

This is to verify that the Living City™ character

Obtained the following item in the event *On Guard (General release version)*

Ring of Extension



This item functions as an *amulet of extension*. This item is restricted to use in the High Level Campaign events only.

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Obtained the following item in the event *On Guard (General release version)*

Battle Axe +3



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This is to verify that the Living City™ character

Obtained the following item in the event *On Guard (General release version)*

Subterranean Riding Lizard



Trained by the drow of Nycanthandar and marked with the brand of the 4th House, this reptilian mount is completely "domesticated" for use in the Underdark. A non-weapon proficiency slot (riding land-based) is required to control the lizard in combat, but it can function fine as a normal mount in non-combat situations.

Able to walk on walls and ceilings normally, this creature is a valued mount for many Underdark races. A special saddle (5000gp if made on surface) is required for absolute vertical and horizontal use of the creature's skills, it assures the rider does not fall out.

Int Very; AL LN; AC 7; MV 15, Sw 20; HD 5; hp 30; THAC0 15; #AT 3; Dmg 2-8/2-12/2-12; SA nil; SD see appendix; MR nil; SZ H (stand 12' high, tail 8-10'); ML elite (13-14).

See description in the Forgotten Realms boxed set *Menzoberranzan, Book One: The City* (p.92) for detailed description of the creature's full abilities.

These creatures are restricted to use in the High Level Campaign events only.

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Wand of Viscus Globs

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

This functions as per description on page 1496 of the *Encyclopedia Magica, Vol. 4*. The wand cannot be recharged. This item is restricted to use in the High Level Campaign events only.



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This is to verify that the Living City™ character

Obtained the following item in the event *On Guard (General release version)*

Secari of Poison +4

This rather plain-looking derro crafted dagger is made of a cold, black metal. Slightly curved, the weapon cannot be thrown with any accuracy, but is a vicious-looking weapon. The hilt is made of an odd bone substance, and when the pommel is removed, a hollow interior is revealed. Up to 3 doses of poison can be stored in this dagger, and will drip down the blade upon the next 3 successful hits. This item is restricted to use in the High Level Campaign events only.



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This is to verify that the Living City™ character

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Footman's Mace +1

This mace also provides +1 protection (AC bonus) when being used in combat. The protection can be combined with any other type of protection item.



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Oil of Improved Invulnerability



This magical oil will protect the user from all magical weapons. When applied, it lasts for one turn (10 combat rounds) and confers complete immunity to the physical damage affects of any enchanted weapon. Magic weapons pass through recipient of this oil as if he/she were non-corporeal, similar in appearance to the *ironguard* spell. Non-magical weapons can still harm the user of this powder, if they are susceptible to them. This item is restricted to use in the High Level Campaign events only.

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Ring of Warmth



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This is to verify that the Living City™ character

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Bag of Holding

1,000 lbs capacity

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Drow Bracers of Defense AC 4

This item is restricted to use in the High Level Underdark Campaign events only.



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Drow Bracers of Defense AC 5

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This is to verify that the Living City™ character

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Scroll with Amorphous Form



This scroll functions exactly as the Ghaunadaran spell described in the *Demihuman Dieties* book, but with 10% chance of permanently becoming a Ghaunadan. Written at 14th level. This item is restricted to use in the High Level Campaign events only.

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Potion of Cloud Giant Strength



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Wizard Scroll



This scroll is written with the spells *Snilloc's major missile* (5th level FR), *repulsion* (6th PHB), *reverse gravity* (7th level PHB). Written at 14th level. The spells may not be copied into a spellbook; they must be used from the scroll.

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Necklace of Missiles



Missiles remaining:

___ 3d6 ___ 3d6 ___ 6d6 ___ 10d6 ___ 20d6.

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Studded Leather Armor +5



This gorgeous-looking dull black leather armor is covered with dark metal studs for improved defense. The armor will magically alter to fit any S or M sized creature and is enchanted so as to be completely silent at all times and remove any penalties applied to any thieving skills (when worn by rogues). This armor is not tied to the magic emanations of the Underdark and functions fine on the surface. The enchantment on this item cannot be transferred to any other item. This item is restricted to use in the High Level Campaign events only.

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Blessing of Ilbrandul



For gaining the approval of an agent of the Skulking God Ilbrandul, the character named above is granted with a special boon, the ability to see better in dark conditions. Any character with natural infravision has this ability extended by 20 feet. Any character without infravision is granted it, with a 10' range, maximum. This is a permanent power.

Additionally, any character with this boon is granted the ability to see up to 100 feet, in any sort of darkness (magical, natural, etc), as if they were standing in complete and normal light conditions. This power can be used once ONLY for up to 24 hours. This boon is restricted to use in the High Level Underdark Campaign events, only (as in, the PC does not have the infravision bonus in regular events).

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Curse of Ilbrandul



For earning the scorn of a powerful agent of the Lord of the Dry Depths the character is inflicted with the following curse. Anytime said character is forced to fight in any darkness they suffer a 2 point penalty to all saving throws, attack rolls and damage rolls.

Additionally, the cursed character also constantly sees shadows darting back and forth at the edges of peripheral vision, constantly distracting them. All surprise rolls are made with a 2-point penalty and any spellcaster's initiative action goes one segment slower, regardless if individual modifiers are used or not. This accounts for the slight increase in concentration to ignore the shadows and successfully cast spells.

This curse can **ONLY** be removed during tournament play or at an interactive, and only through the use of a *wish* spell.

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