

This is to verify that the Living City™ character

Obtained the following item in the event *The Wizard Eywoz*

Bronze Spyglass



This nonmagical bronze spyglass works as a normal spyglass and is worth 1,000 gp. However, when used, it leaves a circle of black grease around the user's eye.

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Obtained the following item in the event *The Wizard Eywoz*

Copper Dragon Scale Necklace

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This necklace is a single gold strand with a small copper dragon scale hanging from it. It provides the user with protection from acid, giving a +2 to the wearer's (but not items) acid saving throws. Each use drains one charge. The necklace cannot be recharged.

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Obtained the following item in the event *The Wizard Eywoz*

Bottle of Piff!

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This blue bottle labeled "Piff" contains a bluish gas. When opened, the gas escapes with a Piff! and anyone within 10' disappears. This works as an *invisibility 10' radius* spell. Each Piff drains one charge. The bottle cannot be recharged.

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Obtained the following item in the event *The Wizard Eywoz*

Lace Handkerchief



This nonmagical lace handkerchief contains 5 pinches of the finest ground pepper dust. When flung into the air, and a successful to hit roll is made, the dust causes the target to save vs. breath weapon or sneeze for one round. The dust may also be used to elude tracking by scent, if sprinkled onto one's trail.

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Obtained the following item in the event *The Wizard Eywoz*

Short Sword that goes FOOM!



This magical *short sword* +1 has a beautiful amber gem inlaid in its hilt and comes with a matching scabbard, also inlaid with amber. It only functions magically when kept as a set. When the sword is drawn from its scabbard, it makes a loud FOOM! noise. All creatures within 20' must make a surprise roll, modified by -3 (unmodified if they expect to hear this noise). Those who fail their surprise roll must act after the sword wielder in the round. Creatures of animal intelligence and acute hearing find the sound so irritating that once they recover, they will immediately shift their attacks to the wielder. This power only works one time on a given set of foes, in the same way that turning undead applies to groups of undead

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Obtained the following item in the event *The Wizard Eywoz*

Ivory-handled Throwing Dagger #1



This non-magical throwing dagger is perfectly balanced and one of a set of two . Because of its fine craftsmanship, it affords a +1 to hit only. The daggers are valued at 1,000 gp for the set, and only 350 individually.

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Obtained the following item in the event *The Wizard Eywoz*

Ivory-handled Throwing Dagger #2



This non-magical throwing dagger is perfectly balanced and one of a set of two . Because of its fine craftsmanship, it affords a +1 to hit only. The daggers are valued at 1,000 gp for the set, and only 350 individually.

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Obtained the following item in the event *The Wizard Eywoz*

Brooch of Squirting



This stone brooch was crafted by the ancient copper dragon Valdar. It depicts a hideously ugly face in a silly grimace. When worn, this brooch will activate a *cantrip* spell whenever a face comes within 1', squirting water at the target. It does no damage, except perhaps to the gawker's pride. It cannot disrupt spell casting or affect combat initiative in any way, and is governed by the rules which apply to *cantrip* spell effects.

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