

This is to verify that the Living City™ character

Obtained the following item in the event *Awakening the Beast*

Amulet of the Silver Dragon



This amulet provides +1 protection as a *ring of protection*. The amulet also provides the wearer with a +2 reaction bonus when dealing with dragons of good alignment. Furthermore the *amulet* has four charges which can be activated when the wearer is in the area of a breath weapon attack from an evil dragon. Each charge allows the PC to make a saving throw versus spell in order to take no damage from the breath attack or ¼ damage on a failed save versus spell. This affects only the PC wearing the necklace. After the charges are expended the amulet continues to provide a +2 reaction bonus with good dragons, but loses its AC protection power.

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Obtained the following item in the event *Awakening the Beast*

Light Crossbow of Speed +1



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Obtained the following item in the event *Awakening the Beast*

Wolf Figurine



Although this dagger-sized figurine seems to be a simple limestone carving, it exemplifies the art you have seen among the cultists. It vaguely resembles a wolf and it has a few indecipherable markings. This figurine is worth 100 gp.

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Hollow Bone Smoking Pipe



This pipe is two feet long and it sports a carved bowl in the shape of a howling wolf. Eagle feathers hang from leather strips off of the handle and the pipe is brightly decorated. Anyone possessing this pipe will have a +2 reaction from beast cultists in the Vast due to the pipe being a symbol of affinity towards animals. This pipe is worth 500 gp due to its rarity and beauty.

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Bracelet of the Owl



This plain wooden bracelet allows the wearer to see at night exactly like an owl. Because of the improvement in night vision, any penalties to surprise rolls due to darkness are negated as long as there is minimal light available (stars or the moon). On the other hand, the person wearing this bracelet is blinded in daylight or effects of *light*-like spells.

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Ice Wind, Long Bow +2



Ice Wind is a finely crafted longbow of elven origin. The shaft of the bow glitters in the light due to the crystalline shards embedded in its surface. Once per day the wielder of Ice Wind can activate the true power of the bow. When activated, Ice Wind emanates light from all colors of the rainbow and frost forms upon its surface. For one turn the wielder of the bow can shoot shards of ice that do 1-8 points of damage.

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Ranger Follower

A PC ranger of 7th level or higher can choose ONE (only) of the following to take as a follower:

___ Corina (or one of her sisters) becomes the PC's follower. She can gain levels as a fighter or ranger. She starts at 1st level in the chosen class after one year (her training). Non-rangers cannot have Corina start in a class. Corina can adventure with the ranger after one year.

Name of sister: _____ Class chosen: _____ Date: _____

___ **Baby Polar Bear:** Int Low (5); AL N; AC 6; MV 12, Sw 9; HD 4+4; hp 25; THAC0 16; #AT 3; Dmg 2-5/ 2-5/ 1-6; SA Hug; SD Nil; SZ M (5' tall). Requires: 110 gp of food each month and a place to live.

___ **Baby Common Lion:** Int Low (5); AL N; AC 6; MV 12; HD 3; hp 21; THAC0 17; #AT 3; 1-3/ 1-3/ 1-6; SA Rear claws 2-4 (1d3+1) each; SD Surprised only on a 1; SZ M (4 ½' long). Requires: 100 gp of food each month and a place to live.



All of the above animals have been trained, and they know the following commands: come; stay; fetch; and play dead. Any PC who wishes to train an animal further can do so according to the normal rules for animal training

Note: The city government will warn the PC who takes the animal that it is not to be used for fighting. The creature should only fight if it need to defend itself. City officials will be very angry with any PC who uses their new pet intentionally for combat. Sanctions could include revoking the animal's license, confiscating it and holding the owner liable for any damage it causes.

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