

This is to verify that the Living City™ character

Obtained the following item in the event *Mist Opportunities*

Bolts +2

[] [] [] [] [] []



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This is to verify that the Living City™ character

Obtained the following item in the event *Mist Opportunities*

Potion of Wraithform



This potion, when consumed, confers the effects of the wraithform spell cast at 7th level. The vial is very fragile and must save vs anything with a natural 20 or break.

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Bracelet of Fire Resistance, Cursed



This bracelet has the powers of a *ring of fire resistance*, but is enchanted to miscast any elemental fire spells performed by the wearer. The powers of the bracelet are rendered useless and the spell goes off at point blank range (right on the caster). The protection powers of this bracelet only work for spellcasters who can cast elemental fire spells. The bracelet, once donned, can only be removed by a successful *remove curse* cast at 16th level, a *limited wish*, or a *wish*.

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Minor Tome of Fire Magic



Minor wizardly tome of fire magic that contains the following spells: *burning hands, flaming sphere, fireball, flame arrow, fire shield, rite of Gwonadon.*

Rite of Gwonadon (3rd level wizard spell)
Range: 10' Radius Components: V, S, and M.
Duration: 1turn/ level Area of effect: caster
Saving throw: None

This spell allows all fire-based spells to be cast at 2 levels higher than normal. Unfortunately, it also has the possibility of corrupting the mage into a worshipper of Gwonadon. Caster must make a successful system shock roll or be shifted 1 alignment closer toward chaotic evil. Material spell component is a 500 gp fire opal.

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Chaosblade, Blade +3



Chaosblade is an extra-planar weapon created in Pandemonium (thus it is +1 on the Prime Material). It counts as a magic weapon of sufficient plus to hit any creature requiring magic weapons to hit. When drawn, it randomly changes to one of the weapons listed below (roll 1d6 to determine type):

- | | |
|--------------------------------------|------------------------------|
| 1: knife (D3/D2) | 2: short sword (D6/D8) |
| 3: saber (D6+1/ D8+1) | 4: long sword (D8/ D12) |
| 5: 2 handed bastard sword (2D4/ 2D8) | 6: 2 handed sword (D10/ 3D6) |

The random roll cannot be affected by any means. The blade remains in that form for one day (when it is sheathed again, it turns back into a dagger, but if drawn again the same day it retains the form that was rolled).

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