

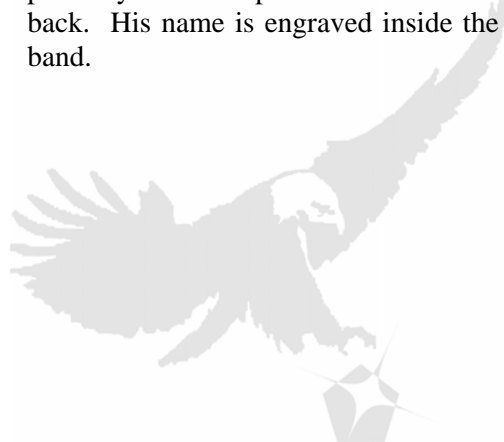


This is to certify that the character known as

_____ earned the following in the adventure
PAPER DRAGON

Ring of Protection +2
(ring)

This ring was taken from the hand of the necromancer Damascus, who probably isn't in a position to ask for it back. His name is engraved inside the band.



Value: 8,000 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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PAPER DRAGON

Potion of cure serious wounds

For some reason, the word "Damascus" is painted on the side of the flask of this potion. Caster level 5th.



Value: 750 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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PAPER DRAGON

+2 dagger

This dagger was taken from the necromancer Damascus, who engraved his name on the pommel.



Value: 8,302 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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PAPER DRAGON

Bell Chime of Opening

The bell chime of opening is a foot-long mithral bell. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A bell chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a wizard of lower than 15th level.

The bell must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The bell is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a bell chime of opening to get it open. A silence spell negates the power of the device. A brand-new bell chime could be used a total of ten times before it cracks and becomes useless.

Charges left (5):

Value: 3,000 gp **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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PAPER DRAGON

Boots of Striding and Springing

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. On Acrobatics skill checks involving jumping, she receives a +5 competence bonus.

Value: 5,500 gp **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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PAPER DRAGON

Shard

This shard is no more than a small piece of rock. It radiates magic and a dweomer of evil. Whatever its magical powers are, they don't seem to be having any effect...yet.

Value: Priceless **Tradable:** No
Size: Tiny **Rarity:** Rare
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

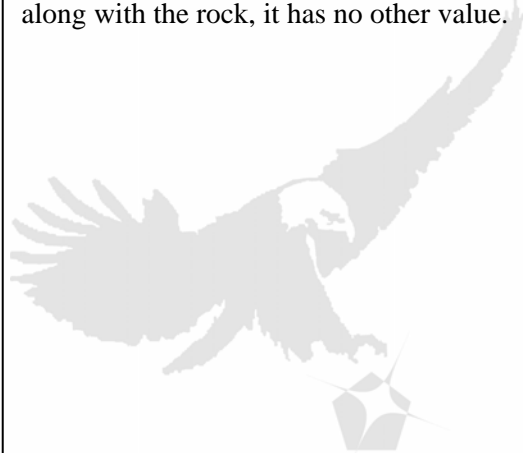


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PAPER DRAGON

I Got a Rock!

You have a hunk of ordinary, broken up rock. While an interesting story goes along with the rock, it has no other value.



Value: None **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

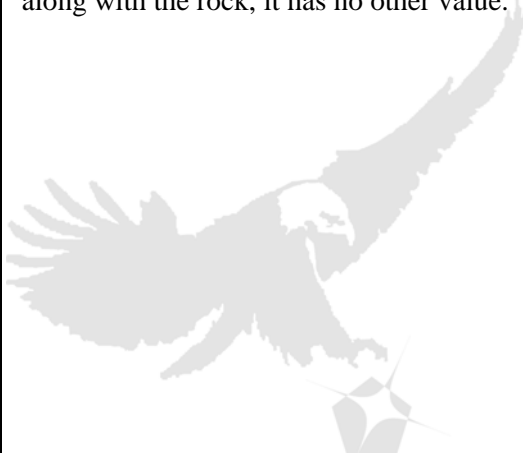


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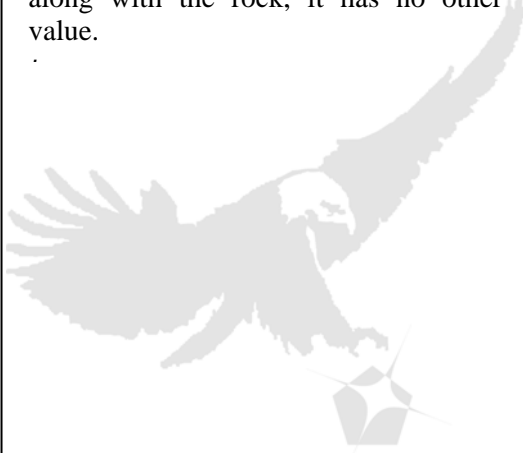


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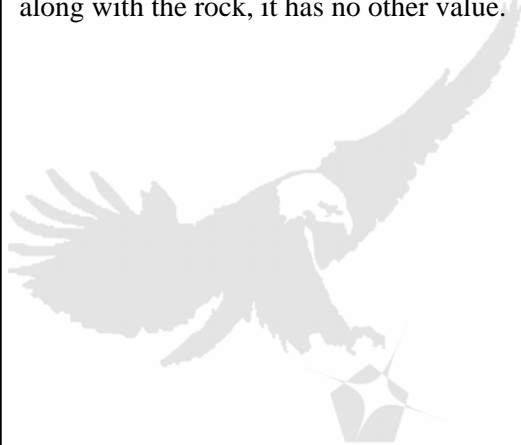


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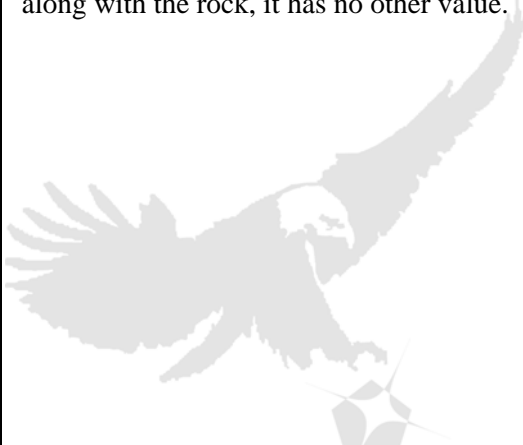


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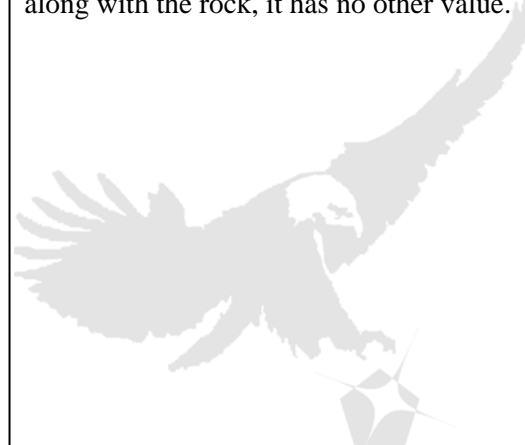


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