

This is to verify that the Living City™ character

Obtained the following item in the event *Battlefield: Procampur Round 1*

Long Sword +3



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This is to verify that the Living City™ character

Obtained the following item in the event *Battlefield: Procampur Round 1*

Ring of Protection +3



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Potion of Super Healing

The *potion of superior healing* acts as if a *heal* spell was cast upon the imbiber.



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This is to verify that the Living City™ character

Obtained the following item in the event *Battlefield: Procampur Round 2*

Suit of Adamantite Full Plate Armor



This armor provides AC 0 protection. It is custom-made for the PC named above and cannot be transferred to another PC.

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This is to verify that the Living City™ character

Obtained the following item in the event *Battlefield: Procampur Round 2*

Pin of Disguise

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



This ring can change the wearer's appearance as though a 2nd-level wizard spell, *alter self*, had been cast. Each charge lasts for one hour or until dispelled.

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This is to verify that the Living City™ character

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Ring of the Eagle

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



This ring allows the wearer to *shape change* into a giant eagle for an unlimited period of time. All the wearer's clothing and personal possessions carried (except for live beings) are merged with the giant eagle form and are unusable while the ring wearer is in that form. The user may fly up to 12 hours nonstop, but suffers from exhaustion after that, losing 1 hit point per turn until stopping to rest for 3-6 hours.

In eagle form, the user retains his or her normal hit points, Intelligence, and Wisdom scores. Spells cannot be cast (although the memory of spells already learned or prayed for is not affected), nor can weapons be wielded, other than the eagle's own claw and beak attacks. The user has all the physical combat abilities of a giant eagle, including superb vision (same effect as wearing *eyes of the eagle*). The eagle's Armor Class cannot be improved upon by any magical device; a *ring of protection* slipped on a claw, for example, has no effect.

If the user of the ring drops to less than half of his or her full, normal hit points, any attempt to *shapechange* using the power of the ring fails until the user recovers enough hit points to bring the total above the half normal amount. This applies whether the user is in eagle form or in normal form.

If the user stays in eagle form for longer than 24 hours at one time, there is a cumulative 1% chance per day thereafter, for as long as the eagle form is maintained without interruption, that the ring's powers will fail, rendering the ring powerless, and causing the wearer to remain in eagle form permanently unless a *wish* is used to restore the wearer.

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This is to verify that the Living City™ character

Obtained the following item in the event *Battlefield: Procampur Round 2*

Thurlytur's Favor



The *Favor* will take the form of an eagle pin that is recognized by all Procampur citizens. It will grant the following benefits:

11. Procampur Citizenship (if non-native)
12. Admittance into the Diamond Legion (if desired)
13. Rendeth's personal recommendation for admittance into any (available) organization that the PC wishes to join (though the PC will still need to fulfill any requirements that might be necessary).
14. The PC is declared a Champion of Procampur and gains a +2 bonus in all Procampur Fame Categories for a year.
15. The PC is granted half off the cost of all healing (but not coming back from the dead) in Procampur for a year.

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This is to verify that the Living City™ character

Obtained the following item in the event *Battlefield: Procampur Round 2*

Noble Recognition



The PC named above has made a positive impact on the checked nobles below. The recognition can be used in later tournaments to ease interactions, or used later to become allied with the houses in question.

- | | |
|--|---|
| <input type="checkbox"/> Rendeth | <input type="checkbox"/> Rathandar Kailin |
| <input type="checkbox"/> Alissa Wyndsong | <input type="checkbox"/> Marissa Chandler |
| <input type="checkbox"/> Alaric Grimm | <input type="checkbox"/> Opara Rendril |

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