



This is to certify that the character known as

earned the following in the adventure  
**AUTHOR, AUTHOR!**

An Item from the Cup and Tome

Place a check next to the item that you've found. Only one box may be checked.

Any non-magical book or scroll on any subject desired by the PC. This book will have no in-game effect, and the title should be listed here (the player creates the title). Value 1 gp.

A book of orcish erotica (not for the weak of heart!). Value 2 gp.

Arcane scroll scribed with the spell *Comprehend Languages*. Caster level 1<sup>st</sup>, value 50 gp.

Value: See above      Tradable: Yes  
Size: Small            Rarity: Common  
Legality: Legal        Real Value: \$0

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



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Convention \_\_\_\_\_ Date \_\_\_\_\_

# Legends of the Shining Jewel

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**AUTHOR, AUTHOR!**

An Item from the Cup and Tome

Place a check next to the item that you've found. Only one box may be checked.

A collection of astrological notes by Iryvaun Kist, noted stargazer. Above ground and under a starry sky, a PC may use these notes for a +1 Competence bonus to astronomy-related skill checks. Value 50 gp.

A map of a cache of treasure hidden in the Delambir Mountains. A PC with this item may spend 100 gp and 10 TU to mount an expedition to recover the treasure. Roll 2d6 and multiply the result by 50 gp to determine how much is found. On a roll of 2 or 12, the map is a false one and yields no gold. The roll cannot be modified in any way and this roll can only be made at the beginning or end of any LSJ adventure, at which point this cert must be voided. (Price 50 gp).

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

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

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An Item from the Cup and Tome

Place a check next to the item that you've found. Only one box may be checked.

"The Acquisition of Knowledge" by Yulkion Dormass. This book is an enchanted tome. Only one reader may peruse the book at any time; only one person can gain the effects of the tome. Once the book is read from cover to cover, it will bestow its benefit on the reader and then vanish. Only one reader will ever gain this item's benefits! Once read, the reader may choose a Knowledge skill. The chosen skill becomes a class skill for the character. If the skill chosen is already such for the reader, there is no effect and the tome's magic is wasted. The skill chosen must be noted on this cert Value 2,000 gp.

A badly battered, shabby-looking, leather-bound book. The book is actually a blank Blessed Book. Value 12,500 gp.

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

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

# Legends of the Shining Jewel



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*Ghost Touch Chainmail +1*

*(armor)*

A paladin named the Night Wolf once owned this fine mail. The taint of undeath hangs heavily upon it. This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects. 15<sup>th</sup> level caster.

**Value:** 16,300 gp    **Tradable:** Yes  
**Size:** Small        **Rarity:** Common  
**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

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*Ghost Touch Greatsword +1*

A paladin named the Night Wolf once owned this fine two-handed sword. The taint of undeath hangs heavily upon it. This weapon deals damage normally against incorporeal creatures, regardless of their bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. 9<sup>th</sup> level caster.

**Value:** 8,350 gp    **Tradable:** Yes  
**Size:** Large        **Rarity:** Common  
**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

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**AUTHOR, AUTHOR!**

*Necklace of Fireballs (Type I)*

*(unslotted)*

11<sup>th</sup> level caster. Mark each *fireball* gem off as it is used:

- 5d6 *fireball*
- 3d6 *fireball*

**Value:** 1,650 gp    **Tradable:** Yes  
**Size:** Tiny         **Rarity:** Common  
**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 \_\_\_\_\_

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*Ring of Protection +1*

(ring)

Caster level 5<sup>th</sup>.



**Value:** 2,000 gp      **Tradable:** Yes  
**Size:** Tiny            **Rarity:** Common  
**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 \_\_\_\_\_

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*Belt of Giant Strength +2*

(belt)

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



**Value:** 4,000 gp      **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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*Periapert of Health*

(neck)

Caster level 5<sup>th</sup>. The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.



**Value:** 7,500 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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*Mithral Shirt*

*(armor)*

This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds.

**Value:** 1,100 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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*Arrows +1*

Caster level 5<sup>th</sup>. Mark off these arrows as they are used:



**Value:** 207 gp each      **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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*Hand Crossbow +1*

Caster level 5<sup>th</sup>.

**Value:** 2,400 gp      **Tradable:** Yes  
**Size:** Tiny      **Rarity:** Common  
**Legality:** Legal      **Real Value:** \$0

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

# Legends of the Shining Jewel

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*Curse of the Tomb Robber!*

The Night Wolf has cursed you for betraying her trust and your word. Now, the shadow of death hounds your every step. Show this certificate to your DM before every LSJ event. Every time that you are struck by a foe for non-subdual damage, and the blow is a potential critical hit, this certificate will automatically confirm that attack as a critical hit. Damage is still rolled normally, however. This cert may only be removed by the willing intercession of a cleric of 12<sup>th</sup> level or greater, who must cast Remove Curse on you to rid you of this cert. No priest in the LSJ campaign will remove this curse at this time; there may be a chance to have it removed in the future, however.

**Value:** Nil      **Tradable:** No  
**Size:** N/A      **Rarity:** Uncommon  
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*This is to certify that the character known as*

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*Marooned in the Desert*

You have managed to strand yourself in the Sea of Fire. You have been either unable to find a way home, or have alienated yourself from those who may have helped you. In any event, it's a long walk home... Note the date that this module was played on this cert; your PC may not participate in any Legend of the Shining Jewel adventures for a period of time not to exceed three months from this date. During this "blackout period" you are free to adventure with any other player characters you may have.

Start Date: \_\_\_\_\_

End Date: \_\_\_\_\_

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**Legality:** N/A                      **Real Value:** \$0

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