

This certificate is to verify that the LIVING CITY™ Character

Value: 4,200 gp
Size: Medium
Tradeable: YES
Rarity: Unusual

obtained the following in the event *Feat of Clay*

Shield +1, +3 Innocents' Bulwark

This medium-sized shield bears the image of a sturdy castle, and operates as a shield +1 in most circumstances. However, when the wielder is fighting in the immediate defense of zero level noncombatants, it becomes a shield +3. "Immediate defense" means that the zero level people are threatened by a hostile enemy which intends them harm, and is in a position to cause this harm in the next round if the shield wielder were not fighting to prevent it. "Noncombatants" are those whose purpose is not that of fighting or aiding fighting, although they may be acting in their own defense. A zero-level farmer using a spear to fend off hungry wolves is considered a noncombatant even though he is fighting, but the members of a militia formed of zero level serfs in the same circumstances are considered combatants because their purpose (as a militia) is to fight.



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This certificate is to verify that the LIVING CITY™ Character

Value: 300 gp per
arrow
Size: Medium
Tradeable: YES
Rarity: Common

obtained the following in the event *Feat of Clay*

Dragonwing Arrows

[] [] [] []

This is a set of magical arrows, sized for the longbow, whose shafts have been carved from the wingbone of a mighty dragon. They fly truer than normal arrows, and suffer no range penalty at medium or long ranges. They have no other to-hit or damage bonuses, but they are considered magical weapons of +1 magnitude for purposes of piercing protection from normal missiles spells and similar defences. They have the same chance of breaking after being fired as normal, non-magical wooden arrows.



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This certificate is to verify that the LIVING CITY™ Character

Value: 4,300 gp
Size: Medium
Tradeable: YES
Rarity: Unusual

obtained the following in the event *Feat of Clay*

Gromeliard's Bestiary

The Bestiary, which was made as an ostentatious wedding gift, is a large (12" x 16" x 3") ebony encased book with 97 pages of finest vellum, intricately illuminated with brilliant inks and a profusion of gold leaf. The exterior of the volume is encrusted with gold, silver, and semi-precious stones, bringing the weight of the entire volume to a massive 21 pounds. The bestiary details compound monsters, such as the chimera, manticores or hippogriff, which are assemblies of parts from different mundane creatures. The information is accurate, and grants the reader a basic knowledge of such creatures. Unfortunately, the book is written in such a stupefyingly boring and convoluted manner that it is not readily assimilated, and the owner must have it in his possession and spend half an hour poring over it to track down more specific details. Doing so provides a +4 to knowledge-based skill (2E: proficiency) checks about the specific compound creature being researched at the time. Because the volume is so poorly written it is most most prized for its high material value of 4,300 gp.



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Value: 16,000 gp
Size: N/A
Tradeable: YES
Rarity: Unusual

obtained the following in the event *Feat of Clay*

Leaf of Calm Endurance

This small green ceramic leaf was once part of a greater magical defense, and retains a portion of its powers. When worn about the neck on a cord or chain, the leaf will reduce the damage suffered by the wearer from the next damaging spell that harms the wearer. Subtract 15 points from the total damage, before saves are rolled. The leaf only functions once, after which it becomes a mundane ornament, worth 3 gp. These leaves do not stack with each other.



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