

This is to verify that the Living City™ character

Obtained the following item in the event *An Average Day in Ravens Bluff*

Dwarven Tankard



This item is a finely crafted tankard made by dwarves of the Realm of Glimmering Swords. It is over 750 years old, and worth 500 gp.

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Horseshoe of Speed



Alone, it is merely a curio, but if a horse is properly shod with four of these shoes, the magic of these shoes activates and remains active as described here. These iron shoes are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off, and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If two or more are lost, speed returns to normal.

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Eversmoking Bottle



This bottle is identical to an *efreeti bottle* except it does nothing but produce fog. The amount of fog is very great if the stopper is pulled out, pouring from the bottle and totally obscuring in a 50,000 cubic foot area in one round. Left unstoppered, the bottle will fill another 10,000 cubic feet of space with fog each round until 120,000 cubic feet of space is fogged. This area remains fogged until the everfogging bottle is stoppered. When the bottle is stoppered, fog dissipates normally. This fog reduces the visibility ranges of all types of vision (including infravision) to 15 feet.

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Stone of Good Luck

This stone is a rough bit of polished agate. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.-whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls, spell failure rolls, or magic resistance. This stone will not function if its owner possesses any other *luckstones* or *stones of good luck*.

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Curse of Beshaba

You have attracted the notice of Beshaba for not assisting someone with ill fortune. She wishes you to share in his misfortune. She gives you a mild form of Charlie's curse as follows: you will automatically fail the next three saving throws that will not cause the character's death (she wants you to enjoy the misery). In a life-threatening situation where a saving throw means life or death, the roll is used as normal, with no modifications from this curse. This curse expires as of the start of Gen Con 2001, as Beshaba tires of you if you do not need to make three saving throws between now and then.

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