

This is to verify that the Living City™ character

Obtained the following item in the event *Everything Dies — Low Level*
Elixir of Spell Recollection



This violet colored elixir will allow any wizard or bard who consumes it to recall any one spell of 6th level or less that they have cast that day. The spellcaster must will back into memory the desired spell and cast it during the elixir's duration. The wizard loses half of his normal hit points, they can not be recovered until the potion expires, then they can be restored by normal means. This elixir lasts 3 turns.

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This is to verify that the Living City™ character

Obtained the following item in the event *Everything Dies — Low Level*
Potion of Stone Form



A character drinking this magical mixture turns into a living, stone statue. This grants the character a base AC of 0, a saving throw bonus of +3, and an effective Dexterity of 3 for the potion's duration- 1d4+4 rounds. A character's THAC0 is modified for Dexterity of 3, but damage from attacks the character makes is not changed.

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This is to verify that the Living City™ character

Obtained the following item in the event *Everything Dies — Low Level*
Potion of Controlling Damage



This potion is usable by all classes. When imbibed, the effects are realized immediately. Damage to the user is lessened by 2 points per Hit Die of any damage dealt after drinking the potion (minimum one point per die), including damage from spells, weapons, falling, etc. When the damage caused by combat is given in "points", the potion negates one-third of the total. The duration is 3d4 rounds.

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This is to verify that the Living City™ character

Obtained the following item in the event *Everything Dies — Low Level*
Potion of Lightning Form



Drinking this magical liquid causes the user and anything worn or carried, to assume a vaguely humanoid, electrical form. This form, which lasts for 5d4 rounds, is able to fly at a speed of 96, MC D. Each round the form can attack all creatures within a 10-foot-radius by arcing from target to target, striking as if each victim were AC 10, and causing 1d6+2 points of damage per successful attack. Because of the speed of the character, there is a 50% chance of striking any friendly targets in range.

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This is to verify that the Living City™ character

Obtained the following item in the event *Everything Dies — High Level*

Staff of Curing

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