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Obtained the following item in the event *Dragon's Spirit*

Gem of Missile Deflection

When the PC crushes this emerald it releases a *protection from normal missiles* spell centered on the PC. The spell effect lasts for 12 rounds. Crushing the emerald requires an action. Once the power of the emerald is invoked, the shards of the shattered stone vanish, being completely consumed by the dweomer. GP Value 1500.

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Obtained the following item in the event *Dragon's Spirit*

Gem of Inspiration

The PC must hold this gem in his or her hands and ask a question, and then toss the sapphire into the air. The gem will then float in mid air and glow with a soft amber light. The judge must then roll a d20. On a roll of 1 or 2 the PC is told the exact opposite of the truth, on a roll of 19 or 20 the PC is told what they would like to hear, rather than what is actually the case. Otherwise the sapphire will offer a cryptic phrase that will reveal some truth or otherwise answer the PC's question. Please note that the judge can disallow the question if they believe that it could ruin the plot or outcome of an adventure. If this is the case, then the sapphire floats back to the person's hand and nothing happens. If the question is answered, the gem falters, falls, and crumbles into dust, the power of its magic spent. GP Value 3000

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Obtained the following item in the event *Dragon's Spirit*

Gem of Harmful Spell Warding

This gem is an automatic protection item, thus it doesn't take an action to activate. Unless it is stored in an extra-dimensional space, the first spell which targets the bearer that could cause him or her any form of harm will cause the gem's magic to be released. If the harmful spell is cast by a 12th or lower level spellcaster, the spell is neutralized. If it is cast by a 13th or higher level spellcaster, the gem does not function, but is not used up. Once used, the gem crumbles into worthless dust. GP Value 7000

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Obtained the following item in the event *Dragon's Spirit*

Cloak of Cold Protection +2

This finely made cloak is a dirty white in color. When donned, the cloak gives the wearer several benefits. First it functions as a standard *cloak of protection +2*. Second it allows the wearer to be comfortable in very cold temperatures. The wearer can be wearing the cloak and light clothing in up to 0 degrees F temperatures and feel comfortable. Finally the cloak provides some protection from cold-based attacks. 1 point per die of damage is negated by the power of the cloak, to a minimum of 1 hp of damage per die. GP Value 10,000

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Obtained the following item in the event *Dragon's Spirit*

Two-handed Sword +2, +4 vs Dragons

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Obtained the following item in the event *Dragon's Spirit*

The Draconomicon

In the ancient times the dragons talked to humans and the other races about a great many things. Some of the humanoids wrote this information into a tome that has been passed around through the ages. If a person spends 10 time units to study the information in this tome they will have gained the proficiency of Draconian Lore. This proficiency is usable now, however it WILL take the very next proficiency slot that the character has available. See the Proficiency Text below. Once this is learned the book vanishes to another part of the Realms for others to learn of the wonders of the wyrms. This means that only one person can ever have their name on this certificate and it cannot be traded, transferred, copied, or otherwise given to another. GP Value 100,000

Draconian Lore (Int –4): Through intense study the character has gained rudimentary knowledge of dragons. On a successful check, the character can recall information pertaining to a situation at hand. Draconian Lore only gives general information about those dragons that are in the Monstrous Manual. Other dragons in other sourcebooks, or those dragons created by the campaign are not part of the knowledge gained by the character. They do however have a general concept of the draconian mind and some of the history surrounding the dragons of the Faerunian continent.

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Obtained the following item in the event *Dragon's Spirit*

Dragon Stone—Pearl

Containing the soul and "shen" of a legendary white dragon, this is one of the thirteen Dragon stones of legend. The area around the bearer of the pearl is always 10 degrees colder and their breath always has a flicker of steam about it. The Pearl bears the power of a *ring of warmth* at all times and has the following powers which it can call forth once per day: *gust of wind, wall of fog*, and *cone of cold* (12d4+12). These powers are all "cast" at 12th level. All chromatic (evil) dragons will attack the bearer of the *Pearl Dragon Stone* on sight unless other forces prevent them from doing so. Only two *Dragon Stones* can be possessed by any one character. *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. GP Value 50,000

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Obtained the following in the event *Dragon's Spirit*

Harper Fame +1

Each Harper fame point provides +2 reaction adjustment for all dealings with the Harper Organization. Two Harper Fame certs can be used to negate a Harper Infamy cert.(in this case, all certs should be marked "void" by the DM.) After collecting 4 Harper Fame certs for a PC, the player should mail the original certs with an extra blank, stamped envelope to: Harper Coordinator, c/o RPGA Network, PO Box 707, Renton, WA. 98057-0707. Please include your name, address, and email address and your PC's race, class, level, and alignment. If possible, send an email to LCHarper@rpga.net confirming this mailing.

This cannot be transferred to anyone else, of course.

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