

This is to verify that the Living City™ character

Obtained the following item in the event *Killing Grounds*

Elixir of Anti-magic

When imbibed it removes all magical spells upon the imbiber. Value 5,000 gp



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Obtained the following services in the event *Killing Grounds*

Philter of Water Elemental Form

For ten minutes the imbiber is able to turn into a 12-HD water elemental. It takes one minute to change from one form to another. No immunities are given, but the special attacks are granted. The hit points and armor class of the imbiber do not change. Value 3,000 gp



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Dwarven Plate Mail

This is standard Dwarven plate mail as described in *Arms & Equipment Guide*. It has the emblem of the Realm of Glimmering Swords etched into the breastplate and worked in gold.



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Dwarven Battle Axe



This is a standard Dwarven battle axe as described in *Arms & Equipment Guide*. It has the emblem of the Realm of Glimmering Swords etched into the axe head and worked in gold.

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Figurine of Acid Resistance



The glass figurine is that of a small shield. Once per adventure the shield is able to produce a magical effect protecting the holder from 1d6 rounds of acid damage.

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Wand of Acid Bolts

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This wand fires bolts of acid up to 200 yards. Casters must roll to hit using their THAC0. On impact, the bolt forms a 10' radius sphere of acid, and explodes outward in a burst of liquid. Creatures struck by splashes from the acid bolt (20' radius) take 2d4+2 damage. Creatures struck directly suffer 4d4+4 damage, and all items worn or carried must make saving throws. Direct hits do damage for 1d4 rounds. Splashes do not carry over. This wand is not rechargeable.

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Potion of Extra Healing



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Wand of Magic Missiles



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Scroll of Protection from Plants



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Potion of Fiery Breath



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Wand of Frost



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Ring of Protection +2



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Bladeback Mace +0, +2 in the Abyss



This mace does 1d8+1 points of damage (+2 in the Abyss). It requires its own weapon proficiency; mace proficiency will not allow use of this weapon. It is a bladed weapon, so characters who cannot use bladed weapons cannot use this mace.

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Wand of Paralyzation

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This wand is not rechargeable.



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Obtained the following services in the event *Killing Grounds*

Bottle of Drow Sleep Poison



This bottle contains enough sleep poison to coat 12 hand crossbow darts, 8 arrowheads or crossbow bolt heads, or a melee weapon two times. The poison requires a saving throw vs poison to avoid falling asleep for two turns.

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