

This is to verify that the Living City™ character

Obtained the following item in the event Stars and Moon Above

Two-handed Warhammer +1



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Small Circular Disk



This disk can produce a *Tenser's floating disk* effect once per adventure, at 5th level.

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Small Silvery Sphere



This sphere has a continual light spell cast on it.

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This is to verify that the Living City™ character

Obtained the following disease in the event Stars and Moon Above

Disease of the Barbazu Baatezu



The character was hit by a barbazu's weapon and has contracted a deadly disease. This disease slowly kills the character over a period of six weeks. The character can pay for a cure disease spell at any temple for 300 gp if he or she cannot have the spell cast by a fellow PC.

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Obtained the following in the event Stars and Moon Above

Effect from the Bog of Ugliness



The character came into contact with the bog of ugliness and has permanently lost one point of Charisma and the character's skin is discolored and secretes a pus. This condition cannot be removed, not even by a divine favor, unless the afflicted person visit's Sune's home on Arborea and begs for a cure. This cure will involve a quest of some kind.

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Anti-Poison



The caster can bestow a saving throw bonus against poison attacks, to himself or another character. The bonus is +1 for each four levels of the caster. To bestow it, the caster must bite the recipient (like a vampire). *The character has also grown fangs. Though these cannot be used for an attack, they must be used when attempting to transfer the benefit to another character.* **This ability is able to be used once per tournament.**

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Breathe Water



For a number of rounds equal to the caster's level, the caster can breathe water as if it were air. This does not give the ability to swim, nor does it enhance vision or movement. *The character will grow gills on their upper torso. The gills serve no purpose ~ and are not even attached to the character's respiratory system.* **This ability is able to be used once per tournament.**

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Disrupt



With a red light that leaps from hand or eye, the caster can cause damage to any single undead being within 10 yards. An attack roll must be made to strike the undead creature with the beam, which is treated like a missile weapon in regards to Dexterity bonuses to attack rolls. Damage caused by the beam is 1d4 per four levels of the caster. *Each time the power is used, one of the caster's potions must make a saving throw or lose its magical powers. The potion is chosen at random. The potion will need a roll of a 14 to save. If the PC does not have any potions, then the power does not function.* **This ability is able to be used once per tournament.**

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Strength



When activated, the caster's strength become 18/00 for a number of rounds equal to their level. If the character's strength is already 18 or more, the caster receives a +2 bonus to Dexterity related skills. With activation, the caster's muscles grow to large proportions as well, sometimes ripping through clothing worn. A character wearing armor when the power is activated takes 1d4 hit points of damage, and while the armor's protective value is unaffected, the armor must be repaired. *The character's right arm has permanently grown to huge proportions (twice the size of a normal arm in width but not length).* **This ability is able to be used once per tournament.**

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