

This is to verify that the Living City™ character

Obtained the following item in the event *Close Quarters*

Children's Book

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Where Have All the Monsters Gone? A popular children's story, this book tells the tale of a young girl named Sara who was always afraid of the monsters that lived in her cellar. One day, she gathered her courage and went to the cellar when her mother needed some roots, but was unable to go down the steps due to a broken foot. When she discovers there were no monsters in the cellar after all, she learns that the monsters left when she lost her fear.

The reader of this book gains immunity to fear effects during the duration of the tournament. If the reader is a bard, and the book is read out loud, then all beings that hear and understand the story gain +4 to saves vs. fear for the duration of the tournament, while the reader gains immunity. This book may only be read six times before losing its magic.



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Halfdane Family Remedy

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The contents of this vial represent the pinnacle of the Halfdane family's magical achievements! The ornate crystal vial is filled with a magical blue fluid that provides a small amount of light equivalent to a *light* spell with a five-foot radius when held out in the open. In addition, this fluid has the ability to reduce stomach pains and alleviate discomfort. If consumed, each dose will heal 1D4 hit points of damage and eliminate any poison in the blood stream (effectively neutralizing a hang-over or other unpleasant effects from over indulgence)! The only side effect is that the remedy induces sleep for 8 hours (no save). Persons who fall asleep cannot be awakened except by dispelling the magic of the remedy, which cancels the beneficial effects.



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Stone of Escape

This magical stone is large and perfectly round. Measuring about 2 inches in diameter and weighing nearly a pound, it is a beautiful dark green color with bright white highlights. The stone is always clean and no attempt to mire its surface will succeed, except for throwing it down. When thrown, the spell stone shatters and activates a dimensional gate for the user only equivalent to a *dimension door* spell. This stone may only be used once.



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Wizard Spellbook



This magical tome is a massive book weighing nearly 8 pounds and is not suitable for traveling. The book has a fine leather cover that is well cared for and the edges of its rich paper are gilded in gold. The book contains a number of magical spells readable with the *read magic* spell. These spells include:

- First Level: *charm person, read magic, detect magic, sleep, jump, color spray, comprehend languages, Tenser's floating disk, wall of fog*
- Second Level: *alter self, invisibility, blur, ESP, knock*
- Third Level: *slow, dispel magic, clairvoyance, clairaudience, fly*
- Fourth Level: *stoneskin, polymorph other, polymorph self*

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Earring of Feather Falling



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This magical golden earring is fashioned as a simple golden hoop. Made of finely polished gold that never tarnishes, this ring radiates a faint *Alteration* magic if detected. This magical item will only function when worn properly by any humanoid race. The earring must be attached to a character's ear, nose, or navel in order for its magic to be effective. It functions as a *ring of feather falling*, and counts against the character's number of rings in effect. It must be visible to function (i.e., if worn in the navel, the navel must be exposed). In addition, when worn by a dwarf, this ring will always function and is not subject to the normal chance for magical item failure for this race. The earring cannot be recharged. Each time the feather fall power is activated, mark off one charge.

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