

This is to verify that the Living City™ character

Obtained the following item in the event *Eye of Horus*

## *Amulet of Horus-Re*



This golden amulet is in the shape of an ankh and hangs from a reed cord. This amulet functions as an *amulet of protection +1* that works with other items that provide armor class bonuses, but it does not function in conjunction with magical armor or *bracers of defense*. However this item will not function if worn with any other magical amulets, brooches, or scarabs. Further wearing this amulet provides the wearer with a +1 reaction bonus with followers of Horus-Re. This amulet is worth 8,000 gold pieces.

© and ™ designate trademarks of TSR, Inc. © 2000 TSR, Inc.  
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of  
Wizards of the Coast, Inc. This certificate has \$0 actual cash  
value.

Authorized Signature \_\_\_\_\_ DM RPGA# \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

This is to verify that the Living City™ character

Obtained the following item in the event *Eye of Horus*

## *Elixir of Horus-Re*



When drank, this elixir infuses a small essence of the sun into the imbiber. The person consuming this beverage will glow like the 3<sup>rd</sup> level spell *continual light*. At any point within the next 1-4 turns, the imbiber can release the sunlight once at will. The effect of releasing the light is identical to the 7<sup>th</sup> level priests spell *sunray* and the potion expires with this release of light. This potion is worth 1,100 gold pieces.

© and ™ designate trademarks of TSR, Inc. © 2000 TSR, Inc.  
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of  
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature \_\_\_\_\_ DM RPGA# \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

This is to verify that the Living City™ character

Obtained the following item in the event *Eye of Horus*

## *Potion of Thoth's Fury*



When consumed, this potion allows any spell caster (whether they are a priest or wizard) to focus the magical energies that they unleash in their spells. The next three damaging spells that the imbiber casts within the next turn will do one extra die of damage. In addition 1 extra point of damage will be added to every die of damage caused by the spell (i.e. a 9<sup>th</sup> level wizard casting *magic missile* will get six missiles, via the effect of the extra die, with each missile doing 1d4+2 points of damage). This potion is worth 1,000 gold pieces.

© and ™ designate trademarks of TSR, Inc. © 2000 TSR, Inc.  
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of  
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature \_\_\_\_\_ DM RPGA# \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

This is to verify that the Living City™ character

---

Obtained the following item in the event *Eye of Horus*  
***Sacred Gem of Horus-Re***



This gemstone, sacred to Horus-Re, has been engraved with his image. The engraving is inlaid with gold and enchanted with the 3<sup>rd</sup> level priest spell *continual light*. The *continual light* has been cast at the 13<sup>th</sup> level of casting. The wielder of this gem is considered a friend of the temple of Horus-Re and the stone provides a +1 reaction bonus when dealing with his followers. This gem should not be traded, sold or given away. This item does not count as a magical item for character item limits. This gem is worth 200 gold pieces.

© and ™ designate trademarks of TSR, Inc. © 2000 TSR, Inc.  
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of  
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature \_\_\_\_\_ DM RPGA# \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

This is to verify that the Living City™ character

---

Obtained the following item in the event *Eye of Horus*  
***Chariot of Horus-Re***



This magnificently carved oaken chariot is decorated with Mulhorandi hieroglyphs. The golden inlaid carvings depict the teachings of the church of Horus-Re and show the god smiting various foes. This light war chariot has scythe blades covering the car, and anyone rolled over (use trampling attack mechanics) takes 2d6 points of damage from the blades. Once a day the chariot can emit bright light from the outside shell of the car. The blinding radiance of this light is similar to the radiance of the sun. Anyone attacking either the chariot or its occupants suffers a -2 penalty to hit. Further any undead within 30 feet of the car suffer 2d6 points of damage each round. Creatures that make their saving throw versus spells suffer half damage and do not suffer the attack penalty. Activating this power takes the entire action of an occupant for the round and this power lasts for 3 rounds. Once it takes 75 points of damage, the chariot is irrevocably destroyed. Damage cannot be repaired. The user must be riding in the chariot to use the sunlight power. This chariot is worth 20,000 gold pieces.

© and ™ designate trademarks of TSR, Inc. © 2000 TSR, Inc.  
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of  
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature \_\_\_\_\_ DM RPGA# \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_