

This certificate is to verify that the LIVING CITY™ Character

Value: 8,310 gp
Size: Small
Tradeable: YES
Rarity: Common

obtained the following in the event *Dwarf in the Fold*

Short Sword +2



Authorized Signature _____ RPGA Number _____
Convention _____ Date _____

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This certificate is to verify that the LIVING CITY™ Character

Value: 3,200 gp
Size: Small
Tradeable: YES
Rarity: Unusual

obtained the following in the event *Dwarf in the Fold*

Gloves of Dugmarin Brightmantle

There is enough magic left in these gloves to activate the blessing of Dugmarin Brightmantle one time, for a period of 2 minutes. The blessing grants a +2 bonus to all Intelligence-based checks while active, and protects the wearer from the effects of the following spells: *charm person, feeblemind, command, greater command, confusion, suggestion*. These spells are temporarily suspended while the blessing is active; they are not dispelled by the blessing. The gloves must be worn to activate the blessing. If the wearer is under the effects of one of these spells, and can speak, the wearer can make an Int check with the +2 bonus to give the command phrase. The command phrase to activate the blessing is "give me clarity, Brightmantle." The gloves will not work on anyone antagonistic to the faith of Dugmarin Brightmantle.



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This certificate is to verify that the LIVING CITY™ Character

Value: 18,320 gp
Size: Medium
Tradeable: YES
Rarity: Unusual

obtained the following in the event *Dwarf in the Fold*

Silvershine, Bane Longsword +1

Forged by the Brightsword clan, the weapon combines Iron, Silver and steel, bound through magic with a permanent edge. This weapon is a bane weapon against those affected by cold iron and silver (2E: +2 to attacks, does +2d6 points of damage to creatures vulnerable to cold iron and silver).



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Value: 10,300 gp
Size: Small
Tradeable: YES
Rarity: Unusual

_____ obtained the following in the event *Dwarf in the Fold*

Cask & Horn of the Boldenbar Clan

This cask, which holds two gallons of liquid, is currently filled with a gallon of fine dwarven ale. The horn is magically connected to it. When the horn is pressed to someone's lips, it fills with liquid from the cask. The horn holds a pint, and removes liquid from the cask to fill itself. This magic works until the cask is emptied, at which time the magic ends (thus, to keep the magic effective, the cask needs to be refilled before it is emptied). The cask and horn magic do not work if magical liquids are poured into the cask. The cask cannot be remotely refilled using the horn. The cask and horn must be on the same plane for the magic to work.



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This certificate is to verify that the LIVING CITY™ Character

Value: 5,650 gp
Size: Small
Tradeable: YES
Rarity: Unusual

_____ obtained the following in the event *Dwarf in the Fold*

Full Plate Mail +2

This suit of plate mail was made by the armorer of the Trueforger clan. This suit is made to fit the PC named above.

Size category: _____ (Must be written in for the PC who chooses this)



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This certificate is to verify that the LIVING CITY™ Character

Value: 8,000 gp
Size: Small
Tradeable: YES
Rarity: Unusual

_____ obtained the following in the event *Dwarf in the Fold*

Tomes of the Dwarven Mages

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

This pair of books was made by an ancient dwarven mage centuries ago. Both are bound by wyvern hide, and vellum sheets make up the pages. The first book lists the following spells: *flare*, *arcane mark*, *read magic*, *mending*. The second tells the story of the dwarves and their efforts to guard the Orb of Protection. Each book has 25 blank pages in the back. The magic of the tomes is tied to these 25 pages.

If anything is written on a blank page of one book appears on the blank page of the other, as long as both books remain on the same plane. The pair can be used 25 times, as there is no means, magical or non-magical, to erase anything written on the pages of these books.



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