



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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Caster Level: Rarity: Common
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GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
The Harvest

Staff of Blessed Relief

This simple wooden staff is given to young clergy when they first set out into the world to spread the charity of their faith. The staff allows use of the following spells:

- Create Water* (1 charge)
- Stabilize* (1 charge)
- Bless* (2 charges)

The staff has 50 charges. Mark off the boxes as charges are used up:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<i>Value:</i> 7,200gp	<i>Tradable:</i> Yes
<i>Caster Level:</i> 8th	<i>Rarity:</i> Uncommon
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
The Harvest

Pliant Gloves

(hands)

Wearing these form-fitting fingerless black gloves makes the wearer's arms and body more flexible. As a swift action, the wearer can lengthen his arms for up to 10 rounds per day, gaining an additional 5 feet of reach. These rounds need not be consecutive. Attacking with these extended arms is unwieldy, and the wearer takes a -2 penalty on attack rolls, increasing to -4 if he is using two-handed weapons. Even when his limbs aren't extended, the wearer gains a +5 enhancement bonus on Escape Artist checks and Acrobatics checks to avoid falling damage. The wearer is still able to use hand-based natural attacks such as claws while wearing the gloves.

<i>Value:</i> 10,000gp	<i>Tradable:</i> Yes
<i>Caster Level:</i> 9th	<i>Rarity:</i> Uncommon
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
The Harvest

Cocoon Cloak

(shoulders)

This ruffled silk cloak is incredibly durable despite its soft, delicate construction. Anytime the wearer falls asleep (whether the sleep is natural or brought on by a magical effect), the cloak immediately transforms into sticky strands that envelop the wearer's body, hardening into a solid silk cocoon. While wrapped in the cocoon the wearer gains a +4 enhancement bonus to natural armor and is protected from critical hits and sneak attacks as if subject to the light fortification armor ability (25% chance for normal damage on a critical hit). The cocoon opens and transforms back into a cloak once the wearer awakens.

<i>Value:</i> 10,000gp	<i>Tradable:</i> Yes
<i>Caster Level:</i> 7th	<i>Rarity:</i> Uncommon
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
The Harvest

Kinsight Goggles

(eyes)

Kinsight goggles are in fact two separate crystal monocles, linked together with a simple silver clasp that allows them to both be worn at once like pince-nez spectacles. The left and right halves may be separated and worn individually, allowing two people to see through one another's eyes. When separated, the wearer of either half of the goggles may speak a command word to see through the lens of the other half, so long as the halves of the goggles remain within 500 feet of one another. When the two lenses are attached and worn as one item, they offer no magical benefit - just some minor magnification.

Value: 7,500gp Tradable: Yes
Caster Level: 2nd 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
The Harvest

Boots of Escape

(feet)

These sturdy leather-soled cloth boots have straps at the ankles and calves to ensure a snug fit. Once per day, when the wearer of the boots is grappled, pinned, or entangled, she may transfer herself to any spot within 30 feet as if using a *dimension door* spell. A gnome wearing these boots may instead transfer herself up to 400 feet away.

Value: 8,000gp Tradable: Yes
Caster Level: 5th 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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The Harvest

Hand of Glory

(neck)

This mummified human hand hangs around a character's neck by a leather cord (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and see *invisibility* each once per day.

Value: 8,000gp Tradable: Yes
Caster Level: 5th 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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The Harvest

Duelist's Vambraces

(wrists)

Made from a mix of sturdy steel and boiled leather, these vambraces grant a +1 deflection bonus to AC while the wearer is wielding a double weapon or two weapons (not including natural weapons or unarmed attacks). In addition, once per round, when attacking with an off-hand weapon, the wearer can reduce any penalties on attack rolls made with that weapon by 2.

Value: 8,000gp Tradable: Yes
Caster Level: 8th 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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The Harvest

Bag of Tricks (Rust)

This small sack looks empty at first glance. Anyone reaching into the bag feels a small, fuzzy ball inside. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Use the following table to determine what animals can be drawn from the bag. Animals produced are always random, and only one may exist at a time. Up to 10 animals can be drawn from the bag each week, but no more than two per day.

%	Animal
01 - 30	Wolverine
31 - 60	Wolf
61 - 85	Boar
86 - 100	Leopard

Value: 8,500gp Tradable: Yes
Caster Level: 3rd 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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The Harvest

Void Cert

(toes)

Someone's toes have been Harvested! If you already have toes (and even with the off chance you don't), this cert is void.

Value: Priceless 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

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The Harvest

Blessed Noble Soul

Your selfless and generous donations for the slain sky elves have earned you the respect and thanks of the sky elven enclave of Telesa Aaula A Pala and the temple of Aurelian. As thanks, and acknowledging the fact that you will not always be in the mountains near their home, they have arranged to have 1 spell cast for you per adventure at no cost, courtesy of the temple of your choice. The level of the spell is dependent on your personal donation:

- 1 - 100 gp: Free 0th level spell
- 101 - 2,000 gp: Free 1st level spell
- 2,001 - 4,000 gp: Free 2nd level spell
- 4,001 - 6,000 gp: Free 3rd level spell
- 6,001+ gp: Free 4th level spell

Value: Priceless Tradable: No
 Caster Level: NA Rarity: Uncommon
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This is to certify that the character known as

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The Harvest

Favor of General Llandra Skyrider

As thanks for assisting the sky elves of Telesa Aaula A Pala against the efforts of a serial killer, you have earned the Favor of General Llandra Skyrider, the commander of the Eagle Riders branch of the Diamond Legion. In acknowledgement of your skills, the Eagle Riders will allow you to take part in some of their training, if you desire.

Once per module you may spend 1 TU training with the Eagle Riders. This grants you a +1 bonus on Fly checks and a +2 bonus on Handle Animal checks with birds (both of these bonuses are doubled if you are a sky elf) for the duration of your next module.

Save this cert, as it will have additional benefits and effects in the future.

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