

This certificate is to verify that the LIVING CITY™ Character

Value: 4,500 gp
Size: N/A
Tradeable: YES
Rarity: Common

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

Potion of Fire Breath

This strange elixir bestows upon the drinker the ability to spit gouts of flame. He breathes fire up to three times, each time dealing 3d6 points of fire damage upon a single target up to 25 feet away. The victim can attempt a Reflex save (DC 12) (2nd ed: Save vs spells) for half damage. Unused blasts dissipate an hour after the potion is consumed. Most drinkers suffer from terrible heartburn afterward.



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Value: 15,000 gp
Size: N/A
Tradeable: YES
Rarity: Unusual

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

Signet of Silence

This finely crafted signet ring is of Cormyrian design. It in all ways functions as an amulet of proof against detection and location while worn. The ring begins functioning 24 hours after it is worn and if removed will not function until it has had 24 hours to adapt itself to the same or a different user.



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Value: 100 gp + 2,000 gp/charge
Size: N/A
Tradeable: YES
Rarity: Unusual

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

Lantern of Revealing

This lantern operates as a normal lantern, but when the special oil is used it creates the effect of a see invisibility spell (2nd ed: invisibility purge) for all beings within 25 feet of the lantern. Each "charge" of special oil lasts 30 minutes. The lantern has five uses after which the special oil is used and it can be used as a normal lantern.



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Value: 2,500 gp

Size:

Tradeable: YES

Rarity: Unusual

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

Masterwork Blade

Forged by a bladesmith in the Moonshae Isles, this exceptional blade grants a +1 attack bonus once it is affixed to a handle. Suitable for enchantment, the bonus of the blade does not stack with an enhancement bonus to attack.



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Value: 1,000 gp

Size: Medium

Tradeable: YES

Rarity: Common

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

Masterwork Traveling Spellbook

This one-hundred-page volume was crafted by an expert bookmaker in the Moonshae Isles. All saves made by the book are at +2. Every level of spell scribed into the book takes one page per level. Hence a 3rd level spell would require three pages. This traveling spellbook makes a perfect companion to any adventuring mage.



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Value:

Size:

Tradeable:

Rarity:

obtained the following in the event

Void

Void --
-- Void --



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Value: 50,000 gp

Size:

Tradeable: YES

Rarity: Rare

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

Dragon Stone "Tiger Eye"

Containing the soul and "shen" of a legendary brown dragon, this is one of the thirteen Dragon stones of legend. The area around the bearer of the tiger eye is always 10 degrees warmer and the smell of sand permeates the area. The tiger eye can reproduce the power of a wand (rod) of enemy detection three times per day, and has the following powers which it can call forth once per day: create water, passwall, and disintegrate. These powers work as if cast by a 12th level sorcerer (2nd ed: they work at 12th level). These powers are all "cast" at 12th level.

All chromatic dracoforms will attack the bearer of the Tiger Eye Dragon Stone on sight unless other forces prevent them from doing so. They are detectable even if placed in places where they would normally not be (as in extra dimensional spaces) or if the person is shielded by nondetection magic.

Only two dragonstones can be possessed by any one character, and a character can have only one of a given type. If a character has more than two, or more than one of each of two separate types, all Dragon Stones in that character's possession do not function. Similarly, there can be only one Dragon Stone Tiger Eye at a table during an adventure. If more than one character in the group has a Tiger Eye, all cease to function for that adventure.

This Dragon Stone absolutely will not convert to 3rd edition.



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Value: N/A

Size: Medium

Tradeable: NO

Rarity: Unusual

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

Moorhound

This female moor hound was given as a gift from grateful people for the successful rescue of their children on the Moonshae Isles. She has been bred as a guard animal and as such knows the tricks GUARD, FETCH and HOME. Large even for a dog, this animal cannot be bred.

3rd edition D&D:

Moorhound: Medium Animal (5 ft. long); HD 2d12; hp 18; Init +2 (Dex); Spd 40 ft.; AC 15 (+ 2 Dex, +3 natural); Atks +2 melee (2d4+2, bite); SA Overbear; AL N; SV Fort +5, Ref +5, Will +1

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +5, Spot +5, Swim +5

Special Attacks: Overbear - On an attack roll 4 higher than what is needed to hit, the moorhound can attempt to overbear its opponent.

2nd edition AD&D:

Moorhound: Int 4 (low/average); AL NG; AC 5; MV 12; HD 2+4; hp 18; THAC0 18; #AT 1; Dmg 2d4+2; SA Overbear; SD nil; MR nil; SZ M (3'6" at the shoulder); ML 15

Saves: PPD 14; RSF 15; PP 13; BW 14; Spells 15

OVERBEAR - On an attack roll 4 higher than what is needed to hit, the moorhound can attempt to overbear its opponent. The opponent must make a successful Dexterity check or fall under the animal. While prone the opponent is at -4 to his AC.



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Value: N/A
Size: Medium
Tradeable: NO
Rarity: Rare

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

Apprentice: Thomas

An orphan from the Moonshae Isles, young Thomas has apprenticed himself to the PC named above. Starting as a 0 level NPC he can take whatever primary class the PC named above has. From that point forward he adventures with the PC and gains 50% of the experience earned from adventures. He will NOT dual class for any reason. Once he has reached 7th level in his class he will strike out on his own, always thankful for the advice and friendship his mentor had given him.

3rd edition D&D:

Thomas, male human Com1: Medium Humanoid (5 ft. 5 in. tall); HD 1d4; hp 7; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4/crit 19-20, dagger); AL LG; SV Fort +2, Ref +2, Will +1.

Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 10.

Skills: Use Rope +6, Spot +5, Handle Animal +4; Feats: Toughness (+3 hit points).

2nd edition AD&D:

Thomas, hm 0 level: AL LG; AC 9; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (Dagger); SA nil; SD nil; Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 10; MR nil; SZ M; ML 10.



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