

This is to verify that the Living City™ character

Obtained the following item in the event *Arrival*

Mask of Bhaal



This elaborately-carved wooden facemask instills a feeling of horror upon all who behold its fearsome countenance. Any one creature (selected by the wearer) with a Wisdom lower than 12 viewing the mask must save vs. paralyzation or be frozen in fear for 1d4 rounds. This power may be used once per adventure. The item is a favorite for assassins, who use it to ensure easy prey, and any character of good alignment will be revolted by its use by a companion.

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Obtained the following item in the event *Arrival*

Animal Companion—Carnivorous Ape



Raised from birth to be fiercely loyal to its master, this tame animal companion will protect the PC as best it can, attacking enemies, following simple commands, etc.

Carnivorous Ape; Int Ave; AL N; AC 6; MV 12 (9 in trees); HD 5; hp 30; THAC0 15; #AT 3; dam 1-4/1-4/1-8; SA nil; SD nil; MR nil; SZ M (5'10"); ML 16.

The player must decide before the beginning of each module if the companion will accompany the PC or not, and the animal's hit dice count as 5 levels for purposes of tier determination. This companion may not be traded.

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Animal Companion—Grizzly Bear



Raised since birth to be fiercely loyal to its master, this animal companion will act to protect the PC as best it can, engaging enemies, following simple commands, etc.

Grizzly Bear; Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 20; Thac0 15; #AT 3; 1-6/1-6/1-8; SA Hug; SD nil, MR nil; sz L (9' tall); ML 18.

If the grizzly scores a paw hit with a roll of 18 or better it will also hug for 2d6 points of additional damage. It will continue to fight 1d4 rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, it is killed immediately. The player must decide before the beginning of each module if the companion will accompany the PC or not, and the animal's hit dice count as 5 levels for purposes of tier determination. This certificate may not be traded.

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Favor of Elerio



As thanks for rescuing him from the rigors of time, the Archmage Elerio agrees to enchant one item per PC in any of the following ways (and must be stapled to the item certificate it modifies, if that item is itself magical).

- Add two charges to any rod, staff or wand (not including items which specifically cannot be recharged, or which have only a single charge remaining).
- Add a temporary +1 to any weapon. (Three charges) (This enchantment lasts for six rounds.)
- Add a temporary +1 bonus to the Armor Class value of any armor or garment. (Three charges) (This enchantment lasts for six rounds.)

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Obtained the following item in the event *Arrival*

Gratitude of the Temple of Torm



A year to the day of Torm's death battling Bane in the Tantran harbor, and avatar of the God of Duty appeared in the Tormish temples of Ravens Bluff and Tantras. This avatar named the above PC a hero to the faith of Torm, for helping to uncover the corruption of the church during the Time of Troubles.

As such, the name of the PC will be recognized by priests of Torm in Ravens Bluff or Tantras, and that PC may always lodge freely at either temple. This lodging is for up to three days at a time.

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