

This is to verify that the Living City™ character

Obtained the following item in the event *Darkbow*

Nature's Blade, Scimitar +2



This blade is crafted of solid mahogany, enchanted to be as sturdy as the strongest steel. Though it saves as enchanted steel, it cannot be affected by a *heat metal* spell. Along its blade are etchings of fern leaves, all inlaid with polished bronze. The hilt is in the shape of a stump, with the face of a small owl visible at the pommel. Made by the lady of the forests to combat evil, the blade functions differently in the hands of various individuals.

In the hands of a **ranger**, the sword allows its wielder to cast *speak with animals*, once per day, as if the wielder were a sixth level priest or druid.

In the hands of a **druid**, the sword functions as a *scimitar +3* and increases the duration of *speak with animals* spells by five rounds. The druid must spend a proficiency slot to use the weapon or suffer a non-proficiency penalty.

In the hands of all others, it functions only as a *scimitar +2*.

Once per month, this blade must be thrust into the earth and left overnight to reclaim nutrients from the soil. If this is not done, the blade will lose all its powers.

© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Darkbow*

Band of the H'trie Wood Elves



Made of thick leather, this bracelet-like band is covered with tooled oak and elm leaves. It was presented as a token of esteem for aiding wounded Olmwood wolf pups. The bracelet was fashioned by a wood elfen sorceress and was given to elves within the community who regularly traveled to cities for trade and other business. The wood elves of the community felt uneasy in cities, and the bracelet compensated for that. When worn by an elf--within a city's boundaries--the bracelet bestows a +1 bonus to all saving throws and gives the wearer a +1 bonus to surprise rolls. The bracelet does not function on non-elves (including half-elves), and it offers no bonus beyond a city's boundaries.

© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Darkbow*

Crystal of Wonder



The non-magical crystal used to stop the darkness became enchanted in the process. Because this occurred in a wild magic area, the crystal is unpredictable. When using the crystal, publicly roll 1d10 on the following chart to determine what happens. When the charges are expended, the crystal becomes non-magical again, though it still has a value: 3,000 gp. Begins with 20 charges.

1: *magic missile* at target--1d4+1

3: *defoliates* nearest tree or plant

5: 3d6 *lightning bolt* at target

7: holder shrinks to 50% size for 2d4 hours

9: target is *levitated* two feet

2: *cure light wounds* on holder--1d8

4: casts *continual light* on random object

6: *magic missile* at target: 2d4+2

8: holder's clothes and armor turn *invisible* for 2d4 turns

10: 1d4 random creatures or individuals are *faerie fired*

© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Darkbow*
Potion of Rainbow Hues



© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Darkbow*
Dust of Dryness

[] [] [] [] []



© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Dawn's Early Light*
Potion of Extra Healing



© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____

This is to verify that the Living City™ character

Obtained the following item in the event *Darkbow*

Emerald Belt Buckle



Of exquisite design, this belt buckle, given by Freddy McKruger in the adventure *Darkbow*, is made of hammered silver set into the shape of a bear's head. Two perfect emeralds are set as the bear's eyes. Though not magical, the gems seem to sparkle with some inner light and are quite valuable. The belt buckle is valued at 5,700 gold.

© and ™ designate trademarks of TSR, Inc. © 1998 TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____