

This is to verify that the Living City™ character

Obtained the following item in the event *The Forgotten Land*

Machukli Roots



Machukli Roots, when digested, provide a minor amount of healing through triggering the body to accelerate blood clotting and tissue repair. The amount healed is 1-4 per root eaten. This amount is healed a turn after the root is eaten and only one root can take effect on a person each day.

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Shubati of Anhur



This is a foot-long intricately carved, wooden statuette inlaid with gold. The shubati is painted red, blue, black and gold in many of the wooden areas. It has two star sapphires inset for eyes that brilliantly sparkle when they catch the light. The figure resembles the likeness of Anhur, the Mulhorandi god of War. Anyone given this statuette will be informed that it is a great honor to receive, that it is a symbol of Anhur's favor and that it should never be given away, traded or sold. The Shubati of Anhur is worth 700 gold and it provides a +1 reaction modifier when dealing with followers of Anhur.

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Bonus Non-weapon Proficiency



The character is out of play for six months. The convention date and validation date for the proficiency must be six months apart. If the character is played during that six months, the training is lost and the proficiency not gained.

Gain a bonus non-weapon proficiency out of the following (check the one learned):

- speak Mulhorandi local history- Mulhorandi read/write Mulhorandi
 chess charioteering.

Date training begun (it must be immediately after this event is played): _____

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Potion of Anhur's Might



This potent brew is concocted from a secret blend of ingredients known only in Mulhorand. When consumed this potion acts like a *strength* spell was cast on the imbiber. It will bestow 1-8 points of *strength* (each 10 points of exceptional strength counts as 1 point of strength) regardless of class. Strength cannot be raised above 19 with this potion. Further, when consumed by a priest, it will provide the user with fighting prowess as if the priest was a fighter specialized in one of the weapons the priest already has proficiency in before imbibing the potion. The effects of this potion last for 1-4 turns.

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Khopesh Necklace of Anhur



This necklace consists of a golden chain with a small miniature gold cord bound to a khopesh. Whenever an energy drain or poison attack strikes the wearer of the necklace, the PC is allowed to make a saving throw versus death magic (all magical bonuses apply to this save). A successful save indicates that the necklace will cause the affected area to glow a bright golden color. The golden light negates the attack entirely and drains charges out of the necklace. Poison attacks drain one charge, energy drain attacks drain three charges. If the saving throw is failed, the normal saving throw vs poison is still applicable for poison attacks. The necklace has seven charges and is still a sign of being honored by the church of Anhur once the charges are gone.

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