



*This is to certify that the character known as*

*earned the following in the adventure  
THE EDGE OF NIGHT, ROUND 2*

*Bracers of Armor*

*(wrists)*

These black leather bracers are stamped with the image of an eclipsed sun, the mark of Oblivion.

- ATL 1 & 3: Bracers of armor +2  
(Value: 4,000 gp)
- ATL 5 & 7: Bracers of armor +3  
(Value: 9,000 gp)
- ATL 9 & 11: Bracers of armor +4  
(Value: 16,000 gp)

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

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



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*Steel Shirt*

*(chest)*

This dark purple shirt is made, not of metal, but of a rare and exotic fabric that closely resembles silk, but is much stronger. The shirt has a weight equal to that of normal clothing. It acts in all ways as bracers of armor +2, except that it takes up a chest slot. The shirt radiates moderate conjuration magic.

**Value:** 6,000 gp      **Tradable:** Yes  
**Size:** Small      **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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*Slippers of Spider Climbing*

*(feet)*

These soft-soled black slippers enable movement on vertical surfaces or even upside down along ceilings with a speed of 20 feet, leaving the wearer's hands free. Severely slippery surfaces, icy, oiled, or greased surfaces, make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

**Value:** 4,800 gp      **Tradable:** Yes  
**Size:** Small      **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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THE EDGE OF NIGHT, ROUND 2*

*Divine Scroll of Heroes' Feast*

The Thanks of a Grateful Nation, this scroll, scribed by Maia of Peliron, can be used to call forth a great feast as her the spell *heroes' feast*, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8+5 temporary hit points after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated. Up to 11 creatures may join in the feast.

**Value:** 1,650 gp      **Tradable:** Yes  
**Size:** Small      **Rarity:** Common  
**Legality:** Legal      **Real Value:** \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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*This is to certify that the character known as*

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THE EDGE OF NIGHT, ROUND 2*

*Potion of Barkskin*

The Thanks of a Grateful Nation, this potion, brewed by the druids of Ayla's grove, will toughen the drinker's skin for a period of two hours (120 minutes), granting a +5 enhancement bonus to the creature's existing natural armor bonus.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

**Value:** 1,200 gp      **Tradable:** Yes  
**Size:** Tiny      **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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*Potion of Shield of Faith*

The Thanks of a Grateful Nation, this potion creates a shimmering, magical field around the drinker that averts attacks. The potion grants the drinker a +4 deflection bonus to AC for 12 minutes.

**Value:** 600 gp      **Tradable:** Yes  
**Size:** Tiny      **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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**THE EDGE OF NIGHT, ROUND 2**

*Debt of Service*

You have made a promise of service to the temple or temples checked below, in exchange for their assistance in reversing the great eclipse. These debts will be called in during future LSJ events. It is possible to owe favors to more than one temple.

- Destine
- Dymora
- Emerys
- Galvandt
- Hyperion
- Lucor
- \_\_\_\_\_

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

GM Signature \_\_\_\_\_  
 GM Name \_\_\_\_\_  
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- |                                   |                                   |
|-----------------------------------|-----------------------------------|
| <input type="checkbox"/> Destine  | <input type="checkbox"/> Dymora   |
| <input type="checkbox"/> Emerys   | <input type="checkbox"/> Galvandt |
| <input type="checkbox"/> Hyperion | <input type="checkbox"/> Lucor    |
| <input type="checkbox"/> _____    |                                   |

Value: None      Tradable: No  
Size: N/A        Rarity: Uncommon  
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GM Signature \_\_\_\_\_  
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| <input type="checkbox"/> _____    |                                   |

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

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Value: None      Tradable: No  
Size: N/A        Rarity: Uncommon  
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*This is to certify that the character known as*

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THE EDGE OF NIGHT, ROUND 2*

*Favor of Oblivion*

The Night Lord has rewarded your craven refusal to come to Amthydor's aid against him by ensuring that you will perhaps live a little longer in this conflict, to see the suffering that your cowardice has wrought.

For six months from the date shown below, undead and followers of Oblivion suffer a -2 penalty to all attack and damage rolls made in combat with you personally. To make sure that your suffering is prolonged a little more, **you** suffer the same -2 penalty against **them**.

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

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



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

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GM Name \_\_\_\_\_  
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**Size:** N/A        **Rarity:** Uncommon  
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GM Name \_\_\_\_\_  
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