

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
GHOST TOWN

Ethereal Tuning Fork

This item is attuned to the Ethereal Plane and serves as a focus for the casting of a *plane shift* spell for travel to the Ethereal Plane.



Value: 500 gp Tradable: Yes
Size: Tiny Rarity: Uncommon
Legality: Legal Real Value: \$0

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Convention _____ Date _____

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Grinning Gnome Statuette

This statuette of a giggling gnome wearing a pointed hat has a *magic aura* cast upon it, caster level 15th.



Value: 1 gp Tradable: Yes
Size: Small Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
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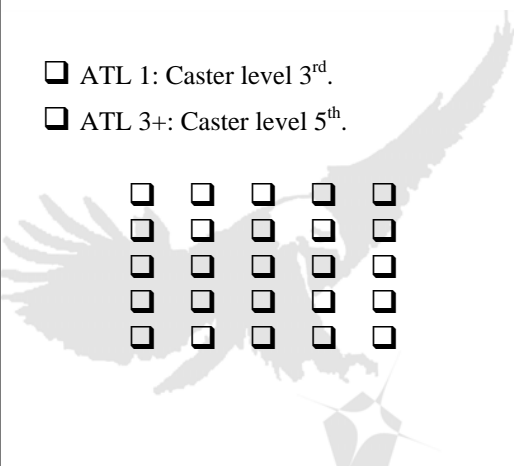
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Wand of Magic Missiles

This wand has 25 charges when found. The caster level varies depending on the ATL.



- ATL 1: Caster level 3rd.
- ATL 3+: Caster level 5th.



Value: 1,125 gp Tradable: Yes
Size: Tiny Rarity: Common
Legality: Legal Real Value: \$0

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Rope of Climbing

This 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknit itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked. Caster level 3rd.

Value: 3,000 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Real Value:** \$0

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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. Caster level 9th.

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

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Belt of Mighty Constitution +2
(belt)

This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Value: 4,000 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Real Value:** \$0

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Ring of Feather Falling
(ring)

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet. Caster level 3rd.

Value: 2,200 gp Tradable: Yes
Size: Tiny Rarity: Common
Legality: Legal Real Value: \$0

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Flaming Bastard Sword +1

Upon command, this weapon is sheathed in flames that deal an additional 1d6 points of fire damage per successful hit. Caster level 10th.

Only available at ATL 3 or higher.

Value: 8,335 gp Tradable: Yes
Size: Medium Rarity: Uncommon
Legality: Legal Real Value: \$0

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Bastard Sword +1

Only available at ATL 1.

Value: 2,335 gp Tradable: Yes
Size: Medium Rarity: Common
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GHOST TOWN

WANTED!

For looting the town of Brexton during a crisis, the sheriff has issued a warrant for your arrest. Just hope that the Diamond Legion doesn't hear of this charge!

Characters with this cert suffer a -4 penalty to all Charisma-based checks in dealing with any law enforcement authority in the Free Lands. In addition, should any law enforcement authority recognize the character, that NPC will attempt to arrest the character.

The character with this cert may turn themselves in to authorities to void the cert. Contact the LSJ Campaign Staff for further details.

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

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