

This certificate is to verify that the LIVING CITY™ Character

Value: 9,500 gp
Size: Medium
Tradeable: YES
Rarity: Unusual

_____ obtained the following in the event *Silk and Assassins*

Chain Mail +2 "Bloodlust"

When worn, this armor causes the wearer to gain a +4 bonus to Will saves vs mind-affecting spells, and once per day grants a +2 bonus to hit and damage for one round. The wearer can never retreat once in a fight.



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Value: 8,250 gp
Size: Medium
Tradeable: YES
Rarity: Common

_____ obtained the following in the event *Silk and Assassins*

Bardiche +2



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Value: 750 gp per charge
Size: N/A
Tradeable: YES
Rarity: Unusual

_____ obtained the following in the event *Silk and Assassins*

Amulet of Missile Shielding

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

This amulet can be used to cast the spell *protection from arrows* (2E: *protection from normal missiles*) as a 5th level sorcerer if worn about the neck. Activating the item is a standard action. Each casting uses a charge, and the amulet has 8 charges.



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_____ obtained the following in the event *Silk and Assassins*

Smuggler's Scarf

This fine silken scarf grants the wearer a +2 competence bonus to Hide and Move Silently skill checks when worn about the neck. (2E: +10% bonus to Hide in Shadows and Move Silently thief skills, thieves only). This counts as a necklace/amulet slot.

Value: 1,000 gp
Size: N/A
Tradeable: YES
Rarity: Unusual



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_____ obtained the following in the event *Silk and Assassins*

+2 Short Bow

Value: 2,150 gp
Size: Medium
Tradeable: YES
Rarity: Common



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_____ obtained the following in the event *Silk and Assassins*

Loss of Hand

The thief PC lost his hand in an attempt to pick a trapped lock. If the hand is not restored the PC thief loses 40% from all thief skills, and cannot cast spells.

Value: 0
Size: N/A
Tradeable: NO
Rarity: Common



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Value: 1,500 gp per globe
Size: N/A
Tradeable: YES
Rarity: Common

obtained the following in the event *Silk and Assassins*

Magical Gas Globes

Attached to a bandoleer are 10 balls crystal spheres filled with magical gases that have varying effects. Each sphere may only be used once.

1. *Stinking cloud* sphere (as spell cast by 10th level caster).
2. Invisibility sphere (as spell *invisibility 10 ft. radius*, cast by 10th level caster)
3. Slow sphere (as *slow* spell cast by 10th level caster)
4. Fog cloud sphere (as *fog cloud* spell cast by 10th level caster)
5. Fireball sphere (as *fireball* spell cast by 6th level caster)
6. Heat metal sphere (globe must hit metal target, acts as *heat metal* spell cast by 10th level caster)
7. Dispel magic sphere (as *dispel magic* spell cast by 10th level caster)
8. Hold person sphere (as *hold person* spell cast by 10th level caster, affects maximum number of targets possible in a 3 ft. radius area around the place where the globe broke)
9. Poison Gas sphere (2d6 points of damage to all in a 10 ft. radius, save for no damage)
10. Monster summoning sphere (summons 2d4 goblins)



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