

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Githyanki Silver Sword +3



5% chance to kill any astrally projecting character unless it is protected with a *mind bar*. Hostile relations are inevitable with githyanki while this sword is possessed. All githyanki will attempt to kill the character and reclaim the sword. Fashioned of the strange silver astral metal with baroque designs on the hilt and blade. +2 on the Prime, Outlands, and Outer planes. +1 on the Ethereal plane.

This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of
Wizards of the Coast, Inc. This certificate has \$0 actual cash
value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

*Githyanki Two-handed Sword +1 **



Fashioned in the astral plane, non-magical in other planes.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

*Human Field Plate Mail +1 **



Fashioned in the astral plane, non-magical in other planes.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Tyjar's Horn



iron horn of valhalla, summons CG warriors. Can not be used by Lawful warriors. This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Svartalfheim Cloak



Cloak made of navy blue and black material, very light with a fur collar. This functions as a *cloak of elvenkind* that also has the power of *wraithform* 1/day. This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Grungir's Hammer



War maul +3 fashioned in Jotunheim. Requires the weapon proficiency to use correctly, and is a two handed weapon. (Base Damage: 1d8+1/1d8). Automatically sizes itself to its wielder's height. Do not apply damage adjustments from *enlarge* spells or similar magic. If the wielder is 12' or taller, the weapon does double base damage (2d8+2) to all opponents.

The weapon is particularly useful against stonework. If a charge is expended, it does one structural point worth of damage to a structure for five full hit points worth of damage done. One charge will also destroy a *wall of stone* or *wall of iron*, or knock down one *stoneskin* charge for every five full points of damage done (in addition to the one for the attack). The hammer has five charges. The hammer is rechargeable, but only by a giant wizard.

This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Bracers of Defense AC 4



This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Ice Sapphire



2000 gp sapphire of deep blue. Once, this jewel can bestow an *endure cold* spell of 12th level on one character. Once used some of the inner light fades reducing its value to 1200 gp. The gem is always cool to the touch.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Faction Favor

Check the faction and specific favor the PC gets. Only one favor per cert. This favor is not tradebale and cannot be given away by any means.

___ **Favor of the Githzerai**

___ a) The character will be escorted to any destination chosen on the Astral plane. This includes color pools to various outer planes. The githzerai will not follow the character into the plane, but will wait for the character for one month (character time) in order to escort the character home. If the character is ever lost in the Astral or Limbo, the githzerai will rescue him.

OR

___ b) The githzerai use their influence to clear the character of charges in Sigil. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

___ **Favor of the Silver Mask**

___ a) The Silver Mask will remove one effect granted from the Great Machine. If there is a beneficial and detrimental effect from the same exposure to the Great Machine both are lost.

OR

___ b) The character can consult the Silver Mask on any matter. Treat this as a *contact other plane* – Astral with the following percentages: Insanity: 30% Knowledge: 90% Veracity: 100%. Three questions may be asked.

OR

___ c) The Silver Mask uses its influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

___ **Favor of Lithuriel the Planetar**

___ a) This can be used to do one of the following effects: *neutralize poison, cure critical wounds, cure disease (even Lycanthropy and Mummy Rot), abjure, or remove curse*. Choice is made at time of use. These effects take place at 14th level and are unaffected by current plane.

OR

___ b) Lithuriel uses her influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.

___ **Favor of Verigrim**

___ a) Verigrim's favor can invoke one of the following powers: *divination, major creation, or monster summoning III*. Choice is made at time of use.

OR

___ b) Verigrim can exchange one plussed item for another fashioned on the Great Ring. Weapons, armor, items of protection (not scarabs) are exchangeable. The type of item must be the same (Protection for Protection, etc) but can be of a different type (axe for sword). The item received will not have any special powers other than the "plus" bonus. Mark "VOID" on the traded certificate and mark the Item, Plus, and Plane of Origin on this certificate. The two certificates must be attached for this to be valid. Plane of Origin is one of the planes of the Outer Ring, not including Sigil or the Outlands.

Item: _____ Plane of origin: _____

OR

___ c) Verigrim uses its influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors. This favor may be saved and used with greater effect with other favors granted from this faction in the future.



This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*

Membership in the Ring-Givers



The character is a "named" member in the Ring-Giver sect. The character will have to tithe 10% of his income to a variety of NPC organizations, and cannot refuse to help those in distress. Many members of the Ring-Givers are poverty stricken. However, if the code is adhered to the Ring-Giver will always have access to food, clothing, and shelter from grateful people the Ring-Giver has helped in the past. If the character helps someone in need with a gift of 100-999 gp, according to the person's need, the character will have +1 Charisma bonus when dealing with that person thereafter. If a gift of 1000-2500 gp is given the Charisma bonus is +2. 2500-5000 gp gift merits a +3 bonus, and gifts of over 5000 gp give a +4 bonus to Charisma. These bonuses last until the recipient returns a favor of equal or greater worth to the Ring-Giver and even thereafter the character will usually be thought of in high regard.

Record long-term charisma adjustments to NPCs on the character log. The Ring-Givers are on poor terms with the Fated, as their philosophies are diametrically opposed.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*

Membership in the Ring-Givers



The character is a "named" member in the Ring-Giver sect. The character will have to tithe 10% of his income to a variety of NPC organizations, and cannot refuse to help those in distress. Many members of the Ring-Givers are poverty stricken. However, if the code is adhered to the Ring-Giver will always have access to food, clothing, and shelter from grateful people the Ring-Giver has helped in the past. If the character helps someone in need with a gift of 100-999 gp, according to the person's need, the character will have +1 Charisma bonus when dealing with that person thereafter. If a gift of 1000-2500 gp is given the Charisma bonus is +2. 2500-5000 gp gift merits a +3 bonus, and gifts of over 5000 gp give a +4 bonus to Charisma. These bonuses last until the recipient returns a favor of equal or greater worth to the Ring-Giver and even thereafter the character will usually be thought of in high regard.

Record long-term charisma adjustments to NPCs on the character log. The Ring-Givers are on poor terms with the Fated, as their philosophies are diametrically opposed.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*

Membership in the Ring-Givers



The character is a "named" member in the Ring-Giver sect. The character will have to tithe 10% of his income to a variety of NPC organizations, and cannot refuse to help those in distress. Many members of the Ring-Givers are poverty stricken. However, if the code is adhered to the Ring-Giver will always have access to food, clothing, and shelter from grateful people the Ring-Giver has helped in the past. If the character helps someone in need with a gift of 100-999 gp, according to the person's need, the character will have +1 Charisma bonus when dealing with that person thereafter. If a gift of 1000-2500 gp is given the Charisma bonus is +2. 2500-5000 gp gift merits a +3 bonus, and gifts of over 5000 gp give a +4 bonus to Charisma. These bonuses last until the recipient returns a favor of equal or greater worth to the Ring-Giver and even thereafter the character will usually be thought of in high regard.

Record long-term charisma adjustments to NPCs on the character log. The Ring-Givers are on poor terms with the Fated, as their philosophies are diametrically opposed.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*
Follower of the Seelie Court



The character is out of play for six months from the date noted. The character is travelling the planes with Queen Titania and her court. This gives the character great experience with faeries and the planes. Faeries will know the character on sight and will not attack or harass the character first. The character gains +2 on saves vs. illusions. Also, the character gets the proficiency Planar Survival for one of the following planes: Beastlands, Arborea, Ysgard.

Date out of play: _____

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*
Follower of the Seelie Court



The character is out of play for six months from the date noted. The character is travelling the planes with Queen Titania and her court. This gives the character great experience with faeries and the planes. Faeries will know the character on sight and will not attack or harass the character first. The character gains +2 on saves vs. illusions. Also, the character gets the proficiency Planar Survival for one of the following planes: Beastlands, Arborea, Ysgard.

Date out of play: _____

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*
Follower of the Seelie Court



The character is out of play for six months from the date noted. The character is travelling the planes with Queen Titania and her court. This gives the character great experience with faeries and the planes. Faeries will know the character on sight and will not attack or harass the character first. The character gains +2 on saves vs. illusions. Also, the character gets the proficiency Planar Survival for one of the following planes: Beastlands, Arborea, Ysgard.

Date out of play: _____

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*
Membership in the Fated



The character has joined the faction of the Fated. The character has embraced the concept that might makes right and that all of the worthwhile aspects of life are available to those who have the strength and desire to take it. Lawful characters can not join the Fated. The Fated and the Harmonium are enemy factions.

Those who have joined the Fated are able to learn any non-weaponry proficiency from any category without penalty. If they can find a teacher, they can learn from any category without spending the extra proficiency slot. This does not allow the restructuring of proficiencies learned in the past.

As the character increases his rank in the Fated, more benefits may accrue.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*
Membership in the Fated



The character has joined the faction of the Fated. The character has embraced the concept that might makes right and that all of the worthwhile aspects of life are available to those who have the strength and desire to take it. Lawful characters can not join the Fated. The Fated and the Harmonium are enemy factions.

Those who have joined the Fated are able to learn any non-weaponry proficiency from any category without penalty. If they can find a teacher, they can learn from any category without spending the extra proficiency slot. This does not allow the restructuring of proficiencies learned in the past.

As the character increases his rank in the Fated, more benefits may accrue.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*
Membership in the Fated



The character has joined the faction of the Fated. The character has embraced the concept that might makes right and that all of the worthwhile aspects of life are available to those who have the strength and desire to take it. Lawful characters can not join the Fated. The Fated and the Harmonium are enemy factions.

Those who have joined the Fated are able to learn any non-weaponry proficiency from any category without penalty. If they can find a teacher, they can learn from any category without spending the extra proficiency slot. This does not allow the restructuring of proficiencies learned in the past.

As the character increases his rank in the Fated, more benefits may accrue.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Power Key—Hold Person (Tyr)



Tyr grants his cleric a power key for the spell *hold person*. This spell will work at full spell level anywhere in the planes. As Torm and Ilmater are subservient to Tyr in Faerun, their priests can also earn this reward.

The power key takes the form of a five-inch long iron chain with the holy symbol of Tyr on one end and the cleric's holy symbol on the other.

This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Power Key—Hold Person (Tyr)



Tyr grants his cleric a power key for the spell *hold person*. This spell will work at full spell level anywhere in the planes. As Torm and Ilmater are subservient to Tyr in Faerun, their priests can also earn this reward.

The power key takes the form of a five-inch long iron chain with the holy symbol of Tyr on one end and the cleric's holy symbol on the other.

This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Power Key—Hold Person (Tyr)



Tyr grants his cleric a power key for the spell *hold person*. This spell will work at full spell level anywhere in the planes. As Torm and Ilmater are subservient to Tyr in Faerun, their priests can also earn this reward.

The power key takes the form of a five-inch long iron chain with the holy symbol of Tyr on one end and the cleric's holy symbol on the other.

This item is restricted to the High Level campaign and High Level events only.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*

Heroic Death



This certificate signifies that the character died a heroic death on the planes of Asgard and enjoyed the Hero's Rebirth as he awoke the next morning. When dealing with Asgardians, einheriar, or priests of the powers of Asgard the character's Charisma is at +1. The entity whom he is speaking with will sense an aura of valor about the character.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*

Heroic Death



This certificate signifies that the character died a heroic death on the planes of Asgard and enjoyed the Hero's Rebirth as he awoke the next morning. When dealing with Asgardians, einheriar, or priests of the powers of Asgard the character's Charisma is at +1. The entity whom he is speaking with will sense an aura of valor about the character.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following in the event *Three Coins in a Well*

Heroic Death



This certificate signifies that the character died a heroic death on the planes of Asgard and enjoyed the Hero's Rebirth as he awoke the next morning. When dealing with Asgardians, einheriar, or priests of the powers of Asgard the character's Charisma is at +1. The entity whom he is speaking with will sense an aura of valor about the character.

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Spell Key from Well of Knowledge



The character know the spell key for one spell, level 1-5, for a specific plane. When the stated spell is cast on the stated plane the spell will work exactly as listed in the *Player's Handbook*, *Tome of Magic*, or the *Forgotten Realms Adventures* book. Note that this does not allow spells that are impossible to function, such as a *fireball* in the plane of Water. The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (the spell key is lost).

Paid for with: ___ Coin ___ Loss of Eye

Spell: _____ Plane: _____

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention

DM RPGA# _____
Date

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Spell Key from Well of Knowledge



The character know the spell key for one spell, level 1-5, for a specific plane. When the stated spell is cast on the stated plane the spell will work exactly as listed in the *Player's Handbook*, *Tome of Magic*, or the *Forgotten Realms Adventures* book. Note that this does not allow spells that are impossible to function, such as a *fireball* in the plane of Water. The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (the spell key is lost).

Paid for with: ___ Coin ___ Loss of Eye

Spell: _____ Plane: _____

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention

DM RPGA# _____
Date

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Spell Key from Well of Knowledge



The character know the spell key for one spell, level 1-5, for a specific plane. When the stated spell is cast on the stated plane the spell will work exactly as listed in the *Player's Handbook*, *Tome of Magic*, or the *Forgotten Realms Adventures* book. Note that this does not allow spells that are impossible to function, such as a *fireball* in the plane of Water. The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (the spell key is lost).

Paid for with: ___ Coin ___ Loss of Eye

Spell: _____ Plane: _____

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention

DM RPGA# _____
Date

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Draught from Well of Knowledge



The character's Wisdom is permanently increased by +1, to a maximum of 20. The character does not get spell immunities from the increased Wisdom, but proficiencies are adjusted and bonus spells are gained. A given character can only benefit once from drinking water from the Well of Knowledge.

The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (Wisdom gain negated).

Paid for with: ___ Coin ___ Loss of Eye

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Draught from Well of Knowledge



The character's Wisdom is permanently increased by +1, to a maximum of 20. The character does not get spell immunities from the increased Wisdom, but proficiencies are adjusted and bonus spells are gained. A given character can only benefit once from drinking water from the Well of Knowledge.

The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (Wisdom gain negated).

Paid for with: ___ Coin ___ Loss of Eye

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Three Coins in a Well*

Draught from Well of Knowledge



The character's Wisdom is permanently increased by +1, to a maximum of 20. The character does not get spell immunities from the increased Wisdom, but proficiencies are adjusted and bonus spells are gained. A given character can only benefit once from drinking water from the Well of Knowledge.

The judge must check the appropriate box stating if this was paid for with a favor coin or the loss of an eye. The eye can not be restored except with a *wish*. If the eye is restored, Mimir will take back the knowledge he has given (Wisdom gain negated).

Paid for with: ___ Coin ___ Loss of Eye

© and ™ designate trademarks of TSR, Inc. © 1999 TSR, Inc.
ALL RIGHTS RESERVED. TSR, Inc is a subsidiary of Wizards of
the Coast, Inc. This certificate has \$0 actual cash value.

Authorized Signature _____
Convention _____

DM RPGA# _____
Date _____