

This is to verify that the Living City™ character

Obtained the following item in the event *The Other Side of the Coin*
Dinner Bell



This is a tiny silver bell that is held between the thumb and the index finger. If jingled, the bell causes *insatiable hunger* (which is identical to *insatiable thirst* except that the victim desires food rather than drink) to all creatures within 15 yards of the user. Victims who fail a saving throw vs. spell will dig into rations, steal someone else's bread, etc. The user is automatically affected with no saving throw. This effect will last for three rounds. Victims will not eat anything totally unappetizing unless they usually would. This item cannot be recharged. It has three charges remaining. Value 10,000 gp

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Obtained the following item in the event *The Other Side of the Coin*
Golden Coin of Surveillance



This is a golden amulet with the picture of a closed female eye pressed into it. If the character wills it, the eye will open and he will be able to see through the amulet. The amulet provides infravision to 30 feet. The amulet does not need to be worn by the character for it to be opened. In fact, priests of Waukeen are infamous for using this item to guard their valuables. Once activated, the effect lasts for five rounds. The coin can be used so long as the wearer and the coin are both on the same plane of existence. Everyone but specialty priests of Waukeen can use the *golden coin of surveillance* once per adventure. Goldeyes may use it thrice per adventure. Value 5,000 gp

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Obtained the following item in the event *The Other Side of the Coin*
Undil's Walking Stick



This is a foot-foot long shaft of wood polished dark black. The handle of the stick is a golden sphere. The stick has several magical and non-magical properties. Value 7,000 gp

- It allows a base Movement Rate of 4/3 that of the owner's normal rate when walking (not jogging, racing, running or sprinting). (For example gnomes will walk at MV 8 instead of 6, while elves would walk at MV 16) This effect is not cumulative with other spells or magical items that increase speed.
- The sphere can be removed to reveal that the stick is, in fact, hollow and able to hold up to a half gallon of liquid.
- Rubbing the sphere will cause the tip to point north, no matter where the wielder is.
- When empty, the stick is also retractable, making it only 9 inches long when desired.

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Stone Horse



This is a "Destrier" version of the stone horse described in the *Dungeon Master's Guide*. The command word used to transform this item is a soft clicking sound between the tongue and the cheek repeated five times. Unfortunately, one of the horse's hind legs was chipped while in statue form, so the horse is somewhat lame (Movement rate 12 instead of 18). Value 8,000 gp

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Cup of Change



This cup appears as a tall, green, porcelain mug. However, if an amount of money is put in and the owner says an amount of money out loud, the cup glows green. The first time the cup is then turned upside-down, an amount equal to the amount originally put in minus whatever the owner said jingles out. The next time it is turned upside-down the amount of money the owner said jingles out. These effects will not occur if the owner states more money than is put in. If gems are placed in the cup, it will provide change, but only for 80% of the gem's actual value. Ex. 5 gp are placed in the cup, the owner says "15 silver pieces." The cup is turned upside down, out comes 35 sp. It is turned upside-down again, out pours 15 sp. Value 3,000 gp

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Favor of Waukeen



This certificate authenticates that the player has done the goddess of wealth a good service. Her favor exhibits at a time of the player's choosing, at which point the PC is instantly aware of the values of wares around him. He can tell within 10% the worth of anything he sees for the duration of one hour. During this time, the PC has a faint golden glow surrounding him or her.

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(mark one only—not valid unless one is marked)

___ *Crystal Alchemy Jug*

This jug is identical to the normal variety described in the *Dungeon Master's Guide*, except for the following changes: The item appears as a fine crystal pitcher rather than a jug. Also, the pitcher can produce the following liquids: champagne (half gallon), apple brandy (half gallon), holy water (quarter gallon) and mercury (1 gill). The crystal is inscribed with the name of Alissa Wyndsong, a notable bard of the city. Value 8,000 gp

OR

___ *Yuzzyck's Chest*

Yuzzyck's chest is a one-by-one-by-one-and-a-half-foot chest made of sturdy oak. The interior is magically larger than the outside, three-by-three-by-four-and-a-half feet. The chest can hold up to 100 lbs of material within the space. At the bottom of the chest is a secret area, only two inches deep. This area is excellent for holding a gem or two and perhaps some important parchments. The contents of the chest are kept at room temperature and dry despite the outside environment. The chest saves vs. fire, electricity, acid and crushing blows at +4. If a *rod of rulership* is brought within one hundred feet of one of this chest, it immediately opens up and the rod is sucked into it in a blinding flash of light. The interior of the chest then grows by another foot in width and depth, and by another foot and a half in length (it can also hold another 100lbs). The *rod of rulership* certificate must be attached to this certificate if it is sucked into the chest. The chest can only "eat" one rod. Keep in mind that some people do not like having their rods eaten by magical chests, so the owner of this chest may have some explaining to do. GP Value: 8000 gp



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