

Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure
LIONS, TIGERS, AND BEARS...

Silver Dagger +1, Chameleon Bane

This dagger has the Bane ability vs creatures with the shapechanger subtype. Against such a foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

Value: 8302gp Tradable: Yes
Size: Tiny Rarity: Rare
Legality: Legal Real Value: \$0

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This is to certify that the character known as

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Collar of Resistance +1

(neck)

5th level caster. Can only be worn by an animal of large or smaller size. Otherwise acts as a *cloak of resistance*.

Value: 1,000 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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Spirit Totem of the Enemy—Lycanthropes

(neck)

This tiny pouch is worn as an amulet. It is made of leather, often from the hide of the type of creature to which it is keyed. The totem pouch contains bits of fur, bone and teeth of the target creature-type, as well as herbs and plants inimical to it. In the possession of a creature of the target type, the totem has the effect of causing the wearer to be shaken, suffering a -2 penalty on attack rolls, saving throws, skill checks and ability checks. The creature incurs these penalties as long as the amulet is worn. If worn by a ranger, or another creature with the favored enemy ability, that has chosen as its favored enemy the creature type that the totem is keyed to, the totem increases the damage and skill check bonuses vs. the target creature type by +2. When worn by any other creature, the totem amulet provides a +1 competence bonus to attack rolls against the target creature type. Caster 11th.

Value: 2,100 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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Handy Haversack

This item appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

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

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This is to certify that the character known as

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Headband of Inspired Wisdom +2
(headband)

This simple bronze headband is decorated with an intricate pattern of small green gemstones. The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Value: 4,000 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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Book of Lycanthropes

This tome is filled with detailed color drawings of fifteen different types of lycanthropes, including human, hybrid and animal forms. The entry for each species also contains extensive information on their habits, usual alignment, preferred habitat, and common prey. It contains information on both natural and afflicted lycanthropes, common weaknesses and strengths, and on various treatments of the disease.

The tome gives information on the following species: Badger, Bear, Boar, Crocodile, Dragon, Eagle, Fox, Jackal, Leopard, Otter, Rat, Raven, Shark, Tiger, and Wolf.

This book provides a +1 bonus to Survival or Knowledge (Local) checks regarding Lycanthropes.

To gain this benefit, you must spend 10 day units studying the book and you must keep this book for reference. If you trade away or lose the book, you lose all benefits gained from it. The book was the lifelong work of Godric.

Value: 100 gp **Tradable:** Yes
Size: Small **Rarity:** Rare
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This is to certify that the character known as

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Amulet of Natural Armor +1
(neck)

3rd level caster.



Value: 2,000 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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Pawbands of Protection +1
(hands)

This pair of pawbands may only be worn by an animal of up to large size, granting the animal a +1 deflection bonus to armor class. 3rd level caster.



Value: 2,000 gp **Tradable:** Yes
Size: Small **Rarity:** Common
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Mark of Punishment – Lost Hand

For the crime of theft, you have been punished according to Amthydoran Law and your right hand has been severed at the wrist.

PCs losing a hand suffer a -5 penalty to all Charisma based skill checks when dealing with members of the Diamond Legion or city officials. They also suffer a -5 penalty to Disable Device and Sleight of Hand skill checks. No NPC member of a Quorum of Faith Temple will cast *regenerate* to restore the missing appendage without approval from campaign staff. PCs may no longer use a two-handed weapon, or use any shield other than a buckler on the affected arm.

Value: N/A **Tradable:** No
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This is to certify that the character known as

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Gift of Fine Clothing

Alger Shepp has presented you with a gift—an outfit of fine clothing. The clothing is the height of fashion. It is elegant and durable, beautiful yet practical. The seams resist tearing and the fabric resists all but the most persistent stains. It is decorated with rich embroidery and fur, and is valued at 125% of the normal price.

You may choose from the following:

- Cleric's vestments
- Courtier's outfit
- Entertainer's outfit
- Explorer's outfit
- Noble's Outfit (Aristocrat or Noble only)

Value: Varies **Tradable:** Yes
Size: Varies **Rarity:** Common
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Enmity of the Beast

You have taken Kasira from her proper home, earning the enmity of the Beast who is her protector. You may not see her, but she is watching you. The effect of this may come into play in a future event.

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

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This is to certify that the character known as

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Mark of the Beast

You have killed Kasira. On the morning after your unfortunate adventure, you awaken from a fearful yet barely remembered dream to find yourself scarred as if by a clawed hand. Though the scars may be covered so as not to be visible to the eye, or even physically removed, nothing can remove the taint upon your aura and that is still apparent to druids, rangers, animals and beasts, resulting in a -1 to all reaction and charisma based checks when dealing with these creatures. There is just something *wrong* about you.

Value: N/A Tradable: No
Size: N/A Rarity: N/A
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Gratitude of Telvik Reston

You have collected the missing animals and returned them to Telvik Reston, proving his innocence and saving his business. The PC may purchase a single animal at 50% of normal price (animals normally available in the Pathfinder Core Rulebook only-the type of animal must be written on the certificate at the time of purchase. Animal has standard stats as listed in the Pathfinder Bestiary).

Value: Varies **Tradable:** No
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Gratitude of the Druids

In recognition of your assistance, the druids of Rosewood will provide training for one animal at reduced or no gp cost. They will train up to three individual commands or one purpose at no gp cost, or one Training package at one half of the regular gp cost. You must still spend the required TUs to complete the training. The animal trained should be noted on this certificate.

Value: N/A Tradable: No
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