

This certificate is to verify that the LIVING CITY™ Character

Value: 2,000 gp
Size: Medium
Tradeable: YES
Rarity: Common

_____ obtained the following in the event *Stakeout (The)*

Mace +1



Authorized Signature _____ RPGA Number _____
Convention _____ Date _____

© and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

Value: 4,150 gp
Size: Medium
Tradeable: YES
Rarity: Unusual

_____ obtained the following in the event *Stakeout (The)*

Elven Chain Mail



Authorized Signature _____ RPGA Number _____
Convention _____ Date _____

© and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

Value: 200 gp per dose
Size: N/A
Tradeable: YES
Rarity: Common

_____ obtained the following in the event *Stakeout (The)*

Oil of Proof Against Turning

[] [] [] []

This oil grants Turn Resistance +4 (2E: grants a save vs paralyzation vs turning attempts).



Authorized Signature _____ RPGA Number _____
Convention _____ Date _____

© and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

obtained the following in the event *Stakeout (The)*

Potion of Darkness

When consumed, this potion turns the drinker and all clothing or gear worn (not held in the hands) at the time of drinking completely black. The effects last for 1d4 hours.

Value: 200 gp
Size:
Tradeable: YES
Rarity: Common



Authorized Signature _____ **RPGA Number** _____
Convention _____ **Date** _____

® and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

obtained the following in the event *Stakeout (The)*

Potion of Darkness

When consumed, this potion turns the drinker and all clothing or gear worn (not held in the hands) at the time of drinking completely black. The effects last for 1d4 hours.

Value: 200 gp
Size: N/A
Tradeable: YES
Rarity: Common



Authorized Signature _____ **RPGA Number** _____
Convention _____ **Date** _____

® and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

obtained the following in the event *Stakeout (The)*

Potion of Darkness

When consumed, this potion turns the drinker and all clothing or gear worn (not held in the hands) at the time of drinking completely black. The effects last for 1d4 hours.

Value: 200 gp
Size: N/A
Tradeable: YES
Rarity: Common



Authorized Signature _____ **RPGA Number** _____
Convention _____ **Date** _____

® and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

Value: 6,000 gp
Size: Medium
Tradeable: YES
Rarity: Unusual

_____ obtained the following in the event *Stakeout (The)*

Dagger of Resource +2

This weapon has three gems on its handle, each of which opens a secret compartment in the handle.
Compartment #1 holds a lockpick that grants a +1 competence bonus to Open Lock skill checks (2E: +5% bonus to Open Lock checks).
Compartment #2 is empty, and is large enough to hold a magnifying glass of 1 in. diameter.
Compartment #3 holds a *gem of brightness* with 4 charges remaining. The gem is ½ in. in diameter. The gem cannot be recharged. [] [] [] []



Authorized Signature _____ RPGA Number _____
Convention _____ Date _____

© and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.

This certificate is to verify that the LIVING CITY™ Character

Value: 0 gp
Size: Small
Tradeable: NO
Rarity: Unusual

_____ obtained the following in the event *Stakeout (The)*

Green Knife

This green bladed dagger is a symbol of the PC's membership in the Green Knives, a street gang operating in Crows End. No matter what spells, permanent or otherwise, are cast upon it, it does not radiate as magical under any form of divination. Without any enchantments, the blade marks a member as an Initiate in the gang. The green knife may be owned and used only by a thief or multi- or dual classed thief (not bard), and may not be traded or given away.

As the owner progresses in rank, the green knife will be enchanted. If any of these enchantment certificates come from the same scenario the entire dagger is removed from play.



© and ™ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. This certificate is the property of Wizards of the Coast and has \$0 actual cash value.

Authorized Signature _____ **RPGA Number** _____
Convention _____ **Date** _____

This certificate is to verify that the LIVING CITY™ Character

Value: 0 gp
Size: N/A
Tradeable: NO
Rarity: Unusual

_____ obtained the following in the event *Stakeout (The)*

Green Knife Binding of the Novitiate

This enchantment has been placed upon the Green Knife of a member promoted from Initiate to Novitiate of the Green Knives. It grants the blade a +1 enhancement bonus on attacks and damage. This enchantment may only be gained in a scenario, and cannot be traded or given away.



© and ™ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. This certificate is the property of Wizards of the Coast and has \$0 actual cash value.

Authorized Signature _____ **RPGA Number** _____
Convention _____ **Date** _____

This certificate is to verify that the LIVING CITY™ Character

Value: 0 gp
Size: N/A
Tradeable: NO
Rarity: Unusual

_____ obtained the following in the event *Stakeout (The)*

Green Knife Binding of the 1st

This enchantment has been placed upon the Green Knife of a member promoted from Novitiate to Full Member of the Green Knives. It grants the blade an additional +1 enhancement bonus to attacks and damage, and allows the PC thief to sneak attack and cause an extra +1d6 points of damage (2E: thieves can backstab as if three levels higher). PCs without the sneak attack ability cannot use the sneak attack bonus. This enchantment may only be gained in a scenario, and cannot be traded or given away.



© and ™ designate trademarks of Wizards of the Coast, Inc. © 2000 Wizards of the Coast, Inc. This certificate is the property of Wizards of the Coast and has \$0 actual cash value.

Authorized Signature _____ **RPGA Number** _____
Convention _____ **Date** _____

This certificate is to verify that the LIVING CITY™ Character

Value: 0 gp
Size: N/A
Tradeable: NO
Rarity: Unusual

_____ obtained the following in the event *Stakeout (The)*

Green Knife Binding of the 2nd

This enchantment has been placed upon the Green Knife of a member promoted from Full Member to Least Master of the Green Knives. It grants the blade an additional +1 enhancement bonus to attacks and damage. Further, the dagger can polymorph into a short sword for five rounds, twice per adventure. This enchantment may only be gained in a scenario, and cannot be traded or given away.



Authorized Signature _____ RPGA Number _____
Convention _____ Date _____

© and ™ designate trademarks of Wizards of the Coast, Inc.
© 2000 Wizards of the Coast, Inc. This certificate is the property
of Wizards of the Coast and has \$0 actual cash value.