



This is to certify that the character known as

earned the following in the adventure
Have Sword, Will Travel

Treasure Share

You have returned triumphant with Malovar's treasure. You may choose what form your share of the reward takes (coin, gems or even magic items, in any combination) as follows –

Party's Treasure Share¹ (% , max 50%) _____ x 200 gp =
Individual Share Value _____gp

¹The party's treasure share is [100 minus the total % promised to craftsmen and merchants] and then divided by 2.

If the PC's share contains magic items, the total value may not exceed individual share value. Magic items must be from the list of items available for purchase from the **Mystical Marketplace**². Caster level for magic items is the minimum to create. The *LSJ Campaign Guide* 'Item Level Limit on Purchase' rule does not apply to these items from Malovar's treasure hoard.

²Arcane scrolls, metamagic rods and wands of curing (*cure light*, *cure moderate* and *cure serious*) may be chosen.

Coin _____ (Log sheet entry # _____)

Gems _____ Type of Gem _____ (Log sheet entry # _____)

Magic item(s) _____ {tradable}

Value:	Varies	Tradable:	No
Caster Level:	See above	Rarity:	Uncommon
Legality:	Legal	Real Value:	\$0

GM Signature _____

GM Name _____

Convention _____ Date _____



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Value:	Varies	Tradable:	No
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Caster Level:	See above	Rarity:	Common
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A Little Something Extra – Dolmur Brothers’ Smithy

Dwarven brothers Lydaeic and Gaeic Dolmur were so well pleased with your bargain that they have arranged for a small ‘thank you’. The extent of their appreciation is based upon what percentage share of the treasure they were promised in exchange for their assistance.

5% Share 25% discount on the purchase of a single shield or suit of armor for a Small (or smaller) humanoid or barding for a Medium (or smaller) mount. Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.

10% Share 50% discount on the purchase of a single shield or suit of armor for a Small (or smaller) humanoid or barding for a Medium (or smaller) mount. Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 7,500 gp.

The armor must be of a type eligible for purchase through the **Mystical Marketplace**, but you do not need to wait for the Marketplace to obtain it. The value of this armor may be up to 150% of the gp limit imposed per the *LSJ Campaign Guide* ‘Item Level Limit on Purchase’ rule. This discount does not apply to item creation. This discount may not be combined with any other discount.

Armor Description _____

Value: Varies Tradable: Yes
Caster Level: Varies 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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A Little Something Extra – Grendel’s Armory

Master Armorsmith Grendel was so well pleased with your bargain that he has arranged for a small ‘thank you’. The extent of his appreciation is based upon what percentage share of the treasure he was promised in exchange for his assistance.

5% Share 25% discount on the purchase of a single shield or suit of armor for a Medium or Large humanoid or barding for a Medium or Large mount. Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.

10% Share 50% discount on the purchase of a single shield or suit of armor for a Small (or smaller) humanoid or barding for a Medium (or smaller) mount. Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 7,500 gp.

The armor must be of a type eligible for purchase through the **Mystical Marketplace**, but you do not need to wait for the Marketplace to obtain it. The value of this armor may be up to 150% of the gp limit imposed per the *LSJ Campaign Guide* ‘Item Level Limit on Purchase’ rule. This discount does not apply to item creation. This discount may not be combined with any other discount.

Armor Description _____

Value: Varies Tradable: Yes
Caster Level: Varies Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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A Little Something Extra – LoTS

The League of Thaumaturgical Studies was so well pleased with your bargain that they have arranged for a small 'thank you'. The extent of their appreciation is based upon what percentage share of the treasure they were promised in exchange for their assistance.

5% Share 10% discount on the purchase of a single magic item (potion, ring, metamagic rod, arcane scroll, wand of curing or wondrous item). The maximum value of this discount is 1,000 gp.

10% Share 25% discount on the purchase of a single magic item (potion, ring, metamagic rod, arcane scroll, wand of curing or wondrous item). The maximum value of this discount is 5,000 gp.

20% Share 50% discount on the purchase of a single magic item (potion, ring, metamagic rod, arcane scroll, wand of curing or wondrous item). The maximum value of this discount is 15,000 gp.

The item must be of a type eligible for purchase through the **Mystical Marketplace**¹, but you do not need to wait for the Marketplace to obtain it. The value of this item may be up to 150% of the gp limit imposed per the *LSJ Campaign Guide* 'Item Level Limit on Purchase' rule.

¹Arcane scrolls, metamagic rods and wands of curing (*cure light*, *cure moderate* and *cure serious*) may be chosen. This discount does not apply to item creation. This discount may not be combined with any other discount.

Item Description _____

Value:	Varies	Tradable:	Yes
Caster Level:	Varies	Rarity:	Common
Legality:	Legal	Real Value:	\$0

GM Signature _____

GM Name _____

Convention _____ Date _____



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A Little Something Extra – Quorum of Faith

The Quorum of Faith was so well pleased with your bargain that they have arranged for a small 'thank you'. The extent of their appreciation is based upon what percentage share of the treasure they were promised in exchange for their assistance.

5% Share 10% discount on the purchase of a single magic item (potion, ring, metamagic rod, divine scroll, wand of curing or wondrous item). The maximum value of this discount is 1,000 gp.

10% Share 25% discount on the purchase of a single magic item (potion, ring, metamagic rod, divine scroll, wand of curing or wondrous item). The maximum value of this discount is 5,000 gp.

20% Share 50% discount on the purchase of a single magic item (potion, ring, metamagic rod, divine scroll, wand of curing or wondrous item). The maximum value of this discount is 15,000 gp.

The item must be of a type eligible for purchase through the **Mystical Marketplace**¹, but you do not need to wait for the Marketplace to obtain it. The value of this item may be up to 150% of the gp limit imposed per the *LSJ Campaign Guide* 'Item Level Limit on Purchase' rule.

¹Metamagic rods and wands of curing (*cure light*, *cure moderate* and *cure serious*) may be chosen. This discount does not apply to item creation. This discount may not be combined with any other discount.

Item Description _____

Value:	Varies	Tradable:	Yes
Caster Level:	Varies	Rarity:	Common
Legality:	Legal	Real Value:	\$0

GM Signature _____

GM Name _____

Convention _____ Date _____



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A Little Something Extra – Rylden’s Forge

Master Weaponsmith Veradaine Rylden was so well pleased with your bargain that she has arranged for a small ‘thank you’. The extent of her appreciation is based upon what percentage share of the treasure she was promised in exchange for her assistance.

- 5% Share** 10% discount on the purchase of a single melee weapon. Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 1,000 gp.
- 10% Share** 25% discount on the purchase of a single melee weapon. Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.
- 20% Share** 50% discount on the purchase of a single melee weapon. Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 10,000 gp.

The melee weapon must be of a type eligible for purchase through the **Mystical Marketplace**, but you do not need to wait for the Marketplace to obtain it. The value of this weapon may be up to 150% of the gp limit imposed per the *LSJ Campaign Guide* ‘Item Level Limit on Purchase’ rule. This discount does not apply to item creation. This discount may not be combined with any other discount.

Melee Weapon Description _____

<i>Value:</i>	Varies	<i>Tradable:</i>	Yes
<i>Caster Level:</i>	Varies	<i>Rarity:</i>	Common
<i>Legality:</i>	Legal	<i>Real Value:</i>	\$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



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A Little Something Extra – Reeve’s Bowery

Master Bowyer Talmor Reeve was so well pleased with your bargain that he has arranged for a small ‘thank you’. The extent of his appreciation is based upon what percentage share of the treasure he was promised in exchange for his assistance.

- 5% Share** 25% discount on the purchase of a single ranged weapon (bow, composite bow or crossbow only). Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 1,000 gp.
- 10% Share** 25% discount on the purchase of a single ranged weapon (bow, composite bow or crossbow only). Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.
- 20% Share** 50% discount on the purchase of a single ranged weapon (bow, composite bow or crossbow only). Special abilities, special materials or Greater Masterwork quality are available. The maximum value of this discount is 10,000 gp.

The ranged weapon must be of a type eligible for purchase through the **Mystical Marketplace**, but you do not need to wait for the Marketplace to obtain it. The value of this weapon may be up to 150% of the gp limit imposed per the *LSJ Campaign Guide* ‘Item Level Limit on Purchase’ rule. This discount does not apply to item creation. This discount may not be combined with any other discount.

Ranged Weapon Description _____

<i>Value:</i>	Varies	<i>Tradable:</i>	Yes
<i>Caster Level:</i>	Varies	<i>Rarity:</i>	Common
<i>Legality:</i>	Legal	<i>Real Value:</i>	\$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



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A Little Something Extra – Korbec the Linguist

Linguist and scribe Korbec Torval was so well pleased with your bargain that he has arranged for a small 'thank you'.

5% Share Korbec will tutor you for 60 TUs in languages, codes, handwriting analysis and forgery. At the end of this time *Linguistics* becomes a class skill for you.

10% Share Korbec will tutor you for 60 TUs in languages, codes, handwriting analysis and forgery. At the end of this time *Linguistics*, *Craft (calligraphy)* and *Profession (scribe)* become class skills for you. Furthermore, you gain *Skill Focus (Linguistics)* as a bonus feat.

Log Sheet Entry # for TUs paid _____

Value: Varies
Caster Level: Varies
Legality: Legal

Tradable: Yes
Rarity: Common
Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Let The Punishment Fit The Crime

You have been found Guilty of the crime of theft. You are permitted to choose your punishment –

Two (2) years imprisonment

The period of imprisonment is 730 TUs. If this option is chosen, the log sheet entry for this game must show the expenditure of all remaining TUs for the current year, the entire 365 TUs for next year, and the balance deducted from the 365 TUs for the year after. The PC remains out of play until two (2) years from the date that the scenario is played. All TU and GP costs associated with metaorgs and other activities must be paid for the two years of imprisonment or the character will have to begin the membership process for these organizations and activities again at the beginning.

Date scenario played _____

Loss of right hand

If a PC instead chooses to lose a hand, his or her right hand will be cut off. No character (non-player or player) will restore the severed appendage, as the punishment for doing so is to share in the PC's punishment themselves. A PC choosing this punishment may no longer use a two-handed weapon, including bows. Crossbows may still be used, at double the loading time.

Value: Valueless
Caster Level: nil
Legality: Legal

Tradable: No
Rarity: Uncommon
Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____