

This certificate is to verify that the LIVING CITY™ Character

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

\_\_\_\_\_ obtained the following in the event *Dragon's Deep*

### **Shadow Veil of Illusion**

This veil (scarf with straps to wrap it around a face) was created by the shadow dragon Whisper so that his underlings could see through the illusions that he created. When worn, it allows the user to see through illusions created by dragons as if they were affected by a *true seeing* spell. It will only work for a limited amount of time after the Whisper dies. As such, it stops working and dissolves on August 1st, 2001.



Authorized Signature \_\_\_\_\_ RPGA Number \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

© and ™ designate trademarks of Wizards of the Coast, Inc.  
© 2000 Wizards of the Coast, Inc. This certificate is the property  
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

**Value:** 8,000 gp  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Common

\_\_\_\_\_ obtained the following in the event *Dragon's Deep*

### **Ring of Protection +2**



Authorized Signature \_\_\_\_\_ RPGA Number \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

© and ™ designate trademarks of Wizards of the Coast, Inc.  
© 2000 Wizards of the Coast, Inc. This certificate is the property  
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

**Value:** 14,500 gp  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Unusual

\_\_\_\_\_ obtained the following in the event *Dragon's Deep*

### **Short Sword of Shadow +3**

This blade is crafted from an unknown material that seems to absorb all light that shines upon it. Bearing a +3 enchantment, the blade also has one other unusual property. Once per day it allows the user to *dimension door* from one shadowed location to another within 120 feet. There must be shadows in both areas in order for this power to work.



Authorized Signature \_\_\_\_\_ RPGA Number \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

© and ™ designate trademarks of Wizards of the Coast, Inc.  
© 2000 Wizards of the Coast, Inc. This certificate is the property  
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

**Value:** 8,000 gp  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Unusual

\_\_\_\_\_ obtained the following in the event *Dragon's Deep*  
***Cloak of the Flying Knight***

Normally this cloak offers a deflection bonus of +2 to armor class. However, when worn by a paladin it's true powers shine. When a dragon is within 1,000 feet of the paladin wearing the cloak, the wearer can fly (as per the spell), matching the dragon's speed and maneuverability class for 3 turns. When there are no true dragons around, the cloak remains +2 in value.

The dragon must be specifically written into the text of any adventure where this power is used, and the user must have seen the dragon before using the power. The cloak does not tell the wearer if there is a dragon within range.



**Authorized Signature** \_\_\_\_\_ **RPGA Number** \_\_\_\_\_  
**Convention** \_\_\_\_\_ **Date** \_\_\_\_\_

® and ™ designate trademarks of Wizards of the Coast, Inc.  
© 2000 Wizards of the Coast, Inc. This certificate is the property  
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

**Value:** 16,300 gp  
**Size:** N/A  
**Tradeable:** YES  
**Rarity:** Unusual

\_\_\_\_\_ obtained the following in the event *Dragon's Deep*  
***Magical Large Steel Shield +*** \_\_\_\_\_

This shield grants +1 armor bonus to AC for every 4 levels of the user, up to a maximum of +4.



**Authorized Signature** \_\_\_\_\_ **RPGA Number** \_\_\_\_\_  
**Convention** \_\_\_\_\_ **Date** \_\_\_\_\_

® and ™ designate trademarks of Wizards of the Coast, Inc.  
© 2000 Wizards of the Coast, Inc. This certificate is the property  
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

**Value:**  
**Size:**  
**Tradeable:**  
**Rarity:**

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

***Void***

Void --  
-- Void --



**Authorized Signature** \_\_\_\_\_ **RPGA Number** \_\_\_\_\_  
**Convention** \_\_\_\_\_ **Date** \_\_\_\_\_

® and ™ designate trademarks of Wizards of the Coast, Inc.  
© 2000 Wizards of the Coast, Inc. This certificate is the property  
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

**Value:** 50,000 gp  
**Size:** Small  
**Tradeable:** YES  
**Rarity:** Rare

obtained the following in the event *Dragon's Deep*

## Dragon Stone -- Onyx

Containing the soul and "shen" of a legendary shadow dragon, this is one of the thirteen Dragon Stones of legend. The area around the bearer of the onyx is always slightly in shadow and the smell of light smoke permeates the area. The onyx bears the power of a *ring of nondetection* (casts *nondetection* twice per day with two hour durations per use) and has the following powers which it can call forth once per day each: *mirror image*, *enervation*, and *shadow conjuration* (2e: *demi-shadow monsters*). These powers are all cast as by a 12th level caster.

All chromatic dracoforms will attack the bearer of the Onyx Dragon Stone on sight unless other forces prevent them from doing so. Only two dragonstones can be possessed by any one character, and only one of a given type. Dragon Stones that cancel out the "area" affect cause all powers of both Dragon Stones to stop functioning. This happens if they are within 10 feet of one another. Unstable at best, the item will probably stop working at some point in time. The Dragon Stone creates a spiritual bond with the bearer that is apparent to other dragons. Therefore no matter "where" the stone is hidden (even in extra-dimensional spaces or of the person is protection by non-detection magic), dragons will know that it is there. Only upon trade or transfer of the stone is this bond broken, and then it is established on the new owner. Finally, there can be only one Dragon Stone - Onyx at a table during an adventure. If there are more than one, all cease to function for that adventure.



Authorized Signature \_\_\_\_\_ RPGA Number \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

® and ™ designate trademarks of Wizards of the Coast, Inc.  
© 2000 Wizards of the Coast, Inc. This certificate is the property  
of Wizards of the Coast and has \$0 actual cash value.