



This is to certify that the character known as

earned the following in the adventure
DEAD RACKET

Guild Agent Certificate of
Assignment Completion

The above-named PC has successfully completed a assignment as a Guild Agent for the Merchant's Guild. This certificate, along with at least one more, when presented to the representative of the Merchant's Guild will allow the above named PC to petition for acceptance as a Guild Agent on Retainer.

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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Legends of the Shining Jewel



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Ancient Ritual Tome

This ancient text, found in Tinpak's Curios, describes a ritual that would open a portal to another plane. The ritual requires an intricately crafted egg of specifically colored glass and specially made ceramics. To what plane this portal opens is not stated, it is assumed the one performing the ritual already knows this. The actual ritual itself is written in a language that cannot be identified, nor can be read by magical means.

Value: 200 gp Tradable: No
Size: Medium Rarity: Rare
Legality: Legal Real Value: \$0

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Legends of the Shining Jewel



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Amulet of Natural Armor +1
(neck)



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

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Convention _____ Date _____

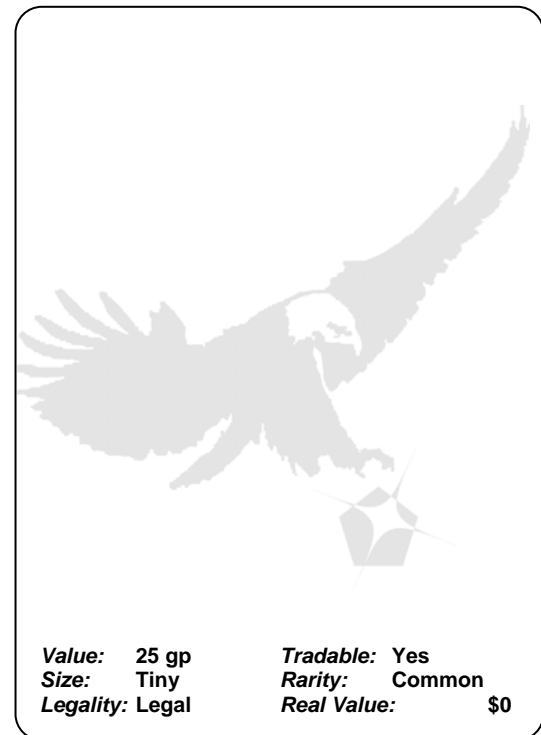
Legends of the Shining Jewel



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Ioun Stone, Dull Grey



Value: 25 gp Tradable: Yes
Size: Tiny Rarity: Common
Legality: Legal Real Value: \$0

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Legends of the Shining Jewel

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Dust of Illusion

This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put dust of illusion on a creature, and that creature is affected as if by a disguise self glamor, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamor lasts for 2 hours. 2nd level caster.

Value: 500 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Real Value:** \$0

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Quiver of Brianna

This item is identical to an Efficient Quiver. It appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The efficient quiver weighs the same no matter what's placed inside it. 9th caster level.

Value: 1,800 gp **Tradable:** Yes
Size: Medium **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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Pipes of the Sewers

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15. If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control. 2nd caster level.

Value: 1,150 gp **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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Scroll of Disguise Self

1st level caster.



Value: 25 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Real Value:** \$0

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Ring of Feather Falling

(ring)

This ring is crafted with a feather pattern all around its edge. It acts exactly like a feather fall spell, activated immediately if the wearer falls more than 5 feet. 1st level caster.



Value: 2,200 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

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Void Cert

Yep, it's another one! Worth absolutely nothing! But you still want it more than the magic item certs, don't you?



Value: Worthless **Tradable:** If you want to
Size: N/A **Rarity:** Too common
Legality: Who cares? **Real Value:** \$0

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Convention _____ Date _____