

This is to verify that the Living City™ character

Obtained the following item in the event *Starry Eyes*

Beljuril



This fist-sized gem is seawater-green and very hard. Periodically, it blazes with light, briefly giving off enough radiance to read by. GP value: 5000 gp

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Obtained the following item in the event *Starry Eyes*

Wheel of Sjorl



This is a 1-kilogram wheel of sjorl, a heavy smoked cheese from Rashemen. It is very nourishing, but an acquired taste. GP value: 10 gp

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Obtained the following item in the event *Starry Eyes*

Hand Cask of Jhulid



This is a 12-liter keg of jhulid, also called firewine, a much-prized strong wine produced in Rashemen. GP value: 195 gp

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Tressym Feather Quill



This writing implement is an orange-red feather from the tressym Murphyl Quivertwitch. It writes exceptionally well. GP value: 65 gp

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Horseshoes of a Zephyr



These four magical silver horseshoes are as strong as steel. They do not need to be nailed on; they can be attached to and removed from any horse with a command word. While wearing these magical horseshoes, a horse does not tire for up to twelve hours' continuous riding per day. Furthermore, for up to one hour each adventure, a horse wearing these horseshoes can walk on the air 5 centimeters off the ground, leaving no tracks. This allows the steed to cross water, quicksand, and the like as if on a level paved road. If the ground suddenly drops out from under the horse while it is floating (as in crossing a chasm), the horse falls as it normally would. While stationary, the horse stands on the ground, rather than remaining in the air. Unicorns can also wear these horseshoes. XP value: 1700 GP value: 8500 gp.

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Black Unicorn Horn



A mounted warrior who has this horn affixed to a lance can use it to inflict 3d12 damage with a charging attack (the same damage as a charging black unicorn). GP value: 800 gp

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Fine Riding Horse



The village of Maerstar rewarded you with this exceptional riding horse for stopping a threat to their horses. He is a stallion of pure black color. He is more powerful, stronger, and faster than most riding horses, but with a gentle demeanor. He never throws his rider. He can carry 30% more weight than a normal riding horse (234 pounds at full speed, 351 at half speed, 468 at one-third speed). He makes all fear-based saving throws at +2.

Riding Horse: Int Animal; AL N; AC 7; MV 27; HD 3; hp 24; THAC0 17; #AT 2; Dmg 1-3/1-3; SA nil; SD nil; MR nil; SZ L; ML 12.

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Boon of the Witches of Rashemen



Boon of the Witches of Rashemen: The PC named above saved a group of Rashemen youths from death at the hands of a Thayan enemy. The Witches have granted this PC a boon for dealing with the Thayan threat in the future. This boon may be used against a spell from a Red Wizard or another enemy from Thay to turn a failed saving throw into a successful saving throw, or to give an unmodified saving throw against a spell that normally does not allow a saving throw. Once used, the boon is used up. It may not be traded, transferred, sold, willed, or given to another PC.

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This is to verify that the Living City™ character

Obtained the following item in the event *Starry Eyes – High Tier*

Sash of Elemental Protections



When worn by a non-evil person, this stylish sash grants protection from a chosen element: +4 to saving throws and -1 per die of damage. When the PC first puts the sash on each day, he or she chooses the element warded against. The choice cannot be changed until dawn the next day. Choose one of these elemental combinations: fire/heat/steam, water/ice/cold, air/electricity, earth/mineral.

For an evil character, the sash grants protection as above, and also counts as if the wearer were wearing *bracers of defense AC 5*, a *ring of protection +2*, and a *cloak of protection +2*.

This sash cannot be worn with another magical sash. Further, the protections against elements do not function if any other elemental protection items are worn or carried by the wearer (e.g. ring of fire resistance). If a PC owns, uses, or knowingly carries more than one of these sashes, none function. **This item is restricted to high-tier adventures and the high-level campaigns.** XP value: 7000 GP value: 35000 gp.

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Obtained the following item in the event *Starry Eyes – High Tier*

Chrysoberyl of Conjuration



When a wizard or bard uses this gem while casting a wizard spell (4th level or less) of the conjuration/summoning school, increase by one the number of whatever is conjured or summoned. For example, if 5 monsters would normally be summoned by *monster summoning II*, 6 monsters will appear. This gem may be used once per adventure. If a PC owns, uses, or knowingly carries more than one of these gems, none function for the adventure. This gem does not function if the user has a ring of wizardry or other item to increase the number of spell per day that the user can memorize. Its value as a gem is 500 gp. XP value: 810 GP value: 4050 gp

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Aquamarine of Alteration



When a wizard or bard uses this gem while casting a wizard spell of the alteration school, the spell will be cast with maximum duration. (Note that instantaneous is still instantaneous, and permanent is still permanent.) This gem may be used once per adventure. If a PC owns, uses, or knowingly carries more than one of these gems, none function for the adventure. Its value as a gem is 500 gp. This gem does not function if the user has a ring of wizardry or other item to increase the number of spell per day that the user can memorize. XP value: 640 GP value: 3200 gp.

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Golden Alicorn

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This item is a beautiful gold carving in the spiral shape of a unicorn horn. It is not a true alicorn. It is enchanted; when a charge is expended, the user may cast one of the following spells at the 12th level of ability: *animal friendship*, *speak with animals*, *hold animal*, *animal summoning I*, *animal growth* (priest version), or *polymorph self* (only into the form of a natural animal). The holder of a golden alicorn gains a +2 reaction adjustment with all animals and talking beasts. The item cannot be recharged. XP value: 500/charge GP value: 2000 gp plus 1000 gp/charge.



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Silver Necklace of Lurie

This simple necklace of silver wire will magically expand to fit around the neck of any natural animal, which must be certified. When worn, the animal gains the following benefits: +10 hp, not to exceed the animal's natural hit points (thus, an animal with 7 hp gains only 7 hp) and natural armor class improved by 2

Furthermore, it establishes a special link between the animal and its caretaker. The animal's caretaker may, once per adventure for up to 10 rounds, establish a link with the animal and sense through this animal's senses. The caretaker must remain absolutely still and focused, and any other action by or damage to the caretaker breaks the link.

If a PC owns, uses, or knowingly carries more than one of these necklaces, none function. The item belongs to the PC owner of the animal as far as counting magical items is considered. XP value: 6000 GP value: 30000 gp.



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Platinum Unicorn Statue

A solid platinum statue of a unicorn, 30 cm tall, this work of art shows remarkable craftsmanship. Every detail of a noble female unicorn is lovingly rendered in the purest platinum. Its value as an art object is 21,000 gp.



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Wizard's Spellbook



This spellbook contains the following spells: *magic missile, shield, enlarge, grease, color spray, detect magic, unseen servant, Agannazar's scorcher, Melf's acid arrow, detect invisibility, glitterdust, mirror image, summon swarm, dispel magic, fly, haste, hold person, slow, lightning bolt, flame arrow, Melf's minute meteors, proof versus teleportation, fumble, stonesskin, enervation, Evard's black tentacles, polymorph self, solid fog, wall of ice, fire shield, animal growth, Bigby's interposing hand, cone of cold, chaos, conjure elemental, demi-shadow monsters, ironguard, wall of force, chain lightning, contingency, disintegrate, globe of invulnerability (mobile).*

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