

This is to verify that the Living City™ character

Obtained the following item in the event *Impendant Symposium*

Dagger +1, +2 vs non-spellcasters



This dagger acts as a +2 weapon vs any creature which cannot cast spells or which does not have innate magical abilities.

© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Impendant Symposium*

Dagger +1, +2 vs non-spellcasters



This dagger acts as a +2 weapon vs any creature which cannot cast spells or which does not have innate magical abilities.

© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Impendant Symposium*

Bracers of Defense AC 7



© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Impendant Symposium*

Ring of Protection +2



© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Impendant Symposium*

Potion of Healing



© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Impendant Symposium*

Potion of Healing



© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Impendant Symposium*

Traveling Spellbook

Traveling spellbook containing the following spells: 3 spells at first, second, and third level from allowed spell sourcebooks (*Player's Handbook*, *Tome of Magic*)—character's choice, but the choices must be written on the cert before leaving the table and do not change after that—and the three spells described below: *ignore*, *sharpen*, and *Nystul's crystal dirk*. These three special spells cannot be cast by anyone other than the possessor of the book. They cannot be copied to any other spellbook, thus they cannot be traded to any other being. If the owner trades the book, he no longer can memorize the spells.

Spell Name: **Ignore**
Level: 1
School: Enchantment/Charm
Range: 0
Duration: 1 turn per level
Area of Effect: Caster
Components: Verbal and Somatic
Casting Time: 1

Through the use of the spell, caster becomes totally un-noticeable to onlookers. The spell must be cast out of view of the onlookers. The magic of the spell causes the eyes of another to simply glide past the individual without acknowledging their presence. As long as the character does nothing to bring attention to himself, such as a violent act against or in the view of an onlooker, he can move about without fear of discovery by others. Note that creatures with a special reason to notice the target of this spell, such as the target being a species enemy, can make a saving throw vs spells to notice the target. Also, if the target would stand out (such as a troll walking through a village), any onlooker gets a saving throw vs spells to notice the target.

Spell Name: **Sharpen**
(Alteration)
Level 1
Range: Touch
Components: V,S
Casting Time: 3
Duration: 1rd/level
Area of Effect: 2 weapons/level
Saving Throw: None

An enterprising wizard who lived near a castle gate came up with this spell. It sharpens and straightens edges in weapons, clearing normal dents and nicks out. The edges will have normal sharpness, not conferring any bonus to damage or attack rolls. Blunt weapons are not affected by this spell, although piercing weapons are.

Spell Name: **Nystul's Crystal Dirk**
(Conjuration, Evocation)
Level 3
Range: 0
Components: V, S, M
Casting Time: 3
Duration: 3 rds +1 rd/level
Area of Effect: summons 1 dirk
Saving Throw: None

This spell creates a weapon composed of material from the quasi-elemental plane of mineral, strongly infused with energy drawn from the Positive Material plane. The dirk is fairly magical, granting a +1 bonus to attack rolls. The dirk inflicts 1d4+2 points of damage when it hits. Against undead and monsters from the lower Outer Planes, the dirk inflicts 1d4+3 points of damage. If the dirk scores maximum damage, the monster is paralyzed until the end of the round following the dirk strike, unless it makes its saving throw versus spell. The material component is a tiny dagger made of lead crystal worth at least 350 gp.

