



This is to certify that the character known as

\_\_\_\_\_ has purchased the following at the  
**SHOPPING SPREE**

Potion / Scroll

Spell: \_\_\_\_\_

\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

Spell: \_\_\_\_\_

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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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Adventure \_\_\_\_\_ Date \_\_\_\_\_



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Spell: \_\_\_\_\_

\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

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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

**RUNAROUND**

Test Subject

You have voluntarily agreed to be a test subject for a Lucktopper Brandywine experiment. You have signed the legally binding agreement of your own free will. At this time, there are no further problems. However, this act of volunteering may have repercussions in a future adventure. And you thought it was over and done with. Guess you were wrong on that one.

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

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



This is to certify that the character known as

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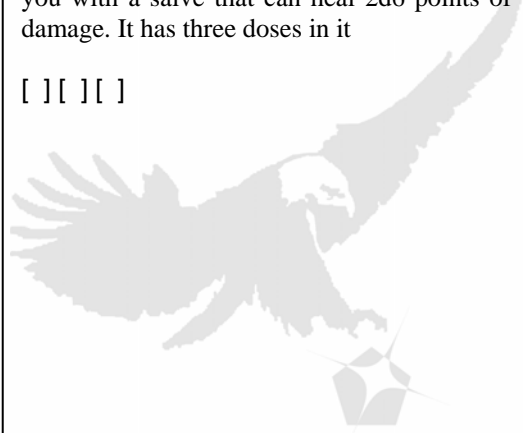
earned the following in the adventure

**RUNAROUND**

*Helped When Down*

For your efforts in bringing the Poppyseed Herb Shop to its former glory, the shop owners, Maldor and Stallandar have provided you with a salve that can heal 2d6 points of damage. It has three doses in it

[ ] [ ] [ ] [ ]



Value: 600 gp      Tradable: Yes  
Caster Level: 6      Rarity: Common  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



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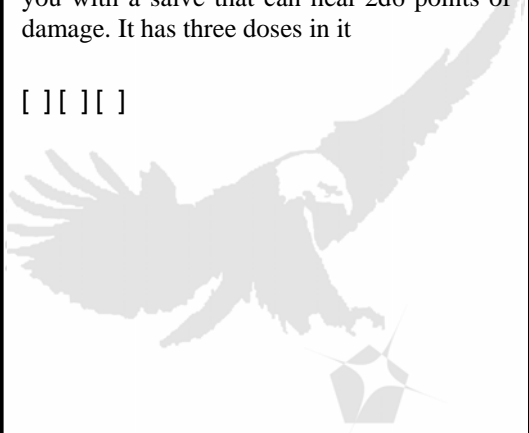
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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



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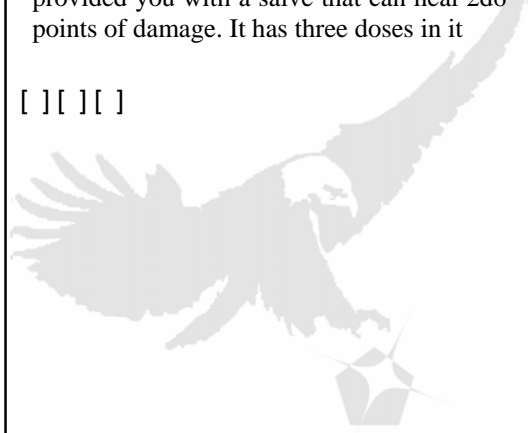
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Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

# Legends of the Shining Jewel



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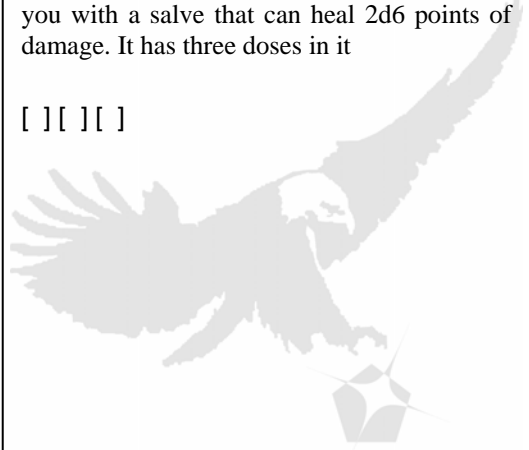
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Caster Level: 6      Rarity: Common  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

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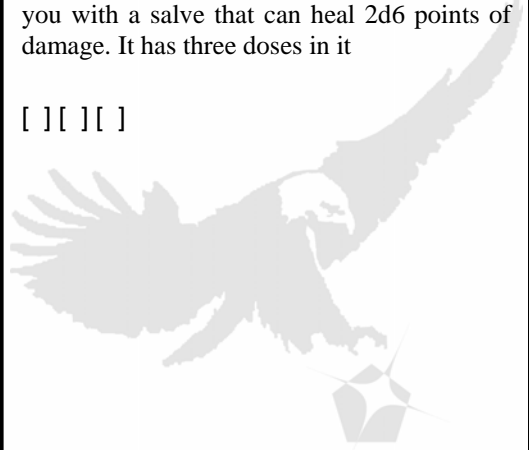
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Caster Level: 6      Rarity: Common  
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GM Signature \_\_\_\_\_  
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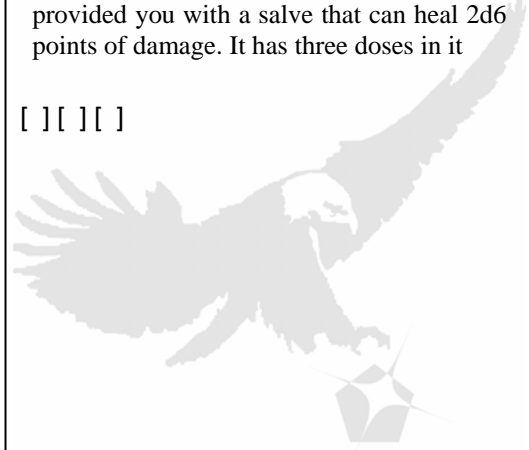
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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



This is to certify that the character known as

earned the following in the adventure

**RUNAROUND**

*The Nose Glows*

You were the victim of a failed Lucktopper Brandywine experiment. While your nose has returned to its original shape and size, it has an added feature. Your nose glows red, bright, bright red. As a free action, three times daily, you can squeeze your nose to make the glowing increase to the level of a Light spell. The glowing nose also gives you a +5 bonus to Perform (acting) or (comedy). However, it gives you a -10 penalty on any Stealth (hiding) checks. There is also a -5 penalty to Diplomacy except when dealing with halflings, gnomes or small children.

Value: 0      Tradable: No  
Caster Level: 6      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



# Legends of the Shining Jewel



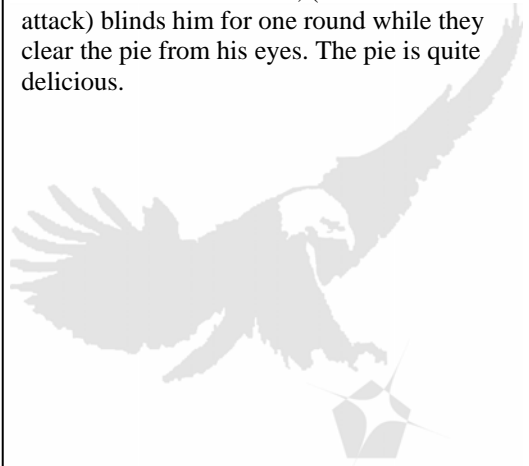
This is to certify that the character known as

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## **RUNAROUND**

*Everful Pie Tin*

This pie tin takes one round to refill with a coconut custard or lemon cream pie. When thrown in someone's face, (successful touch attack) blinds him for one round while they clear the pie from his eyes. The pie is quite delicious.



Value: 500 gp      Tradable: Yes  
Caster Level: 6      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

# Legends of the Shining Jewel



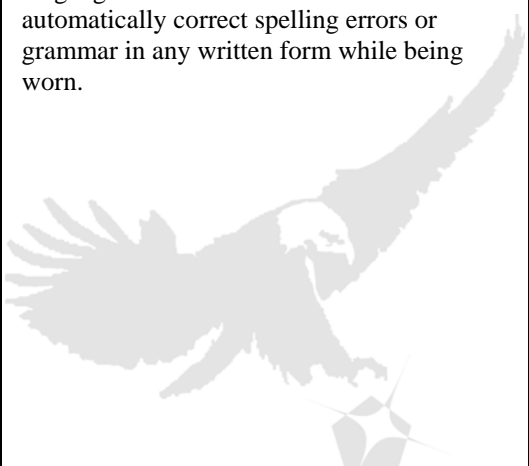
This is to certify that the character known as

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## **RUNAROUND**

*Ring of Spelling*

This small silver and ruby ring grants the wearer perfect grammar and spelling in any language the wearer knows. It will automatically correct spelling errors or grammar in any written form while being worn.



Value: 500 gp      Tradable: Yes  
Caster Level: 6      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

# Legends of the Shining Jewel



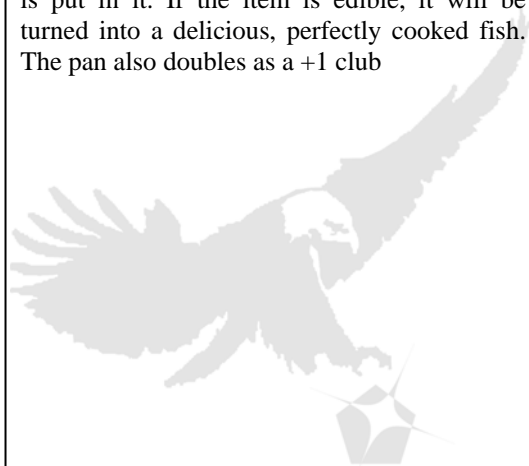
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earned the following in the adventure

## **RUNAROUND**

*Frying Pan of Exquisite Fish*

This fourteen inch cast iron skillet produces perfectly cooked fish, regardless of what food is put in it. If the item is edible, it will be turned into a delicious, perfectly cooked fish. The pan also doubles as a +1 club



Value: 2300 gp      Tradable: Yes  
Caster Level: 6      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



This is to certify that the character known as

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earned the following in the adventure

**RUNAROUND**

*Bunny Ears of Hearing*

These two foot long white rabbit ears are attached to a band that goes across the top of the wearer's head. These ears, when worn for 24 continuous hours, grant a +10 on Perception (Listen) checks.

These ridiculous ears give the wearer a -2 charisma check when dealing with anyone other than gnomes and halflings.



Value: 500 gp      Tradable: Yes  
Caster Level: 6      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



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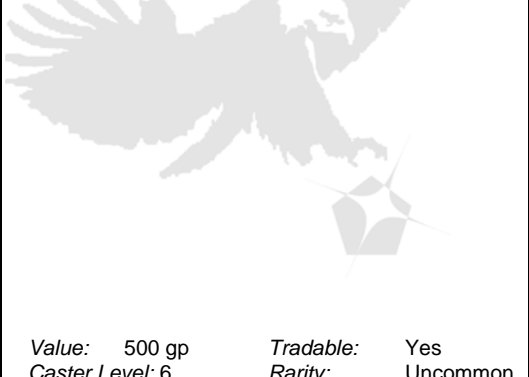
\_\_\_\_\_

earned the following in the adventure

**RUNAROUND**

*Boots of Height*

These black leather shiny boots provide the wearer an additional 2 inches of height when worn. When the activation words, banana nose, are said while the boots are being worn, the heels continue to grow to a top height of ten feet. Stop the growth prior to this, the wearer has to say, ananab. If allowed to grow to the full height, handles extend from the sides of the boots allowing the wearer to have something to grip to maintain balance.



Value: 500 gp      Tradable: Yes  
Caster Level: 6      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



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earned the following in the adventure

**(ADVENTURE NAME HERE)**

*Void*

In another realm this might have been an actual treasure cert, but here it's worthless.



Value: None      Tradable: Yes  
Caster Level: Nil      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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*earned the following in the adventure*  
***RUNAROUND***

*Bottle of Wonder*

This small blue bottle contains a liquid that produces one of the ten results below once per adventure. All effects are on the person who drinks it.

- 1 Cure Light Wounds
- 2 Burping-last for 10 rounds
- 3 Cure Moderate Wounds
- 4 Deeper Sleep-last 6 rounds or until awakened
- 5 Invisibility
- 6 Glowing and flashing-the drinker glows bright green and flashes on and off every round. It lasts 6 rounds.
- 7 Detect Magic-lasts 6 rounds
- 8 Skin turns blue-lasts 6 rounds. -2 on all Charisma checks
- 9 Detect Thoughts-lasts 6 rounds
- 10 Feet grow 12 inches-lasts 6 rounds, -4 on all Dexterity checks.

*Value:* 1200 gp  
*Caster Level:* 6  
*Legality:* Legal

*Tradable:* Yes  
*Rarity:* Uncommon  
*Real Value:* \$0

GM Signature \_\_\_\_\_

GM Name \_\_\_\_\_

Convention \_\_\_\_\_ Date \_\_\_\_\_