

This is to verify that the Living City™ character

Obtained the following item in the event *Guns of Azzagrat Low Tier Round 1*

Boon of the Wizard's Guild



For personal service to Jerrod Korbador, Dean of Conjuraton and Summoning, the Wizards Guild agrees to grant a single casting the spell *dispel magic* or *remove curse* at the 18th level of ability. The Guild will not conduct this service for known criminals, PCs with more than five infamy points, or for any purpose it determines to be unlawful.

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Debt to Beliakas



): The owner of this certificate owes Beliakas, of 10 Broadcross Ave., one service, to be determined at his whim, at a later date. **NOT NEGOTIABLE!** This certificate may not be traded, given away, sold, or otherwise disposed of.

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Horned Mimir



This storehouse of information is in the shape of a smallish horned skull fashioned from a strange, iridescent metal. When held into the air and released, the mimir circles the user as an *ioun stone*. The owner may pose questions to the *mimir*, which can access recorded information on various topics related to the lower planes. The *horned mimir* has a 55% chance of knowing a given *general* fact about a lower plane (such as rare spell conditions, local rulers, etc.), but oddly contains no information on Baator. It speaks in the voice of Beliakas, a noble of Sembia. The *horned mimir* is considered "full" of knowledge, and cannot be used to record additional information.

General knowledge is defined as the information regarding The Abyss, Acheron, Carceri, Gehenna, The Gray Waste and Pandemonium found within pages 14-24 and 102-110 of *The Planewalker's Handbook* (TSR #2620).

The knowledge is inherent to the mimir, not the PC. The item must be consulted each time a new fact is desired.

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Fiendslayer, _____ *Sword +2*



In all respects, this sword appears as a normal *sword +2*, although no spell, sage or tome reveals the sword's origins (it being a magical construct of Beliakas). The blade functions as a *sword +2* in all ways, save that it can damage any tanar'ri, yugoloth or gehreleth that requires a +3 or better weapon to be hit (note that it is not actually a +3 weapon). Further, on an attack roll of a natural 20, *Fiendslayer* does double the normal dice damage to tanar'ri, yugoloths and gehreleth. Bonuses are not doubled.

Fiendslayer acts as a -5 sword against all Baatezu, and a powerful curse demands that it be used against them over any other weapon unless the wielder succeeds a saving throw vs. spells. *Fiendslayer* holds absolutely no power when on Baator.

Select the type of sword and write it in above WHEN YOU GET THE ITEM. It can be any type of sword allowed for the campaign by the character generation rules.

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Horn of the Spheres



This magical horn is carved from the bone of a Great Dreamer, an immense, three-eyed whale-like creature that plies the vast of wildspace. When sounded by a priest in a foreign crystal sphere (i.e. prime material world other than Toril or any of the celestial bodies surrounding it), the ensuing sound has a 55% chance of drawing the attention of that priest's god.

This opens a channel for that power to confer spells as normal to the sounder for a period of one week. This link is severed by the use of a dimensional *gate* or travel to another plane (including the Ethereal), and may be disrupted by a successful casting of *dispel magic* against 12th level. It may be sounded once every seven days, and has no effect in the home sphere of the sounder. Each use elicits a cumulative 5% chance that the horn will shatter and become useless.

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Favor of the Star Wanderer



For rescuing a member of his clergy, Celestian, god of travelers and the stars, grants the owner of this certificate a special boon. When redeemed, the *Favor of the Star-Wanderer* allows the favored PC and up to six companions to act in all ways as if on the Prime Material plane for the period of seven days. Items do not lose "plusses" or potency due to planar travel, priests and wizards may cast and regain spells without penalty, etc. While under the effects of a *Favor of the Star-Wanderer*, PCs may not redeem any *favours*, *boons* or similar magical gifts of any god other than Celestian. This favor may be used once and only once.

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Battle Axe +3



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Iron Collar of Obedience

Removed from a dead neogi slave, this simple collar appears to be constructed of durable iron. When locked around the neck, it allows the wearer to live indefinitely without the need for food, water, rest, or sleep. The wearer effectively is immune to *sleep*-related spells, as well as any magic designed to hinder progress (such as *slow*, *fumble*, etc.). The collar does not aid against those spells designed to stop the victim completely (such as *web*, *hold person*, etc.).

The *iron collar of obedience* may be removed from a living body only by a neogi or a being of power equivalent to a godly avatar. Once the *collar* is placed on someone, it becomes a solid piece of metal. *Dispel magic* will not reverse this transformation, it can only be removed as stated above or by destroying the item.

As long as the *collar* is worn, the PC saves at 15 for all mind-affecting spells that allow saving throws. This base saving throw may not be modified in any way, regardless of Wisdom bonuses or penalties or other magical items (including a *scarab of protection*). If the spell in question does not allow a saving throw, the wearer cannot use items or powers to grant himself a save. So powerful is the mind-weakening magic of the *iron collar of obedience* that elves and other races normally resistant to charm-related spells still suffer all negative effects of the *collar*. The *collar* may not be traded if in use until removed in a manner described above.

This collar has been put on by _____ (character name), witnessed by _____ (GM signature) and cannot be removed except as stated above (if removed safely, document the method on the back with signature by a witness). The certificate is not valid without character name on it.



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Boon of the Wizard's Guild



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- | | | |
|---|--|---|
| <input type="checkbox"/> Protection from baatezu | <input type="checkbox"/> Protection from cold | <input type="checkbox"/> Protection from divination |
| <input type="checkbox"/> Protection from dragon breath | <input type="checkbox"/> Protection from electricity | <input type="checkbox"/> Protection from air elementals |
| <input type="checkbox"/> Protection from earth elementals | <input type="checkbox"/> Protection from fire elementals | <input type="checkbox"/> Protection from water elementals |
| <input type="checkbox"/> Protection from gas | <input type="checkbox"/> Protection from lycanthropes | <input type="checkbox"/> Protection from magic |
| <input type="checkbox"/> Protection from paralysis | <input type="checkbox"/> Protection from poison | <input type="checkbox"/> Protection from tanar'ri |
| <input type="checkbox"/> Protection from undead | | |

Scroll descriptions may be found on pages 1076-1081 of the Encyclopedia Magica, Volume Three.

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Curse of Cucathne



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