

Legends of the Shining Jewel



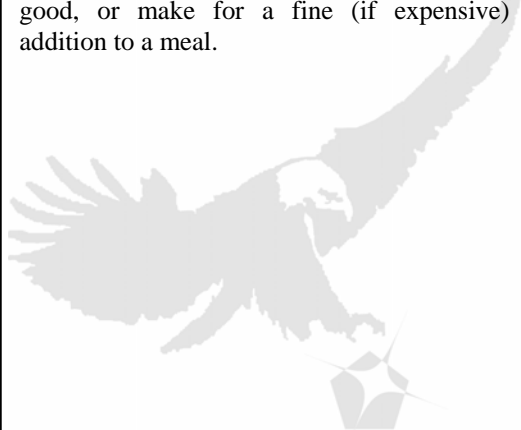
This is to certify that the character known as

earned the following in the adventure

LAMENT

Bottle of Ibarra Dark '73

This bottle of dark ale is of a vintage prized by collectors for its full-bodied taste, not too sweet. It should fetch a nice price as a trade good, or make for a fine (if expensive) addition to a meal.



Value: 150 gp Tradable: Yes
 Size: Small Rarity: Rare
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____

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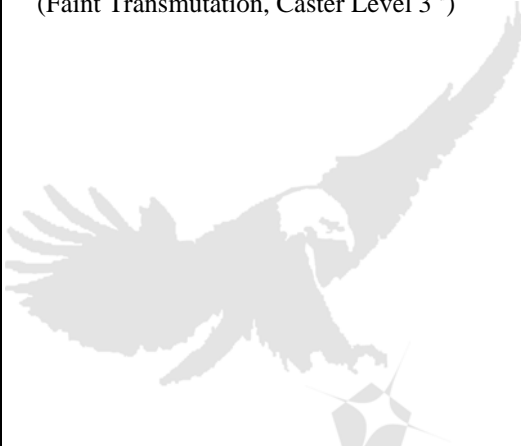
earned the following in the adventure

LAMENT

Spiked Chain +1

This weapon was retrieved from a strange creature in Hinterdale Manor.

(Faint Transmutation, Caster Level 3rd)



Value: 2,325 gp Tradable: Yes
 Size: Large Rarity: Uncommon
 Legality: Legal Real Value: \$0

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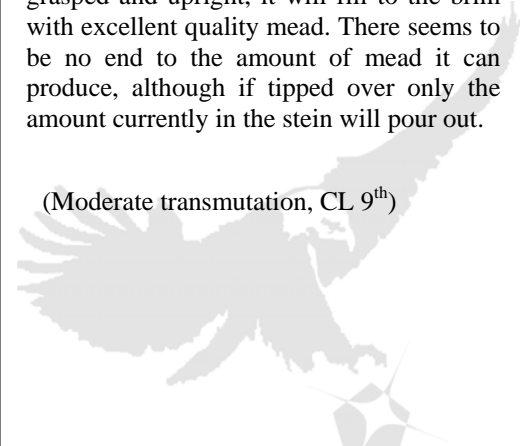
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LAMENT

Endless Stein of Mead

This heavy glass-lined steel stein has a singular ability: Any time it is firmly grasped and upright, it will fill to the brim with excellent quality mead. There seems to be no end to the amount of mead it can produce, although if tipped over only the amount currently in the stein will pour out.



(Moderate transmutation, CL 9th)

Value: 2,000 gp Tradable: Yes
 Size: Small Rarity: Rare
 Legality: Legal Real Value: \$0

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LAMENT

Runestone Enchantment

Lars Foehammer, the acclaimed runesmith, took a Runestone you brought him. In exchange for the stone, he imbued its power on a single melee weapon of your choice: (choose one)

- A non-magical weapon gains a +1 enchantment.
- A magical weapon gains the shock special ability.
- If the user has a Runic Dagger, that weapon can be imbued with the ability to lengthen into a longsword on command. The weapon can be wielded with dagger or longsword proficiency in either form.

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

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LAMENT

Minor Rod of Metamagic, Silent Spell

The wielder can cast one spell per day of 3rd level or less as though using the Silent Spell feat.

(Strong (no school); CL 17th)

Value: 1,000 gp Tradable: Yes
 Size: Tiny Rarity: Uncommon
 Legality: Legal Real Value: \$0

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LAMENT

Christopher's Doll

(shield)

This child's rag doll of a mighty dwarven warrior is well made if a bit worn. It has the inscription "Yngmar" embroidered on the bottom of the left foot and wearing a bronze mask. It was made to keep a child safe through the night – perhaps it can do the same for you.

The doll grants anyone who holds it in their hand protection from evil once per day as a spell-like ability, with a caster level equal to the holder's character level. A person holding the doll cannot effectively use that hand to wield weapons or the like.

(Faint transmutation; CL 5th)

Value: 2,500 gp Tradable: Yes
 Size: Tiny Rarity: Rare
 Legality: Legal Real Value: \$0

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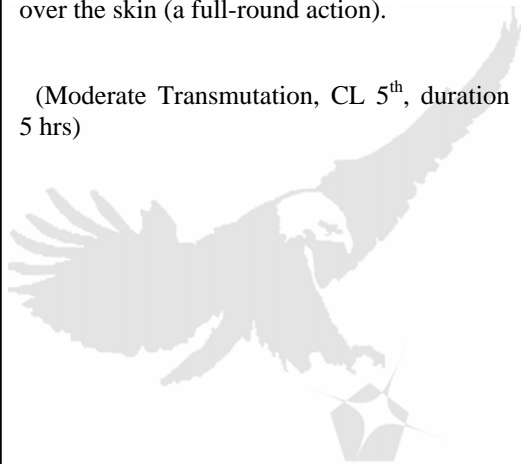
earned the following in the adventure

LAMENT

Ointment of Barkskin

This greasy substance grants the user barkskin exactly as the spell when rubbed over the skin (a full-round action).

(Moderate Transmutation, CL 5th, duration 5 hrs)



Value: 300 gp Tradable: Yes
 Size: Tiny Rarity: Common
 Legality: Legal Real Value: \$0

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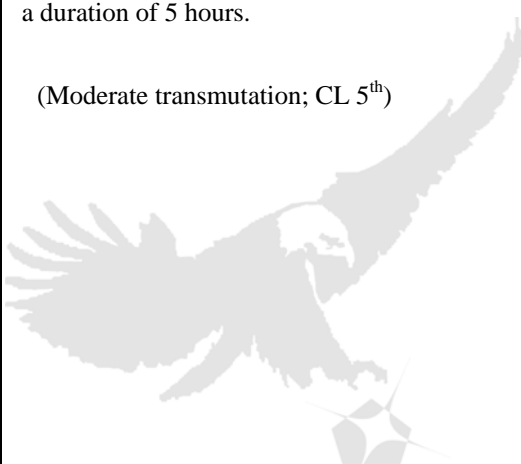
earned the following in the adventure

LAMENT

Potion of Blindsight

This black liquid grants the imbiber blindsight (as per the Pathfinder Bestiary) for a duration of 5 hours.

(Moderate transmutation; CL 5th)



Value: 300 gp Tradable: Yes
 Size: Tiny Rarity: Common
 Legality: Legal Real Value: \$0

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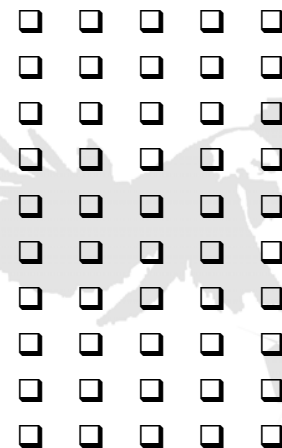
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LAMENT

Wand of Cure Light Wounds

50 charges, 5th level caster. Radiates faint conjuration magic. Mark charges off as they are used.



Value: 1,875 gp Tradable: Yes
 Size: Tiny Rarity: Common
 Legality: Legal Real Value: \$0

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LAMENT

Potion of Fly

This potion grants the imbiber the effects of a fly spell.

(Moderate transmutation; CL 5th)

Value: 300 gp **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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LAMENT

Night Terrors

An attack by a unnatural horrors from a nightmarish dimension has left you unsettled and suffering from nightmares of horrible beings and unspeakable acts.

Anytime you sleep (or enter reverie for elves), make a Will save against DC 15. If you fail, you suffer a -1 morale penalty to all attack and skill checks for the next day. These night terrors last for the next three adventures that you participate in.

As this is a product of your own mind and not an externally induced curse, only curative magics of the power of a heal spell or the like can remove it. Otherwise the effects of this cert end after you play three more *Legends of the Shining Jewel* modules.

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

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