





This is to verify that the Living City™ character

Obtained the following item in the event *Annie Would I Lie to You*

## Magical Potion Selection

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

Choose one potion (all have a GP value of 850 and an XP value of 350):

- Resilience.** This potion lasts 1d4+4 hours after it is consumed. The first time the imbiber is brought below 1 hit point during this duration, the potion's magic restores the character to 1 hit point as if magical healing were applied, so the character can act as normal, and does not lose spells in memory. There is no further effect.
- Potent Healing.** This potion heals 2d8+2 hp when imbibed.
- Chance.** This potion takes effect 1 hour after it is consumed and lasts for 24 hours past that. While the potion is in effect, the PC may reroll one die roll of any type. Afterwards, the potion has no further effect.



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## Lovely Parting Gift

**Won in a challenge.**

Choose one (all have a GP value of 1):

- Kewpie doll dressed in a City Watch uniform
- Golden Chicken action figure: A wooden chicken doll dressed in fancy plate armor, with a sword and shield
- "The Big Book of Undead" pop-up book; shows standard undead only
- Glass globe with miniature blades inside; these blades spin when the globe is shaken



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## Fine Wooden Box

**Won in a challenge.**

This is a sturdy wooden box, interior dimensions 10" by 6" by 4". It makes all item saving throws as thick wood with a +3 bonus. It has a high quality brass lock, which assigns a -20% penalty to all open lock attempts made against it.



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## *Ines' Travel bag*

**Won in a challenge. Attach the item(s) used as the admission fee (voided), or this item is not valid.**

This stylish, high quality leather travel bag functions as a *bag of holding* which can hold 125 lbs of weight, and 20 cubic feet of volume. It can only hold non-magical clothing and accessories. It weighs one-tenth the weight of its contents, up to a maximum of 15 pounds. Its value is 15,000 gp and has an XP value of 3000.



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## *Bracers of Beauty's Defense*

These gold bangles of the finest quality serve to protect natural beauty. They function as *bracers of defense* with an AC rating based on the wearer's Charisma.

Charisma 5 or less: AC 10

Charisma 12-13: AC 6

Charisma 6-7: AC 9

Charisma 14-15: AC 5

Charisma 8-9: AC 8

Charisma 16-18: AC 4

Charisma 10-11: AC 7

Charisma 19+: No effect

As these bracelets protect natural beauty, they do not function on a wearer with a Charisma higher than 18. While these bracelets are worn, no magical bracers will function. They have a value of 19,000 gp, and an XP value of 3800.



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## *Amethyst of Abjuration*

This item is an amethyst of 500 gp value. It may store any one abjuration spell of up to fourth level. If no spell is stored in it, the user may capture any abjuration spell of up to fourth level which takes effect within 10 meters of the user. This amethyst may only be used by a wizard capable of casting abjuration spells (thus, transmuters and illusionists may not use it). It will absorb and release one spell, after which it becomes non-magical. It has a value of 4000 gp and an XP value of 800.

Spell stored: \_\_\_\_\_



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## *Emerald of Enchantment*



This is an uncut emerald, of 100 gp value as a gem, which grants its possessor +1 to saving throws versus spells from the enchantment/charm school. It may be used once to absorb any spell from the enchantment/charm school which takes effect within 10 meters of the holder of this stone. Absorbing a spell stops it from taking effect, and causes two things to happen immediately. The holder of the gem takes X damage, and the gem becomes cut into an emerald of 100 times X gp value. X is the level of the spell plus 1, squared. For example, a mage's *hold person* spell nullified by the emerald will inflict 16 damage on its holder and make the emerald worth 1600 gp as a gem. Once a spell has been absorbed, the gem becomes non-magical. Further, the absorbed spell cannot be released; it is used up in cutting the gem.

Spell nullified: \_\_\_\_\_ Value of the emerald: \_\_\_\_\_ gp  
The magic of the emerald adds 1000 gp to its value as a gem. It has an XP value of 500.

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## *Free Admission to a Contest*



This PC, who has not exceeded 2nd level in any class, is able to do a single challenge without paying the standard admission fee. This certificate may be attached to an item won in a challenge in lieu of magic items paid for admission, and the item won is still valid.

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