



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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Value: See above      Tradable: Yes  
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GM Name \_\_\_\_\_

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



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Value: See above    Tradable: Yes  
Caster Level:        Rarity: Common  
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GM Signature \_\_\_\_\_

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



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

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



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Spell: \_\_\_\_\_

\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

Value: See above    Tradable: Yes  
Caster Level:        Rarity: Common  
Legality: Legal      Real Value: \$0

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

## **UNHOLY MATRIMONY**

### *Boots of the Cat*

(feet)

These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal. The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.

Value: 1,000gp      Tradable: Yes  
 Caster Level: 1st      Rarity: Common  
 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

## **UNHOLY MATRIMONY**

### *Bag of Mounts*

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, as a mount, for 12 hours (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.

Percent	Resulting Mount
01-20%	Cheetah
21-35%	Tiger
36-50%	Bison
51-70%	Elephant
71-90%	Rhinoceros
91-100%	Dolphin

Value: 26,400gp      Tradable: Yes  
 Caster Level: 11th      Rarity: Common  
 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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## **UNHOLY MATRIMONY**

### *Amulet of Projection*

(neck)

This ebony and ivory colored amulet on an intertwined silver and gold chain when grasped and the command word, action, spoken, casts the programmed image spell 3 times per scenario.

Value: 13,200gp      Tradable: Yes  
 Caster Level: 11th      Rarity: Common  
 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  
**UNHOLY MATRIMONY**

**Brooch of Concealed Offense**

(neck)

This brooch holds a weapon, either a sword or staff, which the wearer is proficient with. The weapon can be called forth from the brooch a specific number of times per scenario based on ATL, and can remain outside of the brooch for 10 rounds (the rounds need not be consecutive). The properties and frequency of the weapon that the PCs may call forth are based on ATL.

- ATL 1-3:** +1 holy weapon (value 1,600gp) - 1 time per scenario
- ATL 5-7:** +2 holy weapon (value 3,600gp) - 1 time per scenario
- ATL 9-11:** +3 holy weapon (value 12,800gp) - 2 times per scenario
- ATL 13-15:** +4 holy weapon (value 30,000gp) - 3 times per scenario
- ATL 17+:** +5 holy weapon (value 43,200gp) - 3 times per scenario

Value:	Varies	Tradable:	Yes
Caster Level:	11th	Rarity:	Common
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  
**UNHOLY MATRIMONY**

**Ring of Transformation**

(ring)

This ring allows the wearer to shape change into an insect, small rodent or burrowing mammal 3 times per scenario, for a maximum duration of 11 minutes at a time.

Value:	13,200gp	Tradable:	Yes
Caster Level:	11th	Rarity:	Common
Legality:	Legal	Real Value:	\$0

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



This is to certify that the character known as

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**UNHOLY MATRIMONY**

**Goggles of Perception**

(eyes)

The goggles grant the wearer both low-light and darkvision and allow a +10 circumstance modifier to perception checks to locate traps. The downside is that while wearing them the range of your normal vision is halved. This is usable by anyone.

Value:	13,200gp	Tradable:	Yes
Caster Level:	11th	Rarity:	Common
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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**UNHOLY MATRIMONY**

Ring of Moods

(ring)

This gold ring has 3 gemstones mounted on it; a bright red ruby, a light blue sapphire, and an olive green emerald. The ring mimics your moods and generates effects corresponding to them. When you are angered, the ruby casts *rage*, when you are calm the sapphire casts *heroism*, and when you are depressed the ring casts *hideous laughter*. The ring may be used 3 times per week, although each gemstone is limited to once per day.

Value: 13,200gp      Tradable: Yes  
Caster Level: 11th      Rarity: Common  
Legality: Legal      Real Value: \$0

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

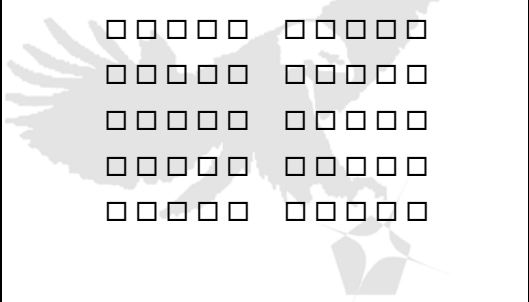
Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure  
**UNHOLY MATRIMONY**

Arcane Wand

- ATL 1-5:** Wand of Magic Missiles (CL 1, value 750gp)
- ATL 7-11:** Wand of Scorching Ray (CL 3, value 4,500gp)
- ATL 13+:** Wand of Fireball (CL 5, value 11,250gp)



Value: Varies      Tradable: Yes  
Caster Level: Varies      Rarity: Common  
Legality: Legal      Real Value: \$0

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

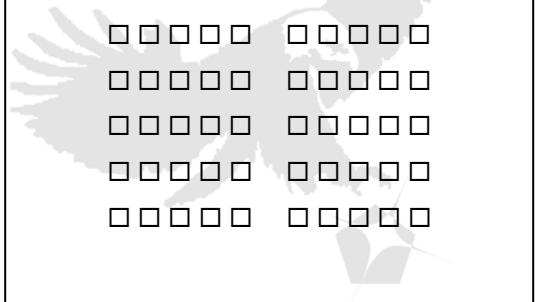
Legends of the Shining Jewel

This is to certify that the character known as

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**UNHOLY MATRIMONY**

Wand of Curing

- ATL 1-5:** Cure Light Wounds (CL 1, value 750gp)
- ATL 7-11:** Cure Moderate Wounds (CL 3, value 4,500gp)
- ATL 13+:** Cure Critical Wounds (CL 7, value 21,000gp)



Value: Varies      Tradable: Yes  
Caster Level: Varies      Rarity: Common  
Legality: Legal      Real Value: \$0

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

# Legends of the Shining Jewel



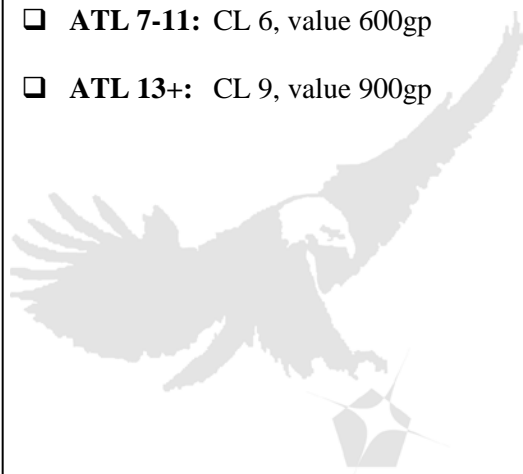
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**UNHOLY MATRIMONY**

*Potion of Barkskin*

- ATL 1-5:** CL 3, value 300gp
- ATL 7-11:** CL 6, value 600gp
- ATL 13+:** CL 9, value 900gp



Value: Varies      Tradable: Yes  
Caster Level: Varies      Rarity: Common  
Legality: Legal      Real Value: \$0

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

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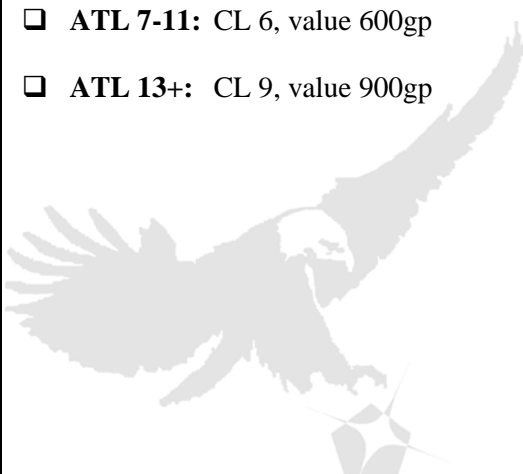
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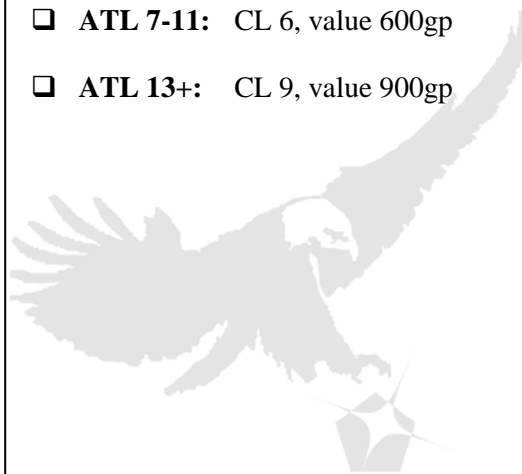
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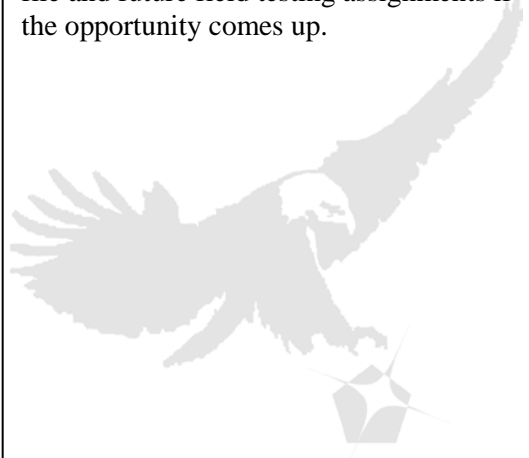
\_\_\_\_\_

earned the following in the adventure

**UNHOLY MATRIMONY**

*Field Tester*

I was a field tester for LoTS and they told me that they will keep my waiver on file and future field testing assignments if the opportunity comes up.



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

GM Signature \_\_\_\_\_  
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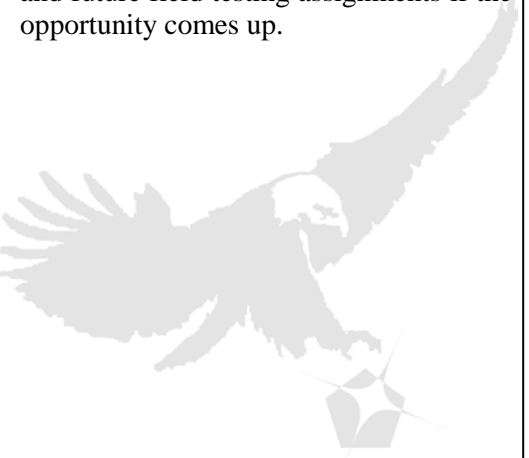
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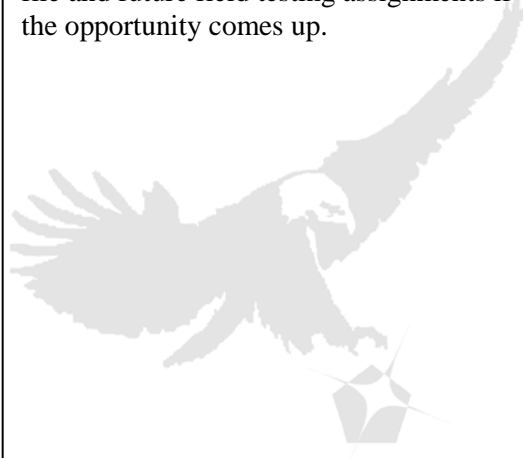


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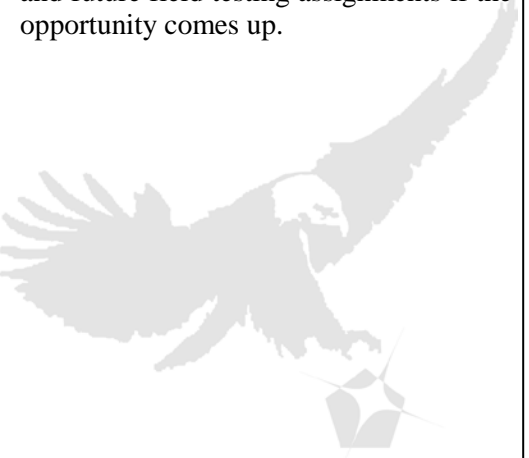


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earned the following in the adventure  
**UNHOLY MATRIMONY**

*Gratitude of the Lord Monarch*

The Lord Monarch was impressed by your actions during the mission to Perralin. If you are willing to spend the time, he will have the ambassadors train you in Diplomacy.

If you spend 30 TUs training, diplomacy will become a class skill for you, and you will receive a competence of +1/2 character levels to all diplomacy skill checks. If diplomacy is already a class skill, you may spend 15 TUs to receive the competence bonus to diplomacy check.

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

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