

This is to verify that the Living City™ character

Obtained the following item in the event *Crypt of the Unknown*

# Powder of Stone to Flesh



This powder, when sprinkled over something made of stone, will change the stone into a flesh form. The volume affected is equal to one human-sized being for the whole dose of powder. The effect is permanent.

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Convention \_\_\_\_\_ Date \_\_\_\_\_

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# Beady Eye Necklace

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This necklace has ten beads (eyes) mounted into it. When pulled from the necklace, the user may see through one of the eyes as long as it remains within 60 feet. If the eye is rolled, the user must make a saving throw vs. spell or become dizzy and confused until the bead is destroyed. If crushed while in use, the user must make a saving throw vs. spell or be blinded. The eyes cannot be closed and the user cannot avoid looking through them. If any monster with a gaze attack looks at the eye in use, the user must make the appropriate saving throw (possibly each round), and may not "look away." If not destroyed, each bead remains an eye for one hour before deactivating (each only works one time).

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# Potion of Fluidness



The imbiber of this potion—and all gear carried—turns into a one-gallon puddle of water for 1d8 hours. During that time the imbiber can flow through cracks and gates, under doors, hide in ponds, pools of rain, and other bodies of liquid. Melee and missile attacks against the character are at -2 to hit, and the user suffers only half damage. Ice-based attacks do +1 point of damage per die.

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## Potion of Rest



After drinking this potion, the imbiber is relieved of all fatigue, receiving the benefits of eight hours of sleep.

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## Potion of Thinness



This potion affects the imbiber as if a *duo-dimension* spell was cast on the imbiber for 2d4 rounds.

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## Potion of Undead



Drinking this potion causes the imbiber to be polymorphed into the appearance (and odor) of a zombie for 1d4+1 hours. The character cannot be turned and retains all original statistics and Armor Class. There is an 80% chance that other undead will believe the character to be a true zombie.

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