



Has acquired the following in the adventure
Shadow of the Serpentmen

Greendearth

Weapon (longsword), rare (requires attunement)

Description: Fashioned from an odd green crystalline material, its guard is made from iron and resembles a mass of tentacles that slowly move and writhe about attempting to latch onto foes that are attacked by the weapon.

The hilt of this weapon is wrapped in a dull-grey hide of an unknown beast.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. When used in combat, the sword's tentacles ooze a greenish yellow fluid. Any time you roll a 20 on an attack made with this weapon, the target struck suffers 2d10 poison damage and must make a DC 17 Constitution saving throw or be poisoned for 1 minute.

Tradeable Yes

Sale Value 500gp

Judge Signature: _____

If certificate is traded, a full record of the transaction must appear on the back. The record must include the player name and character name of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate removal from play.

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Bloodglass Shard

Wondrous item, uncommon

Description: This leaf-shaped shard of mirrored glass measures 9 inches in length and 6 inches wide at the base but tapering to a point. Most *bloodglass shards* have flecks of blood around the edges.

Abilities/Effects: As an action you may smear a bit of blood from a creature on the surface of the glass. The blood gathers into a bead that remains on the surface no matter what it touches or how the device is handled until you smear blood from a different creature onto the glass's surface.

When you hold the shard parallel to the ground, the bead of blood slides across the glass to point the direction the owner of that blood is. If the creature is more than 1,000 feet from you, the bead of blood stays at the edge of the glass. If the creature is less than 1,000 feet from you but more than 500 feet, the bead moves halfway to the shard's center. Finally, if the creature is within 500 feet of you, the bead moves to the center.

Tradeable Yes

Sale Value 100 gp

Judge Signature: _____

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Has acquired the following in the adventure
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Shadow of the Void

All too common

This void cert is a shadow of what it once was...

but its still a place holder

Tradeable Yes, if you want too

Sale Value What? No!

Judge Signature: _____

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