



has acquired the following in the scenario
Gift of the Fey, Round 1

Scarf of Sesonya's Hair

There are two ways to gain this item. The first is if a character returns to Sesonya the Nymph and spends one month (4 Time Units—marked on the Character's Log), talking and laughing and having a great time. At the end of such time, she weaves the scarf for that character out of several locks of her own hair just before she sends that PC back to the mortal realm. The second is if a character holds Sesonya the Nymph's brush hostage, the nymph will give them several locks of her hair which are magical and woven by a skilled weaver (10 or more ranks) will be enough to make a scarf. The PC given the locks of hair must find someone capable of weaving the delicate fibers (spend two time unit and 100 gp—mark on the Character's Log), in order for the scarf to be made. If a scarf is worn, it grants the wearer a +1 enhancement bonus to Charisma when worn. The PC must wear the scarf for a full day for the bonus to be applied, and the PC loses the bonus as soon as he or she takes off the scarf. The scarf is very fragile, and when worn into battle there is a 25% chance that it will be destroyed each time the PC wearing it suffers a critical hit.



GP Value: 800 gp
Weight: *
Use Restriction: Unusual
Tradeable: YES
Total Bonus: +1

Judge Signature _____
RPGA # _____ Date _____
Convention _____

If this certificate is traded, a full record of the transaction must appear on the back. The record must include the player name, character name, and RPGA number of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate disqualification from play.

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has acquired the following in the scenario
VOID

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This is an invalid place-holder certificate. Do not give it out.



GP Value: 0
Weight: *
Use Restriction: N/A
Tradeable: NO
Total Bonus:

Judge Signature _____
RPGA # _____ Date _____
Convention _____

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