

This is to verify that the Living City™ character

Obtained the following item in the event *Stone and Steel*
Tuning Fork – Astral Plane



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Convention _____ Date _____

This is to verify that the Living City™ character

Obtained the following item in the event *Stone and Steel*
Khopesh Sword +4 from the Outlands



This sword was forged in the Outlands. It is +3 on other outer planes, +2 on the Astral Plane, +1 on the Prime Material Plane, and +0 on the inner planes.

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This is to verify that the Living City™ character

Obtained the following item in the event *Stone and Steel*

Outlands Spell Key

Lightning Bolt



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Outlands Spell Key

Cone of Cold



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Outlands Spell Key

Finger of Death



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This is to verify that the Living City™ character

Obtained the following item in the event *Stone and Steel*
Membership in the Mercykillers



This character is a member of the Mercykiller Faction, sponsored by General Drakus of Rigus. This character is of Lawful alignment and has sworn to the eight tenets. Membership (at the namer level) costs one time unit. The namer has the following benefits:

- May cast *detect lie* 1/day to a single chosen question.
- Any wizard (or bard) will be taught *shocking grasp* regardless specialty or number of spells currently in her spellbook.
- Any cleric will have access to the spell *command*, regardless of allowed spheres.
- Twice per day, a Mercykiller may administer a *blow of justice*. The player must inform the DM before the round starts that the next blow is in the name of justice, and her attack(s) from sword or spell has its total damage doubled. Half of the extra damage caused is immediately subtracted from the PC's hit points.
- If a Mercykiller commits a crime while pursuing or punishing a known criminal, she considers herself innocent. If she commits a crime outside of the punishment of a felon, she will and must willingly be subject to the full weight of the law.

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Favor of Gheldoin

This favor is written on a scroll which may be invoked at any time when in the outer planes. Redeeming the favor acts as if a *contact other planes* Spell has been cast, with a 90% chance of knowledge and 95% chance of veracity. There is no chance of insanity.



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Favor of Lithuriel

The character named above has earned the favor of Lithuriel the planetar. In return, the character can invoke Lithuriel's aid once for one of the services listed below. Some services require two or more favors. Spell-like abilities are cast at 14th level. The character does not have to be conscious to use these abilities on himself. Each certificate counts as one favor.

- 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.
- 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.
- Two favors can be used to have Lithuriel cast one of the following: *heal*, or *blade barrier*.



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Favor of Silver Mask

The character named above has earned the favor of Silver Mask. In return, the character can invoke Silver Mask's aid once for one of the services listed below. Some services require two or more favors. Spell-like effects take effect at 18th level. Each certificate counts as one favor.

- 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.
- 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%. Five questions may be asked.
- The character can invoke Silver Mask's great knowledge to break nearby magic, causing the casting of a *dispel magic* spell.
- 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.
- For two favors, the character can invoke the power of the Silver Mask for one of the following: *true seeing* (wizard spell), *contact other plane* (as above, twelve questions), or *anti-magic shell*.



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Favor of Veragrim

The character named above has earned the favor of Veragrim. In return, the character can invoke Verdigris's aid once for one of the services listed below. Some services require two or more favors. Spell-like powers operate at 14th level of effect. Each certificate counts as one favor.

- The character can invoke some of Verdigris's favors to obtain information, goods, or services. This is mimicked by the following spells: *divination*, *major creation*, or *monster summoning III*. Choice is made at time of use. Items made by the *major creation* will last 24 hours regardless of form. Summoned monsters can perform menial tasks as well as fight.
- Veragrim 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) 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.
- Veragrim uses his influence in Sigil to get the character cleared of charges. The character is no longer restricted from entering the City of Doors.
- For two favors, Veragrim will send a mezzoloth or a green slaad to act as a bodyguard for one week or adventure, whichever is shorter.



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