

This is to verify that the Living City™ character

Obtained the following item in the event *Rage*

Ice Mace



This +2, normal sized mace is built of solid ice. Once per adventure, for up to one turn, the command word can be spoken causing wisps of ice to flicker across its surface. When activated these wisps of cold force do an additional 1 to 6 points of damage per successful hit. At least once per adventure the Ice ability of the mace must be activated so the Mace's connection to the Elemental Plane of Ice can be re-established. Failure to do so will cause the Mace to lose its magical bonuses. Record the adventure on the back of the cert and have the judge sign off to indicate the mace was invoked.

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Obtained the following item in the event *Rage*

Ring of Protection +3



This ring of protection was created using the *semi-permanency* spell. The magic inherent in this ring will expire two years after the date the module is run.

Expiration Date (must be filled in): _____

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Pick Axe +2, +4 vs Drow



This ancient relic of the Dwarven Clan Stone Fist was found in the deserted mines of Anselon. Originally constructed for a dwarven Thane to lead his people to prosperity, he later had it enchanted to fight his hated enemy, the drow. Its handle is made of smooth marble that supports a stone pick and axe. When wielded by a dwarf, this pick axe can cast a *dig* spell once per adventure. When facing drow opponents it confers a 20% magic resistance against drow clerical spells.

This axe is an ancient dwarven artifact and all dwarves should believe that it must remain within their society, not used by an individual. Any PC who keeps this pickaxe will gain an immediate Infamy Point in reference to all Dwarves, who will refuse to have anything to do with him. Knights or Squires who keep this axe also receive a Negative Chivalry Point.

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White Dragon Scale Armor



This **Favor of Thane Uldred** was awarded to the character named above for returning a dwarven artifact to Clan Brightsword. This favor is redeemable for Uldred to create one suit of White Dragon Scale Armor. This armor is created specifically for the named character and will not fit any other PC. This armor is a non-magical base of AC 2 and grants its wearer a +2 on all saves versus cold-based attacks.

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Orb of Protection Tapestry



The tapestry is finely detailed and very colorful. You recognize the dwarf represented by the statue in the foreground holding aloft a gleaming axe. Beside him is a circle of dwarven clerics, one for each of the major dwarven gods. Between the clerics floats an orb that looks to be about 8 inches in diameter. It glows with a soft white light. The dwarves seem to be beseeching the orb in some form.

In the background of the tapestry you can see a great dwarven army being led into battle against a horde of baatezu their leader appears as an incredibly beautiful woman, however, her wings, forked tail, horns and copper-colored skin betray her origins. Her outstretched hand seems to hold the symbol of a heart between her long fingernails.

This tapestry is valued at 3,500 gp.

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Mage Study Tapestry



it shows a scene of what are obviously dwarven mages studying spells books under the light gleaming from the Orb of Protection.

This tapestry is valued at 500 gp.

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Dwarven Mage Apprentice

The character accepted the Dwarven Mage Ul'Garen as an apprentice. Ul'Garen is a first level mage and spends much of his time training in a vain attempt to relearn how to cast spells. No matter what is attempted he cannot relearn the ability. Ul'Garen can adventure with the above named player character. Ul'Garen will count as two levels for tiering purposes.

In accepting Ul'Garen as an apprentice the player character sacrifices 25% of his experience (from level advancement—the XP still applies toward retirement) earned over the next 20 modules, to represent the year of service Ul'Garen agrees to. The player should have his judge sign below for each of the modules played. Ul'Garen need not actively adventure with the PC to count against the 20 modules. Once the 20 modules are completed the PC may continue to have Ul'Garen as an apprentice or release him. Once completed this certificate should be returned to either Dan Donnelly, Regional Director of the Living City Campaign, or to Todd Smart.

Write the names of the 20 adventures and have the judge sign them off on the lines below:

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