



This is to certify that the character known as

\_\_\_\_\_

has purchased the following at the  
*Shopping Spree*

Potion / Scroll

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

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

# Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure  
*Fur and Fang*

## Protection of the Natural World

(neck)

Buried in the chest is a glittering amulet with symbols of turtles and oxen.

- ATL 1-3:** Brooch of Shielding (value 1,500gp, CL 1st)
- ATL 5:** Amulet of Natural Armor +1 (value 2,000gp, CL 5th)

Value: Varies      Tradable: Yes  
Caster Level: Varies      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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*Fur and Fang*

## Sanctuary of the Grove

(shoulders)

In recognition of the evil you faced, the Druid's Grove has crafted a cloak to protect you on future endeavors.

- ATL 1-3:** Cloak of Resistance +1 (value 1,000gp, CL 5th)
- ATL 5:** Cloak of Resistance +2 (value 4,000gp, CL 6th)

Value: Varies      Tradable: Yes  
Caster Level: Varies      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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*Fur and Fang*

## Protection of the Turtle

(shield or armor)

The Warden's armorers are masters of creating fine armors that anyone can use. The following are made of Ancient Turtle bone and carry no restriction to Druid PCs. Bone armor or shield will be 20% lighter than corresponding steel versions and have the same statistics (armor bonus, spell failure, check penalty, movement restrictions).

- ATL 1-3:** Heavy Bone Shield +1 (value 1,170gp, CL 5th)
- ATL 5:** Bone Breastplate +2 (value 4,350gp, CL 6th)

Value: Varies      Tradable: Yes  
Caster Level: Varies      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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*Fur and Fang*

## Wrath of the Forest

Several wicked looking clubs are available to you, all crafted by the Panther's weaponsmiths.

- ATL 1:** +1 Club (value 2,300gp)
- ATL 3-5:** +1 Club of Flame (value 8,300gp)

Value: Varies      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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*Fur and Fang*

## Elixers of the Forest

The Druid's Grove boasts some of the best alchemists in Amthydor and several of their works litter the bottom of the chest.

- ATL 1:** Potion of *Cure Moderate Wounds* (value 300gp, CL 3rd)
- ATL 3:** Potion of *Cure Moderate Wounds* (value 600gp, CL 3rd)
- ATL 5:** Potion of *Cure Serious Wounds* (value 1,500gp, CL 5th)

Value: Varies      Tradable: Yes  
Caster Level: Varies      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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## Eternal Nourishment

(ring)

A small glittering ring with the infinity symbol lies hidden in a pouch in a corner of the chest.

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind; its wearer only needs to sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows spellcasters that require rest to prepare spells more than once per day. The ring must be worn a full week before it begins to work. If it is removed, the owner must wear it for another week for it to reattune it to himself.

Value: 2,500gp      Tradable: Yes  
Caster Level: 5th      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

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



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*Fur and Fang*

*Gratitude of the Grove*

Your success today has proved you are a capable adventurer and you have earned the Archdruid's favor. Counts as one of two recommendations needed to join the Druid's Grove metaorganization for eligible PCs who meet feat or skill requirements. For Druid, Cleric (Brianna, Ardra, Ayla) or Ranger PCs, only one recommendation is needed.

**Premier:** This cert will also allow a +1 circumstance bonus to all Charisma based checks dealing with members of the Druid's Grove.

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

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



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