



This is to certify that the character known as

has purchased the following at the
Shopping Spree

Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

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

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Value: See above Tradable: Yes
Caster Level: Rarity: Common
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Caster Level: Rarity: Common
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Adventure _____ Date _____



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

GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

Jacen's Abridged Spellbook

The LEAGUE OF THAUMATURGICAL STUDIES confiscated the spellbook of the rogue pirate wizard Jacen Baxter, removed all of the illegal material, and have returned the rest to you as a reward. The book has no useable pages left, and may not have additional spells scribed into it. Each ATL contains only the spells at that ATL, not the spells of ATLs below.

- **ATL 7 - 9:** *Stoneskin, Summon Monster IV, Charm Monster, Break Enchantment, Dominate Person, Feeblemind* (5,475 gp)
- **ATL 11 - 13:** *Disintegrate, Greater Dispel Magic, Antimagic Field, Greater Heroism, Summon Monster V* (7,725 gp)
- **ATL 15+:** *Spell Turning, Summon Monster VI, Mass Hold Person, Insanity, Finger of Death, Forcecage* (13,025 gp)

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

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

Sunfire

After sifting through the pirates' stolen cargoes, the priests of Amthydor recovered several relics, and have given you this one as thanks. This heavy crossbow, in addition to its normal abilities, can also fire *Searing Light*, as the spell, at the listed number of times per day and caster level. The attack roll for this effect is still resolved as a touch attack, but you may use your attack bonus with the crossbow (including Weapon Focus) for the roll. To use this power, you must be holding the crossbow as if firing a regular bolt.

- **ATL 7:** *+1 Undead Bane heavy crossbow, CL 6, 1/day* (11,950 gp)
- **ATL 9 - 13:** *+1 Undead Bane heavy crossbow, CL 8, 2/day* (17,950 gp)
- **ATL 15+:** *+1 Holy heavy crossbow, CL 10, 2/day* (30,350 gp)

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

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

Rod Sack

As thanks for ensuring the safety of the people and a font of great stories, the SOCIETY OF ENTERTAINERS AND PROVIDERS has rewarded you with the chance to draw one magical rod out of a closed bag without looking. Lucky you. When you receive this cert, roll d% and circle the result.

- **ATL 7 - 9:**
1 - 50%: *2 Immovable Rods* (10,000 gp total, can only be sold/traded as a pair)
51 - 85%: *Lesser Metamagic Empower* (9,000 gp)
86 - 100%: *Metal and Mineral Detection* (10,500 gp)
- **ATL 11 - 13:**
1 - 45%: *Metamagic Silent* (11,000 gp)
46 - 80%: *Wonder* (12,000 gp)
81 - 100%: *Python* (13,000 gp)
- **ATL 15+:**
1 - 45%: *Enemy Detection* (23,500 gp)
46 - 80%: *Greater Metamagic Enlarge* (24,500 gp)
81 - 100%: *Withering* (25,000 gp)

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

GM Signature _____
 GM Name _____
 Convention _____ Date _____



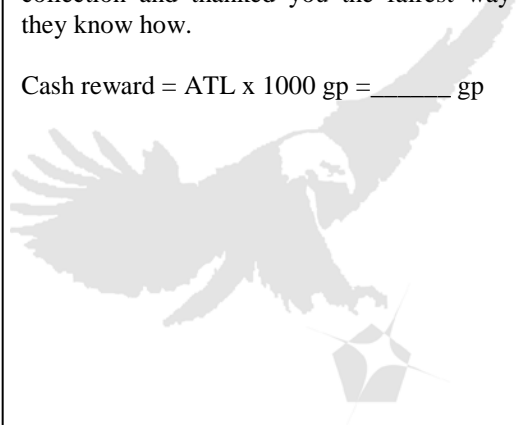
This is to certify that the character known as

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Sharkbait

A Noble Gift

As thanks for ensuring the safety of their families' business, pleasure, or endeavors otherwise, against the pirates, the NOBLE HOUSES of Amthydor have taken up a collection and thanked you the fairest way they know how.

Cash reward = ATL x 1000 gp = _____ gp



Value: Varies Tradable: No
Caster Level NA: Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



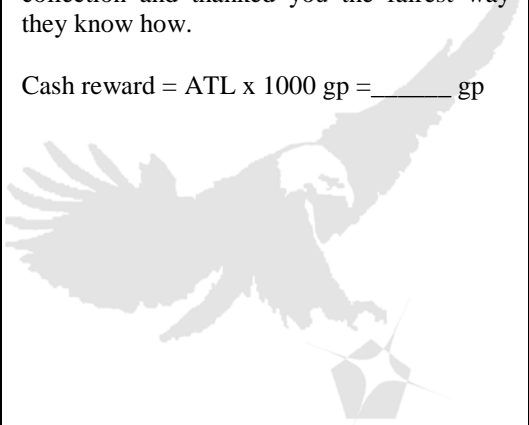
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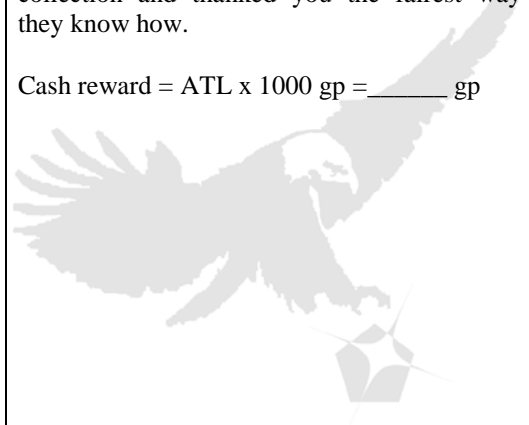
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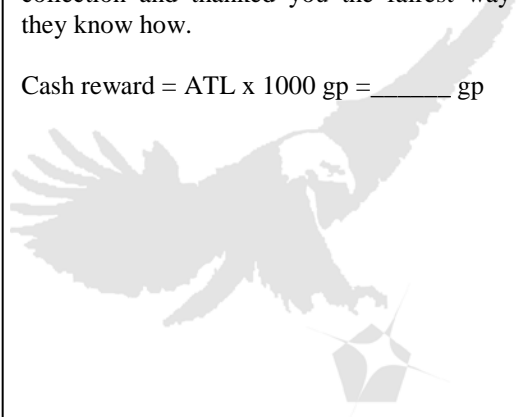
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Convention _____ Date _____



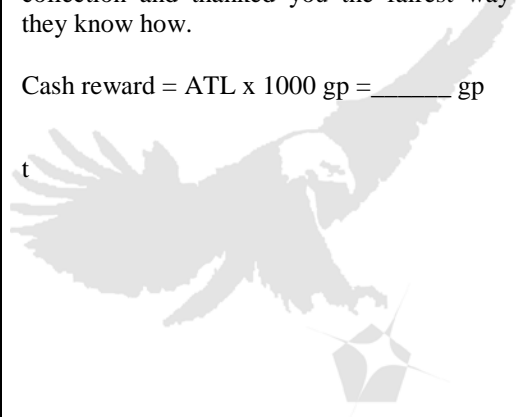
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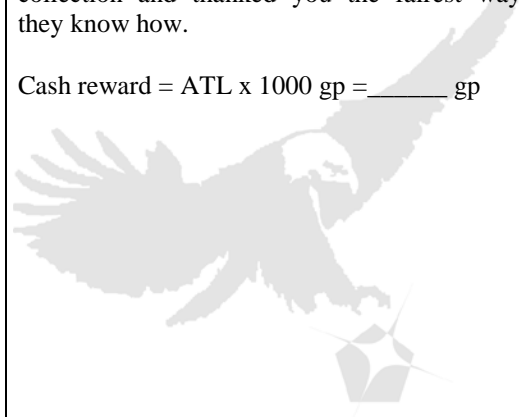
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Value: Varies Tradable: No
Caster Level: NA Rarity: Common
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GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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Sharkbait

Recommendation of Trident Kincaid

As thanks for your assistance in dealing with the traitorous pirate gang, Trident Marcus Kincaid is prepared to reward you appropriately. The form of this reward may be chosen at any time later, but once chosen it cannot change.

Invitation: You are hereby invited to join either the Pirate Hunters or the Stingrays special branch of the Diamond Legion Navy. If you have all 3 Favor certs from Parts 1, 2 & 3 of this series, then this cert also counts as one of the necessary recommendations to join the Legion; additionally you may waive a single feat or skill requirement to enter one of these special branches. If you are missing any of the three *Favor* certs, you do not get either of the aforementioned benefits, but you retain the Invitation itself.

Specialization: _____
Requirement waived: _____

Training: In lieu of joining the Navy, you may train with their special operators. By spending 1 TU per session training, you receive a +1 non-type bonus to the **Swim** and **Profession (Sailor)** skills, as well as attack and weapon damage rolls against any target that is at least waist-deep in liquid.

Value: Priceless *Tradable:* Yes
Caster Level: NA *Rarity:* Common
Legality: Legal *Real Value:* \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Caster Level: NA *Rarity:* Common
Legality: Legal *Real Value:* \$0

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Caster Level: NA *Rarity:* Common
Legality: Legal *Real Value:* \$0

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Value: Priceless Tradable: No
Caster Level: NA Rarity: Uncommon
Legality: Legal Real Value: \$0

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Value: Priceless Tradable: No
Caster Level: NA Rarity: Uncommon
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Requirement waived: _____

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Value: Priceless Tradable: No
Caster Level: NA Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

The Lord Monarch's Army

(armor or shield)

As a heartfelt thanks in dealing with the traitorous pirates, the Lord Monarch has granted you access to the royal armory's resources. You may add the listed enhancement or equivalent special abilities to an existing magic item, or make a masterwork item equivalently magical. All enhancements must be applied to the same item at the same time.

- ATL 7 - 9:** +1 enhancement or equivalent special ability
- ATL 11 - 13:** +2 enhancement, or two +1 enhancements
- ATL 15+:** +3 enhancement, or a combination of lesser enhancements of the same value

Item & Enhancements:

Value: Varies	Tradable: No
Caster Level: NA	Rarity: Common
Legality: Legal	Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

Best Deals Around

As thanks for your efforts in curtailing the pirate problem that was hurting business so much, the various SHIPPING AND TRADE CONSORTIUMS of Amthydor have arranged to sell you an item at a bargain. When you receive this cert, fill in the gp limit according to the ATL that was played.

At any time, you may spend 5 TU to purchase a single item whose original price does not exceed this limit, and pay only half the cost (payment in cash only).

This purchase does not need to be done at a Mystical Marketplace event, but you must follow all other Mystical Marketplace guidelines according to the item's original non-discounted price.

The effects of this cert cannot be combined with any other cert.

Purchase limit = ATL x 2,000 gp = _____ gp

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

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

Shell of the Abyss

(armor)

To honor your bravery in dealing with the sahaugin allies of Max's pirate gang, the finest armorsmiths of the sea elves have crafted a suit of armor for you from the shell of what seems to have been an enormous lobster.

This armor is treated as being mithril, but it is not made of metal, and therefore can be worn by druids without penalty. While **Swimming**, it carries no armor check penalty at all and is treated as weighing 0 lbs., regardless of the type of armor.

The armor grants the ability to breathe and speak normally underwater indefinitely.

Choose one type of armor. Once chosen, this choice cannot be changed.

Chain Shirt Breastplate Full Plate

- ATL 7-9:** +2 armor (11,500 gp)
- ATL 11-13:** +3 armor (16,500 gp)
- ATL 15+:** +4 armor (23,500gp)

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

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

Battle in a Bottle - Premier

To commemorate the epic battle against the pirate gang, the LEAGUE OF THAUMATURGICAL STUDIES has produced these limited-edition ships-in-a-bottle. The bottle features a scene of a stretch of ocean holding miniature perfect replicas of the **Sea Hammer** and **Clearwater**. As you watch, the two ships fight, exchanging ballista bolts, flaming arrows and marines. If you look closely, there's a tiny version of you, contributing against the pirates as best as you can. In a few minutes the battle is over, with the **Sea Hammer** the clear victor. If you wait a minute, or if you shake the bottle like a snow globe, the scene resets from the beginning. If the bottle is ever opened or broken, the image disappears. Displaying the bottle grants you a +5 circumstance bonus to **Diplomacy** when dealing with the Amthydoran Navy.

Value: Priceless Tradable: No
Caster Level: NA Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Sharkbait

Frontline Collar

(neck)

The druids of the grove have graced you with a collar for your animal friend (or animal self). This item can only be used by a familiar, animal companion, mount, or similar animal, and it magically resizes itself to fit. A druid or other shape-changer can make full use of this collar while in the form of an animal. If the collar is worn by anything not an animal, it retains its stylish appearance and *Repel Vermin* abilities, but grants no other magical benefits.

Once per day, the wearer of the collar may cure itself as a move action. This activation does not require any verbal or somatic components. The animal's master may also activate this power, up to a range of 30 ft., as a standard action on their own turn. Caster level equals the wearer's hit dice, regardless. In addition to its other powers, the collar constantly radiates an effect similar to the *Repel Vermin* spell, caster level is equal to the wearer's hit dice, but the range is only a 2 ft. radius.

- ATL 7 - 9:** As *Ring of Protection* +1, Cure Light Wounds (7,200 gp)
- ATL 11 - 13:** As *Ring of Protection* +2, Cure Moderate Wounds (15,200 gp)
- ATL 15:** As *Ring of Protection* +3, Cure Moderate Wounds (24,200 gp)
- ATL 17:** As *Ring of Protection* +3, Cure Serious Wounds (32,200 gp)

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

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Shakbait

Void Cert

This lovely VOID cert is available to the lucky holder. As such, when the moon appears just right in the sky, you have what appears to be jagged shark teeth impressions around your neck. This happens on the final day of the full moon. Otherwise, this cert has no cause or effect.

Value: VOID Tradable: Yes
Caster Level: VOID Rarity: Uncommon
Legality: VOID Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____