



This is to certify that the character known as

_____ has purchased the following at the
SHOPPING SPREE

Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

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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 Signature _____

GM Name _____

Adventure _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure

FIRE IN THE SKY

Adventuring Spyglass

This ornate spyglass has been recovered from a raid on a Drow observatory and is decorated with an intricate pattern of constellations in silver and jasper. It has several extraordinary properties:

- The materials of the spyglass have been enchanted to be as strong and resilient as a similarly sized bar of solid adamantine; every part is hardness 15, 20 HP, break DC 35, and cannot be broken or scratched by anything short of pure diamond or *grey ooze* acid.
- If you close one eye to look through it, you are granted Darkvision for whatever you can see (no range limitation) as long as you look through the spyglass.
- The spyglass grants an additional +5 bonus to all Perception checks made through it, on top of the normal abilities of a spyglass. However, if the spyglass is used to look at anything that is closer than 60 feet away, this bonus changes into a -20 penalty.
- Finally, the owner of the spyglass may spend a charge to cast *Scrying* as a 9th level wizard. Each charge expended reduces the value of the spyglass by 700 gp, and the spyglass cannot be recharged.



Value: 8,100gp Tradable: Yes
 Caster Level: 9th Rarity: Rare
 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

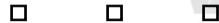
earned the following in the adventure

FIRE IN THE SKY

Adevnturing Sextant

This star compass was captured during a raid on a Drow observatory, and seems to have been wrought out of pure adamantine, with markings made of silver. It has a variety of extraordinary capabilities:

- The device is indeed made of adamantine, and its joints and workings have been further reinforced with magic; every part is hardness 15, 20 HP, break DC 30, and cannot be broken or scratched by anything short of pure diamond or *grey ooze* acid.
- When used for nautical navigation and sea travel, it grants the user a +10 circumstance bonus on Survival checks.
- When holding the sextant out in the open, the user can clearly see through any standing weather patterns, natural or magical, and is granted a perfectly clear view of the sky and stars at all times. This does not counter any of the other effects of the weather, only the visual effects. The user does not actually have to be looking up into the sky to benefit from the clear view, but the device only grants this ability when held out in the open in one hand.
- Finally, the owner of the sextant may spend charges to cast either *Locate Object* (1 charge), *Know Direction* (at will), or *Find the Path* (3 charges). All spells are cast at 11th caster level. Each charge expended reduces the value of the sextant by 500 gp, and the sextant may not be recharged.



Value: 9,500gp Tradable: Yes
 Caster Level: 9th Rarity: Rare
 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

earned the following in the adventure

FIRE IN THE SKY

Narcissist's Star Chart

This bizarre wall mural is equal parts scientific tool and vanity item. Printed on thick silk, this map is immense when fully unfolded (10' x 30'), and is meant to be stretched around a room on multiple adjacent walls and rounded corners. The mural is waterproof and resilient (hardness 3, 10 HP, break DC 20), and if torn it can be repaired by any arcane caster that is skilled with a needle and thread (requires 5 ranks in Knowledge (Astronomy)).

Upon command the mural displays an intricately detailed view of the night sky. This view is perfectly accurate relative to the mural's location at ground level on the previous night, and the view of the mural updates each night. The field of view of the mural is, naturally, smaller than the entire sky, but a skilled user can adjust the view by giving the mural specific instructions (requires 2 ranks in Knowledge (Astronomy) or an Intelligence check DC 18). Using the mural in this way provides a +15 bonus on any skill checks regarding the use of the stars or night sky.

The user can also ask the mural to display the constellations recognized by any given god or race (no special skill required). Different sets of constellations can also be specified simultaneously (requires 1 rank in Knowledge (Astronomy) or an Intelligence check DC 12).

A final command word causes the mural to manually draw a new constellation in the form of the user's face or any other symbol that can be easily described (requires an Intelligence check DC 15).

Value: 9,500gp Tradable: Yes
 Caster Level: 9th Rarity: Rare
 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

earned the following in the adventure

FIRE IN THE SKY

Drow Lyre of Building

This magical instrument was recovered from the Drow during a raid on an observatory that they had constructed in the mountains near Jadenpur. Apparently at least one of the Drow was capable of using it, as there was no other feasible way for the Drow researchers to build their tower in the middle of nowhere with no available slave labor. It is in all ways identical to a *Lyre of Building* (see PF:CRB for details) except that it is made from adamantine and the gems on its surface glow just enough to illuminate the instrument itself (less light than a candle). This allows the instrument to be somewhat lighter and to be played easily in complete darkness.

Value: 12,500gp Tradable: Yes
 Caster Level: 6th Rarity: Rare
 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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FIRE IN THE SKY

Drow Spell Collection

This collection of scrolls was looted from a Drow observatory in the mountains near Jadenpur. It was carefully scrutinized by the League of Thaumaturgical Studies before being deemed legal and turned over to you as a reward. Select the ATL the adventure was completed at. Each ATL includes only those spells shown, not any from lower ATLs. Each scroll is at the minimum caster level to be able to cast that spell.

- ATL 1 - 3:** *Acid Arrow, Animate Rope, Fox's Cunning, Jump, Magic Missile, Scorching Ray, Shield, Web* (700 gp)
- ATL 5 - 7:** *Fear, Greater Magic Weapon, Halt Undead, Phantasmal Killer, Ray of Exhaustion, Solid Fog* (3,225 gp)
- ATL 9 - 11:** *Break Enchantment, Move Earth, Persistent Image, Sending, Symbol of Persuasion, Repulsion* (8,325 gp)
- ATL 13 - 17:** *Greater Arcane Sight, Instant Summons, Irresistible Dance, Mage's Sword, Reverse Gravity, Screen* (15,100 gp)

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

earned the following in the adventure

FIRE IN THE SKY

Gloves of Arrow Snaring

(hands)

These black silken gloves formerly served a Drow warrior guarding an observatory that they had built in the mountains around Jadenpur ... they did not save him. Once worn, these sung gloves seem to meld with the hands, becoming almost invisible to casual observation. Twice per day, the wearer can act as if he had the Snatch Arrows feat (see Chapter 5, PF:CRB, for details), even if he does not meet the prerequisites for the feat. Both gloves must be worn for the magic to be effective, and at least one hand must be free to take advantage of the magic.

Value: 4,000gp Tradable: Yes
 Caster Level: 3rd Rarity: Uncommon
 Legality: Legal Real Value: \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____