

This is to verify that the Living City™ character

Obtained the following item in the event *Heir Un-Apparent (Gen Con 1999)*

Castilian's Earring



This earring is a diamond stud which is shaped as a star. It is stylish and fashionable. The metal part of the earring is made of electrum, and its value is 450 gp.

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Cat's Eye Agate Ring



This golden ring houses a cat's eye agate, which was a gift to you from Daryian Catseyes for your charm and grace. Its value is 625 gp.

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Stone of Sharpening

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This sharpening stone works on **NON MAGICAL edged weapons only**. This includes non-magical arrows. It grants a +1 to damage rolls. If used on a magical weapon, the stone will crumble to dust. Sharpening a weapon requires a "charge:" only 25 weapons (or 50 arrow heads) may be sharpened with this stone before it loses its effectiveness.

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Ring of Magery



This steel ring is cast in the shape of an elephant's head and bears opals for eyes and small slivers of ivory as trunks. It allows generalist mages to memorize three extra spell levels worth of spells per day. It does not provide any benefit for specialist or elementalists wizards or bards.

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Great Mace +2



It is a two-handed weapon made of steel with a matching handle. On the handle are engraved the symbols of both Mystra and Tempus. The head of the mace is adorned with gold and silver studs (making it effective against creatures affected by both metals). Legends state that this weapon was once the property of Aryial Thomassen, revered Cleric of Tempus. The stats for this weapon are identical to a two-handed sword.

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Paladin's Bonded Mount



Steelehoof, Heavy Warhorse Charger: Int Low; AL LG; AC 5; MV 18; HD 5; hp 36; THAC0 15; #AT 3; Dmg 1d8+2/1d8+2/1d3 (hoof/hoof/bite); SA none; SD nil; MR nil; SZ L; ML 11.

Steelehoof is a clydesdale and wears silver colored plate barding fitted for him alone. The stallion is Black in color and has a silver patch of fur on its forehead that vaguely resembles the holy symbol of the Paladin he serves.

Deity: _____

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Paladin's Bonded Mount



Zephyr, Light Warhorse Charger: Int Low; AL LG; AC 6; MV 24; HD 4+3; hp 30; THAC0 17; #AT 2; Dmg 1d6/1d6 (hoof/hoof); SA none; SD nil; MR nil; SZ L; ML 13.

Zephyr is an appaloosa filly built for speed. She comes wearing leather barding, made for her alone. She is a medium brown with white spots all about her body. On a chain about her neck is a holy symbol which matches the deity of Paladin whom she serves. This symbol cannot be removed, nor can it be stolen.

Deity: _____

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Paladin's Bonded Mount



Sunchaser, Medium Warhorse Charger: Int Low; AL LG; AC 5; MV 24; HD 5; hp 34; THAC0 15; #AT 2; Dmg 1d8/1d8 (hoof/hoof); SA none; SD immune to magical fear effects; MR nil; SZ L; ML 13.

Sunchaser is an Arabian stallion, and in a breed of exceptional horses Sunchaser stands out.

Sunchaser is exceptionally intelligent, and has come trained with three tricks. He may, if the Paladin who has bonded with him does so, be taught two other tricks. This requires animal handling NWP.

The tricks he knows are:

1. Single Rider (will only allow his Paladin to ride him, unless instructed to take on others)
2. Comes to Signal (whatever signal the Paladin designates when the horse is received): _____
3. Compass (knows where home is and will go there if instructed to)

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Armband of Giant Strength

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This armband, made of adamantite with a polished piece of marble in it, will bestow on the wearer the strength of a Stone Giant. This item may only be used once per adventure, and the duration of the strength is 1 turn. Each use drains one charge. This item cannot be traded, sold, loaned, or given away. This item only works for fighters only (not rangers or paladins).



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Medallion of Faith

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This medallion is made of finely worked platinum, with a matching platinum chain. The surface of the Medallion now bears the symbol of _____ (the PC's god). This medallion works as a *ring of protection*, and does NOT combine with *rings of protection* or magical armor. The *medallion of faith* provides a +3 bonus to Armor Class and Saving Throws. When a charge is expended, the paladin wearing the medallion can heal double the normal amount through his or her ability to lay on hands. Once all charges are expended, the items loses its powers, but still retains the symbol of the paladin's deity. This item cannot be traded, sold, loaned, or given away. This item only works for single-classed paladins only, and counts as a miscellaneous magical item.



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Granite Wolf

This figurine is made of a highly polished gray granite. The eyes of the figurine are carved of jade. On the bottom of the figurine, the word Timber is carved. When spoken, a mist will form, allowing Timber to come from the Astral Plane.

This statue can be used one of two ways only (check which one – the matter must be resolved at the same game where Timber is acquired).

___ 1) If the ranger gives the statue one point of Strength and Constitution, Timber will become a real wolf and a follower of the ranger when the ranger gets to the level at which he or she can attract followers.

___ 2) If the ranger does not want to give the Strength and Constitution, Timber will come to the ranger's aid three times and stay for up to 12 hours each time. After that, the statue becomes non-magical.

Timber: Int Animal; AL CG; AC 1; MV 15; HD 6+5; hp 53; THAC0 13; #AT 2 (bite); Dmg 1d8; SZ M; ML 13.

This item cannot be traded, sold, loaned, or given away. Timber will only obey the PC whose name appears, in ink, above. This item only works for rangers only. This cert must be presented at the beginning of each event for the DM to inspect.



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Footman's Flail of Speed +1



This dual-headed flail is made of finely forged steel and inset with gems. Karinius has told you that this once belonged to Rayne Steelhelm, Champion of Helm, and was lost for decades. This flail functions as a *scimitar of speed*. Priests of Helm who use this weapon gain the ability to have one divination spell per day last twice as long as normal. This item cannot be traded, sold, loaned, or given away. This item only works for priests.

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Hat of Disguise

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This hat is made of the mane of a ki-rin and is topped off with the feather of a couatl. The hat functions as a hat of disguise as described in the *Dungeon Master Guide*, but is charged. Each hour of disguise (or part thereof) uses one charge, and the hat begins with eight charges. This item cannot be traded, sold, loaned, or given away. This item works for thieves only.

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Staff of the Woodlands +2

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This staff is made of yew, beautifully carved at the top of the staff to resemble a hawk's head. The eyes of the hawk are polished amber, which shine as if they had a life of their own. This item functions exactly as stated in the DMG, and has 12 charges. This item cannot be traded, sold, loaned, or given away. This cert only works for single-classed druids only. This staff cannot be recharged.

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Torc of Warrior's Prowess



This torc is wrought of gold, and inlaid with rubies and emeralds. When worn, the bard gains a warrior's THAC0 with any ONE weapon (a specific weapon, as with the special weapons of followers of Tempus) that he/she is proficient with. This was once the property of Caesar Bresianson, one of the original members of the Harpers. This item cannot be traded, sold, loaned, or given away. This item only works for bards only.

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Spellbook of Karinius Silvereyes



Spellbook of Karinius Silvereyes: The book is covered in the hide of a black dragon, and bound with gold. The pages inside are not paper, but thin sheets of mithril. On it is a lock without a keyhole. When the proper command phrase ("Magic is the key to Knowledge, and Ignorance its door.") is spoken, the book opens to reveal a table of contents. All the mage has to do is speak the name of the spell, and the book will flip over to it. There are currently 30 spells scribed within, and room for 25 more. This book saves as hard metal at +2, and is **impervious to acid of any sort**. The spells within are as follows:

1st: *armor, audible glamour, chill touch, comprehend languages, taunt, spook.*

2nd: *alter self, bind, whispering wind, wizard lock, strength, bladethirst*

3rd: *paralyze, delude, nightscar, dire charm.*

4th: *fire shield, polymorph self, wall of ice, Rary's mnemonic enhancer.*

5th: *cloudbill, wall of iron, ironguard, Snillloc's major missile*

6th: *true seeing, power word: silence, Bigby's forceful hand*

This spellbook may not be traded, nor may it be given away or sold. The spells contained within are also non-transferable to other PCs and may not be erased or replaced in this book.

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