

This is to verify that the Living City™ character

Obtained the following item in the event *The Scars That Never Heal – Rd 1*

Battle Axe +2



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Obtained the following item in the event *The Scars That Never Heal– Rd 1*

Arrow of Elf Slaying



This arrow does not work on drow.

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Obtained the following item in the event *The Scars That Never Heal– Rd 1*

Elven Long Sword +2



This blade, a blue-tinted longsword with a slight curve from pommel to tip, features a number of personal runes (in Espruar), presumably from past owners. A faintly-glowing gem has been set near the base of the pommel.

The sword's wielder must be a moon elf. Any other creature attempting to wield it suffers 5d8 points of damage. Individuals of evil alignment who attempt to use the weapon must save vs. death magic or be instantly slain.

The blade may not be traded or given away under any circumstances.

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Obtained the following item in the event *The Scars That Never Heal – Rd 1 premier version (Winter Fantasy 2000)*

Periapt of Wound Closure



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Obtained the following item in the event *The Scars That Never Heal– Rd 2*

Green Warfu Stone



This green magical gem glows with an inner fire. Created by the Lords of Karma at the direction of the Celestial Emperor, this *Warfu stone* is a work of supernatural beauty. It cannot be crushed or melted, and, when in use, it floats over the head of its owner, as an *ioun stone*, granting him or her one additional experience level as long as it is in use. The Warfu stone has lost some power with age, and cannot bestow a level to anyone over 9th level to begin with.

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Jade Chest



Dozens of intertwining eastern dragons have been carved intricately into this beautiful small jade chest, crafted by the finest sculptors in all of Shou Lung. It is a nearly priceless work of art worth 75,000 gp to the right collector. A non-specialist might pay as high as 50,000 gp.

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This is to verify that the Living City™ character

Obtained the following item in the event *The Scars That Never Heal– Rd 2*

Reward for Glaysia's Poinard

Check which apply (the enmity of Shevarash and something else should be checked if anything is checked)

If the PCs chose the claimants from Atheron:

Medallion of Gratitude: This plain wooden medallion, inlaid with silver, depicts the heraldry of the Kingdom of Eskuar, on the distant world of Atheron. It signifies the owner's role in the defeat of the evil demigod Praxus, and the gratitude of thousands. When worn, it protects the wearer against a single failed saving throw of his or her choice, after which the medallion crumbles to dust. The medallion arrives as a gift to the above-named PC six months after the event in which it was gained.

Start Date: _____ (Six months from today).

If the PCs chose Beliakas and did not have the Debt to Beliakas:

Planar Cameo Pin: This simple cameo pin is fashioned of iron and lead, and features a carving of a small rod on its surface. When touched, the pin reveals the generally accepted name of the plane and layer (if applicable) on which its owner currently stands. Oddly, it does not seem to function in the Nine Hells.



If the PCs chose Sune:

Divine Remove Curse: This certificate entitles the above-named character to a remove curse spell channeled through an avatar of Sune Firehair, herself.

If the PCs did not choose Shevarash:

Enmity of Shevarash: The god Shevarash, through his mortal servant, The General, has taken notice of the above-mentioned character. This character is effectively dead to the clergy of Shevarash, who will not lift a finger to help him or her. Ever.

If this character is an elf, her or she has gained the *Hatred of Shevarash*, which may result in further developments in future tournaments.

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