

This is to verify that the Living City™ character

Obtained the following item in the event *Aethalynmur's Plight*

Iuak +2



The iuak is a bone blade resembling a machete, about two feet long and six inches wide. The end of the blade is flat, not pointed, and hence it is not considered an edged weapon. It is mainly used to cut blocks to make snowhouses, though it also makes a good offensive weapon. This one is ornately carved, with the images of walruses and seals along the sides. The pommel is in the shape of a penguin. The weapon inflicts 2-7 points of damage, plus its +2 bonus. It can be wielded by an individual who has the broadsword proficiency.

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Obtained the following item in the event *Aethalynmur's Plight*

Carved Ivory Earrings



These uwaw, or earrings, carved of ivory. They are in the image of twin fish, called icetails. The carving is intricate, and the earrings are valued at 100 gold.

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Obtained the following item in the event *Aethalynmur's Plight*

Gem of Cold Protection



This valuable diamond is one of the stones that belongs in the dagger called "Ice." How it came to be separated from the dagger and in the lair of a group of ice toads in the Great Glacier is an intriguing mystery. If placed in the dagger, it grants the wielder the ability to call upon a *protection from cold* spell once an adventure. This certificate should be affixed to the Ice certificate.

Protection from cold: the owner is invulnerable to the effects of normal cold for the duration of the spell—six turns (one hour). Further, he or she is invulnerable to the effects of magical cold, such as from *cone of cold*, *wall of ice*, white dragon breath, and the like, until the spell has absorbed 60 points of damage.

Otherwise, the gem can be used only once, the bearer gaining the use of a *protection from cold* spell as if it were cast at the sixth level of ability. Then the magic is used up, though the gem is still worth 5,000 gold.

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Obtained the following item in the event *Aethalynmur's Plight*
Aethalynmur's Winter Wings

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Aethalynmur's winter wings: Because you rescued the solar Aethalynmur from the lair of a group of frost giants in the Great Glacier, he gifted you with a prized magical feather. By concentrating, a pair of great, white wings will sprout from your back. Concentrating also causes them to retract. The wings allow you to fly at a movement rate of 18, maneuverability of C. However, the wings will only function when there is snow on the ground. Also, the wings function three times only.



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Obtained the following item in the event *Aethalynmur's Plight*
Favor of Rahmare the Sylph

Because you saved her friend, Aethalynmur, the sylph Rahmare feels indebted to you. To help repay your efforts, she will accompany you on an adventure. Inform the DM at the beginning of a tournament that you want the sylph to accompany you. The sylph will appear, and the DM will tear up this certificate at the end of the tournament. Rahmare will act in all ways as a hireling, but she has been paid and does not take a share of treasure. She will not die for the PC, so when she is wounded down to 25% of her hit points she goes home and does not return. This certificate cannot be traded, sold, or given away. Rahmare will accompany only the PC named on this certificate.

Rahmare the sylph: Int exceptional; AL NG; AC 9; MV 12, FI 36 (A); HD 3; hp 24; THAC0 17; #AT 0; Dmg 0; SA spells, invisibility at will; SD spells; MR 50%; Size M (5' tall); ML 14. Spells: *magic missile* x2 (4d4+4), *sleep*, *wall of fog*, *detect evil*, *detect invisibility*, *levitate*, *web*, *fly*, *protection from evil* 10' radius, *polymorph self*



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Kupuk Dogs and Sled

In the village of Yinntut, you traded for a pair of sled dogs and a two-person sled. The sled can only be used on snow or ice. The dogs are called kupuks, and they are raised by the Yinntut villagers. The kupuk has a thick body and the hairless, leathery hide of a walrus, colored tan. Its round head resembles that of a husky, with a long muzzle, black eyes and nose, and upright ears. Soft fur, the same color as its body, covers its head, and two six-inch-long tusks protrude from its mouth. It has four strong legs with broad flat feet and sharp claws, enabling it to move easily in the snow and on icy surfaces. An able swimmer, the kupuk uses its flat feet to propel it in the water. The kupuk's most unusual feature is its long tail, a snakelike appendage about six inches thick and five feet long, covered with fur and typically coiled on the creature's back so as not to drag in the snow. The kupuk's mournful howl is easily mistaken for that of a wolf. It can understand simple commands from human companions, and can distinguish scents from up to 100 yards away.

These kupuk were bred as sled dogs, and hence will not serve as guard dogs or attack animals. However, they will attempt to defend themselves if attacked. Further, as they are used to cold climes, the owner of these dogs must make sure there is plenty of water around so they can cool themselves during Ravens Bluff's summers.

These dogs and the sled cannot be traded. The dogs have bonded with the owner's name on the cert, and will not serve another.

Kupuk sled dogs (2): Int semi-; AL N; AC 4; MV 9, SW 15; HD 5; hp 25 each; THAC0 15; #AT 3; Dmg 1-4/1-4/1-8; SA Nil; SD Kupuks are immune to all ill effects of cold, including cold-based spells and magically-generated cold effects, such as white dragon's breath; MR Nil; Size M (4' long); ML 16



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