



This is to certify that the character known as

earned the following in the adventure
DOWN AND OUT IN THE SHINING JEWEL

Potion of Darkvision

4th level caster.



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

GM Signature _____
GM Name _____
Convention _____ Date _____



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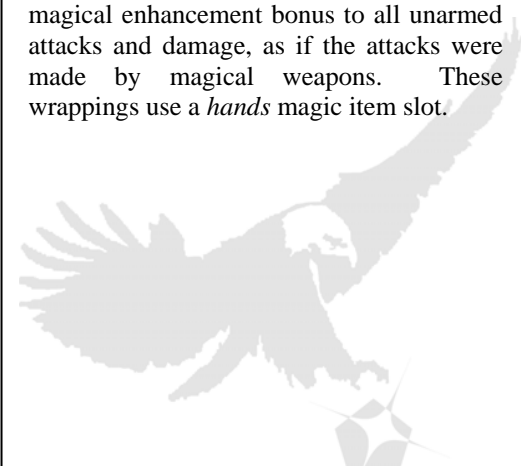
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Eagle Strike Silk Wrappings

(hands)

These silk strips, when wrapped around the palms of both hands, grant the wearer a +1 magical enhancement bonus to all unarmed attacks and damage, as if the attacks were made by magical weapons. These wrappings use a *hands* magic item slot.



Value: 6,000 gp Tradable: Yes
Size: Tiny Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Potion of Cure Wounds

Check the box for the corresponding ATL at which the adventure was played; this determines the type of potion.

ATL 1: Potion of cure moderate wounds (value: 300 gp)

ATL 3: Potion of cure serious wounds (value: 750 gp)

ATL 5: Potion of cure critical wounds (value: 1,400 gp)

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

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This is to certify that the character known as

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Bracers of Armor

(wrists)

Check the box for the corresponding ATL at which the adventure was played; this determines the type of bonus.

ATL 1: +1 (value: 1,000 gp)

ATL 3: +2 (value: 4,000 gp)

ATL 5: +3 (value: 9,000 gp)

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

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Wand of Cure Moderate Wounds

The number of charges remaining in this item is determined by the ATL at which the adventure was played:

ATL 1:

ATL 3: As ATL 1 plus

ATL 5: As ATL 3 plus

The wand's value is 90 gp per charge remaining.

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

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Convention _____ Date _____



This is to certify that the character known as

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Favor of Kestu

Your kind actions have saved the life of this former worshipper of Oblivion. He has turned his back on the goddess of night and has returned to his vocation of alchemy and herbalism. During any LSJ adventure that takes place, in whole or in part, within Amthydor, you may pay the old man a visit so he can apply a healing poultice to your wounds. This poultice is identical in all respects to a potion of *cure light wounds*, except that it is applied to a wound. You may use this cert once per adventure to use the poultice. Do NOT void this cert; it is in effect a renewable potion of *cure light wounds* (Caster Level 1), usable once per adventure under the circumstances noted above. The poultice may not be taken out of Kestu's home to use later.

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

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Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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Legends of the Shining Jewel

This is to certify that the character known as

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Woodbane

This plain-looking +1 battleaxe resembles a simple woodaxe but acts as a *bane* weapon against plant creatures and all objects made predominantly of wood, striking them with a +2 magical bonus and dealing an extra 2d6 damage. Caster level 8th.

Value: 8,310 gp Tradable: Yes
Size: Medium Rarity: Common
Legality: Legal Real Value: \$0

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Convention _____ Date _____

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Scabbard of Holding

This appears to be an ordinary shortsword scabbard, but it contains an extradimensional space similar to that of a bag of holding. It will sheathe any Large to Tiny bladed weapon that is the rough size and shape of a sword (falchions and scimitars would be included; axes and spears would not). Only the hilt remains visible, adding only one pound to the scabbard's usual one pound weight. Caster level 9th.

Value: 1,600 gp Tradable: Yes
Size: Varies Rarity: Common
Legality: Legal Real Value: \$0

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Convention _____ Date _____

Legends of the Shining Jewel

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Brooch of Shielding

(neck)

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like ability. This brooch can absorb up to 40 points of damage from magic missiles before it melts and becomes useless. Mark them off below. Caster level 3rd.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Value: 1,500 gp Tradable: Yes
Size: Tiny Rarity: Common
Legality: Legal Real Value: \$0

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Artok's Spellbook

This spellbook contains the following spells, based on the ATL at which the adventure was played (check the appropriate box):

ATL 1 3,200 gp value. Contains all 0-level Wizard spells, plus the following: 1st – *Color Spray, Mage Armor, Magic Missile, Protection from Good*; 2nd – *Blur, Flaming Sphere, Scorching Ray*; 3rd – *Lightning Bolt*.

ATL 3 4,400 gp value. As ATL 1 plus: 4th – *Dimension Door, Enervation, Invisibility (Greater), Wall of Fire*.

ATL 5 5,400 gp value. As ATL 3 plus: 5th – *Teleport*.

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

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Convention _____ Date _____



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Blessing of Pietos

It would seem that the God of Suffering, who is the patron of slaves across Raia, has seen fit to reward you for your bravery in liberating the slaves of Undertown. You now find that your capacity to endure suffering yourself has increased. Mark the ATL at which the adventure was played; you have received the corresponding reward:

ATL 1 Permanent +1 hit point

ATL 3 Permanent +2 hit points

ATL 5 Permanent +3 hit points

Value: N/A **Tradable:** No
Size: N/A **Rarity:** Uncommon
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