

This is to verify that the Living City™ character

Obtained the following item in the event *In the Halls of the Mountain Mage*

Long Sword +2



This sword is of ancient elven manufacture.

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Bronze Short Sword +2



Note, on the roll of a natural one with this weapon, a 9 or better will have to be rolled on a d20, or the weapon snaps and is useless.

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Obtained the following item in the event *In the Halls of the Mountain Mage*

Elven Long Bow +1 (strength)



The bow is a +1 strength bow for 18 strength, giving a total to hit and damage of +1 to hit, and +3 to damage. An 18 or greater strength is required to get the strength bonus of +2 to damage.

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Bracers of Defense AC 5



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Potion of Extra Healing



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Potion of Extra Healing



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Potion choice

(mark the one that corresponds to what the PCs found in the adventure)

___ *Potion of Strength*: This potion adds one to strength, to a max of 18(00). If the strength is less than 17 after the addition, it raises the strength to 17, taking the points randomly from the other five characteristics. Note that exceptional strength counts the same as in character generation. The duration of effect is 5d4 turns.

___ *Potion of Beauty* - This potion adds one to charisma, to a max of 19. If the charisma is less than 16 after the addition, it raises the charisma to 16, taking the points randomly from the other five characteristics. The duration of effect is 5d4 turns.

___ *Potion of dragon skin* - The *potion of dragon skin*, changes a character. The character loses all hair. The only hair remaining are the eyelashes. The person's skin is changed to some form of flexible smooth scales, like the skin of a snake or a young dragon. You have an interesting color, and your eyes are now yellow with vertical slits where the irises are. You also feel a change in your tongue, and actually do now have a forked tongue.

Color Chart, d8 (ignore 8s)

- | | |
|--------------------------|--------------------|
| 1 - a satiny black, | 2 - a glossy blue |
| 3 - a coppery color | 4 - a silver color |
| 5 - a gold color | 6 - a red color |
| 7 - a satiny snow white. | |

The skin gives a non-magical armor class of five. Since this is skin, mages can have it, rings of protection and cloaks of protection can combine with it to improve AC. Since you no longer have sweat glands, in warm weather you have to pant like a lizard on a hot rock. The duration of effect is 5d4 turns.



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