

This is to verify that the Living City™ character

Obtained the following item in the event *Taps*

Ring of Infravision Negation



The ring creates a field around the wearer that hides his/her body heat from infravision. It works once per day for up to six hours. Onyx ring designed with two elven-like eyes on the front.

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Obtained the following item in the event *Taps*

Ring of Cantrips



Four times a day a bard or mage may call upon a single *cantrip* effect, which lasts for one turn or until the user stops concentrating on it. Electrum ring that sparkles as if it was lightly coated with diamond dust.

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Obtained the following item in the event *Taps*

Ring of Fashion



Once per day, the wearer may command the ring to clothe him/her in any style clothing desired. The clothing lasts for one hour. Gold ring with a ruby solitaire.

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Obtained the following item in the event *Taps*

Ring of Safety

The ring may negate one failed saving throw. This ring works one time only, and then becomes non-magical. A silver ring with a large square cut emerald mounted.



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Obtained the following item in the event *Taps*

Bastard Sword +2



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Obtained the following item in the event *Taps*

Discus Shield +1

This is a medium circular shield that may be cast like a discus. It flies out, strikes a glancing blow on its target, and returns. A minimum strength of 16 and a minimum dexterity of 12 are required to throw the shield properly. The shield is cast one-handed. The caster need not make a roll to catch it when it comes back in the same round. Opponents may attempt to catch the shield, but must roll to strike AC -6 and have both hands free, otherwise the opponent takes maximum possible damage. The caster is -2 to hit at medium range and -5 to hit at long range. The shield functions as a +1 shield also. This device must be used at a penalty to attack roll unless the user has opted to take proficiency with it as a possible weapon. It is an edged weapon. When it successfully strikes, the shield does 1d8 hp damage. The ranges for the shield are 10 yds for short range, 20 yards for medium range, and 30 yards for long range. Apply a -1 to hit for every 10 mph of blowing winds.



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