



This is to certify that the character known as

earned the following in the adventure  
**NIGHT RANSOM**

*Scimitar +2*

This weapon was found buried in rubble in the tunnels beneath the streets of Amthydor.



**Value:** 8,315 gp      **Tradable:** Yes  
**Size:** Medium      **Rarity:** Common  
**Legality:** Legal      **Real Value:** \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



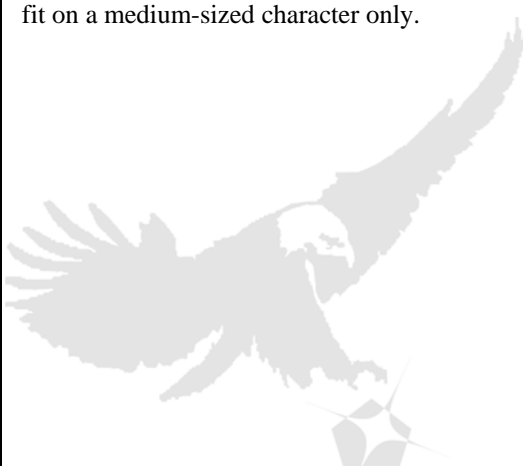
This is to certify that the character known as

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**NIGHT RANSOM**

*Chainmail +3*

**(armor)**

This suit of armor was found in the tunnels under the streets of Amthydor. It is sized to fit on a medium-sized character only.



**Value:** 0,000 gp      **Tradable:** Yes  
**Size:** Medium      **Rarity:** Uncommon  
**Legality:** Void      **Real Value:** \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



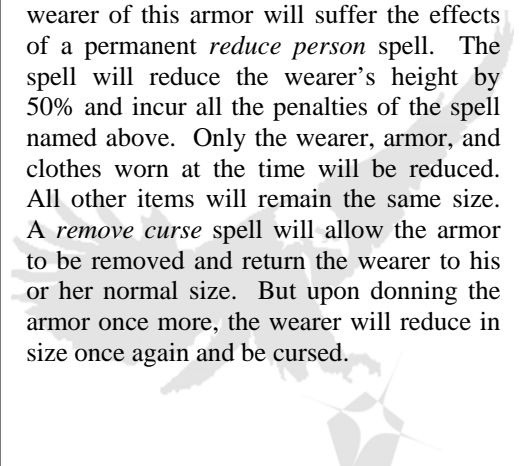
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**NIGHT RANSOM**

*Cursed Chainmail +3*

**(armor)**

This armor is medium-sized and will only fit on a medium-sized character. The wearer of this armor will suffer the effects of a permanent *reduce person* spell. The spell will reduce the wearer's height by 50% and incur all the penalties of the spell named above. Only the wearer, armor, and clothes worn at the time will be reduced. All other items will remain the same size. A *remove curse* spell will allow the armor to be removed and return the wearer to his or her normal size. But upon donning the armor once more, the wearer will reduce in size once again and be cursed.



**Value:** 9,300 gp      **Tradable:** Yes  
**Size:** Medium      **Rarity:** Uncommon  
**Legality:** Legal      **Real Value:** \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

# Legends of the Shining Jewel



This is to certify that the character known as

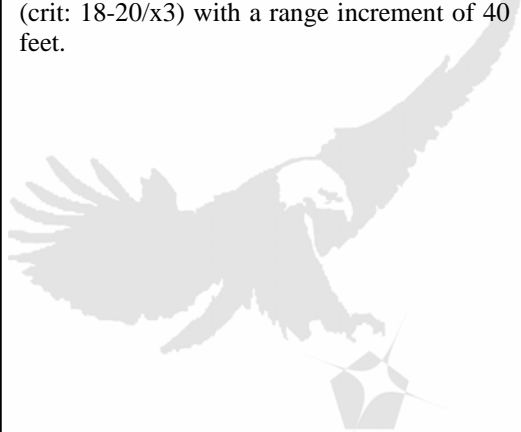
\_\_\_\_\_

earned the following in the adventure

**NIGHT RANSOM**

*Chakram +1*

A chakram is an exotic ranged weapon and requires the Exotic Weapon Proficiency feat to use without penalty. It does 1d6 damage (crit: 18-20/x3) with a range increment of 40 feet.



**Value:** 2,315 gp      **Tradable:** Yes  
**Size:** Small      **Rarity:** Uncommon  
**Legality:** Legal      **Real Value:** \$0

GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
 Convention \_\_\_\_\_ Date \_\_\_\_\_

# Legends of the Shining Jewel



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**NIGHT RANSOM**

*Full Plate +2*

*(armor)*

This suit of armor was found in the tunnels under the streets of Amthydor.



**Value:** 5,650 gp      **Tradable:** Yes  
**Size:** Medium      **Rarity:** Common  
**Legality:** Legal      **Real Value:** \$0

GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
 Convention \_\_\_\_\_ Date \_\_\_\_\_

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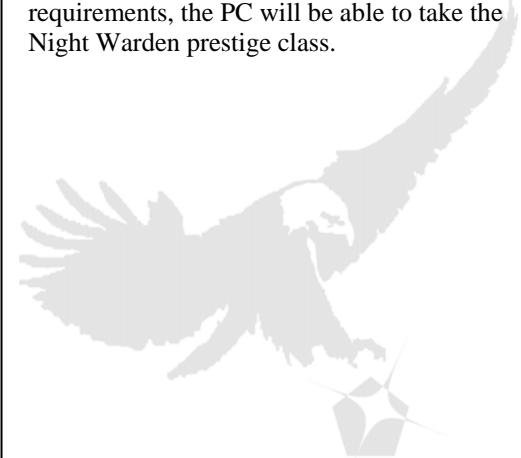
\_\_\_\_\_

earned the following in the adventure

**NIGHT RANSOM**

*Night Warden Invitation*

This invitation is for those clergy of Meneon interested in joining the Night Wardens. Upon meeting the necessary requirements, the PC will be able to take the Night Warden prestige class.



**Value:** Priceless      **Tradable:** No  
**Size:** N/A      **Rarity:** Uncommon  
**Legality:** Yes      **Real Value:** \$0

GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
 Convention \_\_\_\_\_ Date \_\_\_\_\_

# Legends of the Shining Jewel



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**NIGHT RANSOM**

*Favor of Meneon*

For returning Crescent safe and sound to the Moonlight Pavilion, High Priestess Delenia Lunasole is greatly impressed with you. This gratitude is good for one *cure moderate wounds* per module.

In extreme cases, Lunasole would perform a *raise dead* on a recently deceased individual, but then this certificate would be voided upon its completion.

The PC must go to the Moonlight Pavilion in Amthydor to claim either benefit.

**Value:** Priceless      **Tradable:** No  
**Size:** N/A              **Rarity:** Uncommon  
**Legality:** Legal        **Real Value:** \$0

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# Legends of the Shining Jewel



This is to certify that the character known as

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**NIGHT RANSOM**

*Gratitude/Enmity of House Mour*

Check the box that applies.

**Gratitude of House Mour:** For aiding in the return of Lady Elaine Mour, you have attained notice of House Mour with your actions. The members of the House will look upon you favorably in the future.

**Enmity of House Mour:** For keeping the emerald for yourselves, you have caused the death of Lady Elaine Mour and have earned the hatred of the entire noble house. You will gain an -1 to all charisma checks when dealing with House Mour, for your collaboration in keeping the emerald.

**Value:** Priceless      **Tradable:** No  
**Size:** N/A              **Rarity:** Uncommon  
**Legality:** N/A        **Real Value:** \$0

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