



This is to certify that the character known as

earned the following in the adventure
THE EDGE OF NIGHT, ROUND 1

Ring of Force Shield

(ring)

This simple iron signet ring bears the image of a kite shield. It generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a [free action](#).

Value: 8,500 gp **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ **Date** _____



This is to certify that the character known as

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Black Half Plate Armor

(armor)

This black armor is etched with a subtle design resembling curling vines. The black color is natural to the metal, and cannot be removed or polished away.

- ATL 1 & 3: MW half plate armor
(Value: 750 gp)
- ATL 5 & 7: +1 half plate armor
(Value: 1,750 gp)
- ATL 9 & 11: +2 half plate armor
(Value: 4,750 gp)

Value: Varies **Tradable:** Yes
Size: Large **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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Heavy Mace

The haft of this ornate heavy mace has been fitted with a large blood red garnet, cut into the shape of a rose .

- ATL 1 MW heavy mace
(Value: 312 gp)
- ATL 3: +1 heavy mace
(Value: 2,312 gp)
- ATL 5 & 7: +2 heavy mace
(Value: 8,312 gp)
- ATL 9 & 11: +2 defending heavy mace
(Value: 18,312 gp)

Value: Varies **Tradable:** Yes
Size: Medium **Rarity:** Common
Legality: Legal **Real Value:** \$0

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This is to certify that the character known as

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Cloak of Resistance

(shoulders)

This midnight black velvet cloak is lined with silver silk.

- ATL 1 & 3 Cloak of resistance +1
(Value: 1,000 gp).
- ATL 5 & 7 Cloak of resistance +2
(Value: 4,000 gp).
- ATL 9 & 11 Cloak of resistance +3
(Value: 9,000 gp).

Value: Varies **Tradable:** Yes
Size: Medium **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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This is to certify that the character known as

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Belt of Giant Strength +2

(belt)

This belt is a thick leather affair, often decorated with huge buckles. Th belt grants the wearer an enhancement bonus to strength of +2. treat this as a tempoary ability bonus for the first 24 hours the belt is worn.

Value: 4,000 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Real Value:** \$0

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GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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THE EDGE OF NIGHT, ROUND 1

A Coward's Shame

Peasant and noble, friends and strangers, youth and aged veteran all work side by side to ensure that the city is prepared for whatever evil lurks under cover of the lingering darkness of the eclipse. All around you the city prepares to do battle against a seemingly endless enemy. Is it your imagination or do those selfless volunteers seem to watch you, to see into your soul and know that you turned away when help was asked?

For your unwillingness to volunteer on behalf of the city you suffer a -4 penalty to all Charisma based skill checks when dealing citizens of Amthydor (native or naturalized), for a period of one year from the date of this event.

Value: None **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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GM Name _____
Convention _____ Date _____



This is to certify that the character known as

*earned the following in the adventure
THE EDGE OF NIGHT, ROUND 1*

A Coward's Shame

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Value: None **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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This is to certify that the character known as

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THE EDGE OF NIGHT, ROUND 1*

The Long Goodnight

The PC named above fell in an assault against the followers of Oblivion. The hero's body remains unrecovered, and the soul is trapped within an unending darkness.

The player should retain all certs and PC information, in the event that a future rescue mission is successful.

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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

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This is to certify that the character known as

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Gift of Gratitude

In gratitude for your assistance in the effort to reverse the eclipse, you have been invited to choose your own reward. Mark the box matching your gift. If more than one box is checked off, this certificate is void.

Amulet of invisibility to undead: The wearer of this amulet is able to hide from undead, as if under the effects of the spell of that name. Intelligent undead may attempt a DC 15 Will save to detect the wearer. If the wearer attempts to attack any creature, turn, command or rebuke any undead, or touches any undead, the amulet will cease to function for the duration of the combat. (9,000 gp, 3rd level caster)(neck)

+1 undead bane short sword: functions as +3 to hit, +2d6 damage vs. undead. (8,310 gp, 6th level caster)

+1 ghost touch longsword (8,315 gp, 6th level caster)

Phylactery of Positive Channeling: This item is a boon to any character able to turn undead and cast healing spells, allowing him to increase damage dealt to undead and damage healed by living creatures by 2d6. (11,000 gp, 10th level caster)(neck)

Wand of searing light (50 charges; value is 375 per charge remaining, 11,250 gp when full, 5th level caster)

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5000 gp in precious gems

NOTE: The party must choose to receive either 5000 gp in precious gems or a single item from the city's treasure vaults. They may not have both.

Value: Varies **Tradable:** Yes
Size: Varies **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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This is to certify that the character known as

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Giant Void Cert of the Void!

This giant-sized Void Cert is brought to you by Lord Oblivion, King of Nothing, Master of the Great Void!

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Value: Void **Tradable:** Avoidable
Size: Void **Rarity:** Void
Legality: Void **Real Value:** \$0

GM Signature _____

GM Name _____

Convention _____ Date _____