Peasant Hero status (as per 'Peasant Hero' in *Complete Fighter's Handbook*) in the Village. No matter what they do from this point onward, or what anyone thinks of them, the character always has shelter and often has other help when in Hill and Hallow. Unless it is known that the character has hurt people from the town, they will always find people to put them up, hide the character and their companions from the law, supply them with food and drink and whatever little weaponry they can scrape together.

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