

This certificate is to verify that the LIVING CITY™ Character

**Value:** 900 gp  
**Size:** Tiny  
**Tradeable:** YES  
**Rarity:** Common

obtained the following in the event **Stanham Stone**

### **Mithril Ingot**

This rectangular mithril ingot is roughly 5 in. x 1 ¼ in. x 1 in., and weighs approximately one pound. The round-edged ingot has a rough unpolished surface on five sides, and a distinct pucker on the smooth sixth side where the silvery metal contracted after casting. There is no assayer's mark on the ingot.



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Convention \_\_\_\_\_ Date \_\_\_\_\_

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**Value:** 32,000 gp  
**Size:** Huge  
**Tradeable:** YES  
**Rarity:** Unusual

obtained the following in the event **Stanham Stone**

### **Giantish Axe Head**

[ ] [ ]

This is a large magical steel axehead of giantish manufacture. When properly mounted on a sturdy shaft it becomes an enormous axe, effectively a *huge greataxe* +2 (2E: two-handed *battleaxe* +2 (1d12 points of damage) in the hands of a man-sized creature. Upon mental command the axe can grant a +4 bonus to the wielder's Strength for 20 rounds, but it can only do so twice. The first such use reduces the axe to a +1 weapon when the effect ends, and the second such use renders the axe completely non-magical when the effect ends. Mounting the axe head properly requires a visit to the Proficiency Post booth at an interactive, and the PC must pay 2000 gp for proper materials and magical preparations. If the attempt fails there is a 15% chance the axe head is damaged and becomes non-magical.



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**Value:** 8,000 gp  
**Size:** Huge  
**Tradeable:** YES  
**Rarity:** Unusual

obtained the following in the event **Stanham Stone**

### **Giantish Spear Head**

Mark off times thrown: [ ] [ ] [ ] [ ] [ ]

This is a large magical steel spearhead of giantish manufacture. When properly mounted on a sturdy shaft it becomes a *huge greatspear* +2 (2E: *ranseur* +2 (2d4 dmg)) in the hands of a man-sized creature. Five times, the weapon may be hurled with range increment 10 ft (2E: range 10/20/30). After the fifth such throw, the spearhead is bent beyond the point where it is aerodynamically feasible to use as a hurled weapon. (2E: If the spear misses its target and lands on hard ground (stone, brick, rock, metal, etc.) it must save vs. crushing blow or be destroyed.) Mounting the spearhead properly requires a visit to Proficiency Post at an interactive, and the PC must pay 2000 gp for proper materials and magical preparations. If the attempt fails there is a 15% chance the spearhead is damaged and becomes non-magical.



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**Value:** 2,000 gp  
**Size:** Small  
**Tradeable:** YES  
**Rarity:** Unusual

\_\_\_\_\_ obtained the following in the event *Stanham Stone*

## ***Shrine of the Hunter***

These three fragile ivory plaques are each 12 in. wide and 18 in. tall, and bear carvings of deer (a stag, a doe, and a fawn) in shallow relief. When the three plaques are assembled as a triptych a priest or ranger may use them to generate one of the following effects once per day.

*Blessing the Hunt* allows the caster to bless up to 6 hunters, giving them +2 to hit, +2 to damage, and +2 on hunting skill rolls. The blessing lasts for 10 hours, and is only effective against cloven-hoofed game that is being hunted for food purposes. The caster must cast a bless spell in a 30-minute ceremony involving all the hunters to be benefited.

*Lay of the Land* allows the caster to determine the most propitious place to seek cloven-hoofed game within a five-mile radius during the next 10 hours. The spell does not reveal the type of game animal present. The caster must cast a locate animals or plants spell in a 30-minute ceremony involving all the hunters who will participate in the hunt.

Cloven-hoofed game includes normal mundane animals like deer, moose, elk, antelope, buffalo, wild ox, mountain goats, mountain sheep, etc., but not swine. Monstrous versions are not affected by these spells.



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

\_\_\_\_\_ obtained the following in the event *Stanham Stone*

## ***Jar of Dream-wine***

This large 2 quart clay jar contains a strong harsh wine infused with ancient hallucinogenic herbs and sense-altering compounds. The wine is normally consumed by primitive spell casters to induce strange visions and dreams. It is completely non-magical.

Spellcasting PCs who consume the entire jar of dream-wine before sleeping must save vs. spells. Those who succeed become intoxicated, experience altered states of consciousness, and may memorize an additional 1d4 spell levels the following morning. Those who fail become intoxicated and experience vivid hallucinations, preventing them from getting restful sleep and memorizing new spells the following morning. These additional spell levels cannot be doubled by rings of wizardry, or multiplied in any way by any item or power.

Non-spellcasters who consume at least a quarter of the jar of dream-wine must save vs. poison at -4. Success results in intoxication and lurid restless dreams. Failure results in violent nausea and horrific hallucinations, completely incapacitating the drinker for 4 hours and leaving them at -2 or -10% to perform all tasks for the next twelve hours, until the debilitating after-effects wear off.



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