

This is to verify that the Living City™ character

Obtained the following item in the event *Before Its Time*

Case of Silverymoon Blue Wine



This crate of wine contains 10 bottles of a wine that is the latest rage in Ravens Bluff. A light white wine with a slight blue tint, it has an excellent flavor. Each bottle of wine is worth 200 gp.

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Case of Tavern of the Garden Wine



This crate of wine holds 10 bottles of wine from the winery owned by the proprietor of the Tavern of the Garden. This is an excellent vintage of a rich and potent red wine. Each bottle of wine is worth 10gp.

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Wine Box of Holding



This gorgeously detailed oak box is carved with the images of grapevines, leaves and various plants and is a work of art. Upon opening the box, the PCs will discover that it is designed to hold a bottle of wine. This magical box will function similar to a bag of holding in that it holds more than it appears to be able to. If a bottle in the box is removed, the next bottle in the box will magically take its place. This box is an extra dimensional space that will only operate for bottles of wine that are generally liter sized. It holds up to 6 bottles at one time. 5,000 gp value.

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Bottle of the Healer



The wine from this magical bottle is dry and thin, and tastes bad. However, it has a special enchantment in that one time per adventure it provides the affects of a *cure light wounds* spell. Only one of these bottles can be owned at a time, if multiple bottles are in the same person's possession all will crack and become non-magical. A person can only benefit from the magic of one such bottle once per adventure, thus a person cannot benefit from multiple bottles. 4,000 gp value.

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Bottle of Elverquist from Myth Drannor



This incredibly gorgeous and detailed crystal wine bottle is thousands of years old, dating back to the days of the elven kingdom of Myth Drannor. Etched in ancient elven is the saying "Most things that age grow better". The bottle holds Elverquist, a delicious and exquisite vintage of elven wine. Extremely rare, the wine is worth much to connoisseurs of such things. The crystal bottle itself is worth 2,000 gp, but with the contents both are worth 9,000 gp so old and rare is this vintage.

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Medallion of Proof



This unique and magical medallion radiates strong alteration powers. When in the possession of any being it will alter itself and display the symbol of the Power the holder is most aligned with or actively follows. This is not a conscious decision and the bearer does not need to be aware of the item's power for it to function. If the owner has more than one deity it will form itself to the one he or she is most similar to. If the character has no deity the medallion forms into a blank disc. Spells or items cannot block the magical power of this item. The Medallion cannot be used in the place of a priest's holy symbol, for spell casting or similar purposes. 5,000 gp value.

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Books of the Master Winemaker

This twelve-book set is a complete guide to making wine. Detailed within are instructions and direction on where to build vineyards, how to build a winery, how to grow grapevines, the differences in the grapes, harvesting techniques, fermenting, tools needed, techniques to bring out the best flavors in the wine, how to tailor flavor, and much, much more. These books provide a comprehensive and accurate summation of this entire craft.

This craft initially requires a non-weapon proficiency in Artistic Ability based off the Wisdom score. Further, a winery must be available to practice the skills, so the PC must either own and build one or be employed at one. After one year of study of the book, and spending this one non-weapon proficiency slot, the PC will have the knowledge required to begin making basic wines. Additional slots devoted to this craft will increase the PC's skill. One slot will indicate the PC is a Winemaker with basic skills, two slots will denote a Skilled Winemaker, and three slots will denote a Master Winemaker. Additionally, because of the time required studying the books and learning the craft, any PC must take a 10% Experience Point penalty for a full year from the time they first begin learning these skills. If sold the books are worth 5,000 gp.



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