

This certificate is to verify that the LIVING CITY™ Character

**Value:** 300 gp  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Common

\_\_\_\_\_ obtained the following in the event *Day of the Dwarf, Round 2*

### **Potion of Delay Poison**

2E: works as if a *slow poison* spell was cast on the drinker by a 5th level caster



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Convention \_\_\_\_\_ Date \_\_\_\_\_

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**Value:** 900 gp  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Common

\_\_\_\_\_ obtained the following in the event *Day of the Dwarf, Round 2*

### **Potion of Heroism**



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**Value:** 750 gp  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Common

\_\_\_\_\_ obtained the following in the event *Day of the Dwarf, Round 2*

### **Potion of Neutralize Poison**

2E: works as if a *neutralize poison* spell was cast on the drinker by a 7th level caster



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**Value:** 2,000 gp per charge  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Common

obtained the following in the event *Day of the Dwarf, Round 2*

## ***Dark Rod of the Earthfast Mountains***

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

This wand is a specialized rod of enemy detection. It works as a *rod of enemy detection* (2E: *wand of enemy detection*), but only detects drow, has a range of 1 mile and has charges. One charge produces a continuous 10 minutes of effect.



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**Value:** 32,300 gp  
**Size:** Medium  
**Tradeable:** YES  
**Rarity:** Unusual

obtained the following in the event *Day of the Dwarf, Round 2*

## ***Dark Scourge, Bane Long Sword +2***

This weapon's bane power works against chaotic outsiders. (2E: *long sword +2, +4 vs chaotic outer planar creatures*).



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**Value:** 10 gp  
**Size:** Small  
**Tradeable:** YES  
**Rarity:** Common

obtained the following in the event *Day of the Dwarf, Round 2*

## ***Clockwork Rail Car***

This toy is a small iron rail car with two dwarves who pump either side of the piston when the car moves. Its surface is scratched, but its parts are so finely made that if it is oiled, the slightest push will send the toy rolling ten feet across a hard, smooth surface without stopping.



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**Value:** 500 gp  
**Size:** Medium  
**Tradeable:** YES  
**Rarity:** Common

\_\_\_\_\_ obtained the following in the event *Day of the Dwarf, Round 2*

## ***Ironstar Great Mace***

This non-magical mace inflicts 2d6 points of damage.



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**Value:** 2,000 gp per charge  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Unusual

obtained the following in the event *Day of the Dwarf, Round 2*

## Brooch of Variable Magic Enhancement

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

By using one charge, this item adjusts the effective casting level of spells cast by a spellcasting wearer according to the table below. For example, an 8th level wizard who casts *stoneskin* and rolls a 9 casts the spell with an effective level of 11th. Likewise, a *fireball* cast by the same wizard with a roll of 1 is effectively a 6th level spell doing 6d6 points of damage. This item bonds with the spirit of its bearer. It loses all power if it is traded. The only way to transfer the item is if the current bearer dies. The d% roll cannot be modified in any way.

D% Roll	Result
01-20	-2 levels
21-40	-1 level
41-60	No adjustment
61-80	+1 level
81-100	+2 levels



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**Value:** +300 gp to item  
**Size:**  
**Tradeable:** NO  
**Rarity:** Unusual

obtained the following in the event *Day of the Dwarf, Round 2*

### **Everbright Treatment**

This treatment gives all metals an enduring, bright shine, and absolutely prevents any tarnishing, discoloration, or rusting, even by a rust monsters (but not by spells). It does not, however, protect against the corrosive effects of normal or magical acid. The treatment was used on the following item:



The enchantment does not make the weapon not tradeable, but the enchantment may not be removed from the weapon.

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**Value:** +300 gp to item  
**Size:**  
**Tradeable:** NO  
**Rarity:** Unusual

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**Value:** 0  
**Size:** N/A  
**Tradeable:** NO  
**Rarity:** Unusual

\_\_\_\_\_ obtained the following in the event

### ***Favor of Clan Bladebite***

This character has performed a service that has been noted by the Elders of Clan Bladebite. If the PCs have earned the favor of this Clan in other events they must be attached to this cert. In future events their favor will be shown based on the amount of favor earned. This favor is not tradable.



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**Size:** N/A  
**Tradeable:** NO  
**Rarity:** Unusual

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**Size:** N/A  
**Tradeable:** NO  
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