

This certificate is to verify that the LIVING CITY™ Character

Value: 32,000 gp
Size: Medium
Tradeable: YES
Rarity: Common

_____ obtained the following in the event *Dragon's Honor*

+2 Lawful Club

2E: This +2 club seems to be made from a fairly rare type of oak. It does +2d6 damage against any creature of chaotic alignment. The club will also do that damage to any chaotic creature who picks the club up and attempts to wield it.



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Value: 1,500 gp
Size: N/A
Tradeable: YES
Rarity: Common

_____ obtained the following in the event *Dragon's Honor*

Potion of Protection from Elements

Cast at 10th level



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Value: 1,500 gp
Size: N/A
Tradeable: YES
Rarity: Common

_____ obtained the following in the event *Dragon's Honor*

Potion of Protection from Elements

Cast at 10th level



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_____ obtained the following in the event *Dragon's Honor*
Potion of Cure Serious Wounds

Cast at 10th level

Value: 1,500 gp
Size: N/A
Tradeable: YES
Rarity: Common

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_____ obtained the following in the event *Dragon's Honor*
Potion of Cure Serious Wounds

Cast at 10th level

Value: 1,500 gp
Size: N/A
Tradeable: YES
Rarity: Common

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_____ obtained the following in the event *Dragon's Honor*
Potion of Intelligence

Add 1d4+1 points to Intelligence 3 hours.

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

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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 Honor*

Dragon Stone -- Amber

This dragon stone appears to be a piece of amber containing a whole dragonfly. Containing the soul and "shen" of a legendary gold dragon, this is one of the thirteen Dragon Stones of legend. The area around the bearer of the amber is always slightly warm and the smell of water permeates the area. The amber bears the power of a luck stone (+1 to all saves, ability checks, and proficiency/skill checks) and has the following powers that it can call forth: water breathing (on holder only, always in effect), bless (3/day), detect lie (3/day), and cone of flame (as cone of cold, only fire effects) (1/day). These powers are all cast at 15th level.

All chromatic dracoforms will attempt to acquire the Amber Dragon Stone via whatever means possible unless other forces prevent them from doing so. Metallic dracoforms will be guarded around the possessor, as they are holding the soul of a brother, but metallic dracoforms will generally wait for an explanation before attacking.

Only two Dragon Stones can be possessed by any one character and only one of a given type. The Amber Dragon Stone cancels out the effects of any Dragon Stone from an evil dracoforms, and the Stones from evil dracoforms cancel the effects of the Amber Dragon Stone. This happens if they are within 10 feet of one another. Further, there can be only one Dragon Stone - Amber at a table during an adventure. If there are more than one, all cease to function for that adventure.

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 protected 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.

This item absolutely will not function after Origins 2001.



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

_____ obtained the following in the event *Dragon's Honor*

Potion of Charisma

Add 1d4+1 points to Charisma for 3 hours.



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