



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

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

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

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

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

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

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GM \_\_\_\_\_

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



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

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

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

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

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



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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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\_\_ 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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\_\_ 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 \_\_\_\_\_

# Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure

## A FOREIGN FIRE

### Bracers of Armor

(wrist)

These bracers were crafted plainly with high quality leather and double stitching. They appear to have been designed in such a way that they have a very low profile, making them easier to conceal beneath regular clothing.

In addition to the normal armor class bonus, the bracers give the wearer a circumstance bonus on Disguise or Stealth checks to conceal the bracers beneath clothing.

The bonus of the bracers is determined by ATL:

- ATL 1-3:** +2 (CL7, value 4,400gp)
- ATL 5-7:** +3 (CL 7, value 9,900gp)
- ATL 9-11:** +4 (CL 8, value 17,600gp)

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

## A FOREIGN FIRE

### Amulet of Natural Armor

(neck)

This steel amulet has been acid etched with the image of a turtle.

The bonus of the amulet is determined by ATL:

- ATL 3-5:** +1 (CL 5, value 2,000gp)
- ATL 7-9:** +2 (CL 6, value 8,000gp)
- ATL 11:** +3 (CL 9, value 18,000gp)

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



This is to certify that the character known as

earned the following in the adventure

## A FOREIGN FIRE

### World Gem

This rectangular purple gem seems to glow when it catches the sunlight. When the gem is powered, by sacrificing a first level spell, it temporarily thins the veil between the planes, granting the caster a brief view into other worlds. The caster receives a +5 bonus on their next Knowledge (Planes) check.

Additionally, if this gem is used as a focus when casting Plane Shift, the caster can use a higher level spell slot (as though applying a metamagic feat). By adding one spell level the distance from intended location is reduced to 1d100 miles. By adding two spell levels the caster eliminates chance, appearing precisely at the intended destination.

Value: 10,000gp      Tradable: Yes  
 Caster Level: 15th      Rarity: Uncommon  
 Legality: Legal      Real Value: \$0

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



This is to certify that the character known as



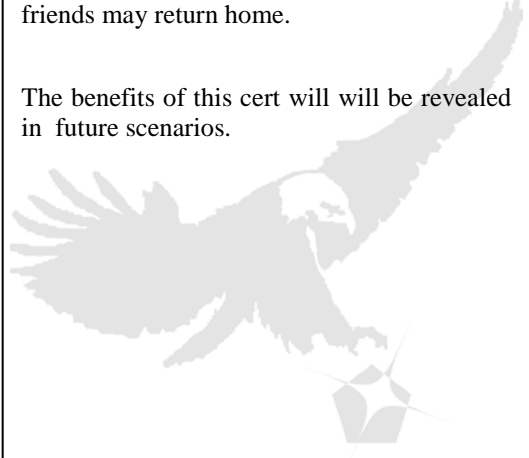
earned the following in the adventure

**A FOREIGN FIRE**

*Gratitude of Raphael*

Raphael is thankful for what you have done to help he and his friends. He will always remember all that you so that he and his friends may return home.

The benefits of this cert will will be revealed in future scenarios.



Value: valueless      Tradable: No  
Caster Level: N/A      Rarity: Common  
Legality: Legal      Real Value: \$0

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



This is to certify that the character known as



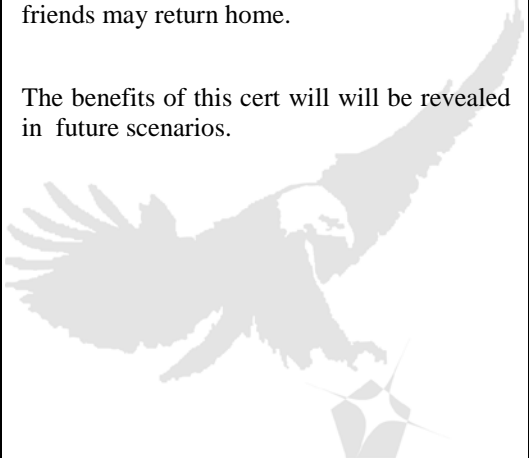
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Caster Level: N/A      Rarity: Common  
Legality: Legal      Real Value: \$0

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



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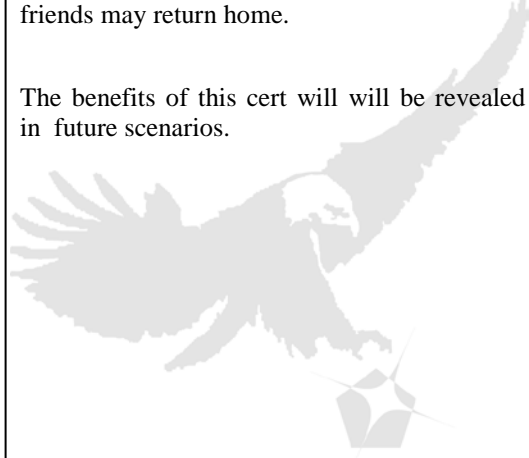
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Legality: Legal      Real Value: \$0

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



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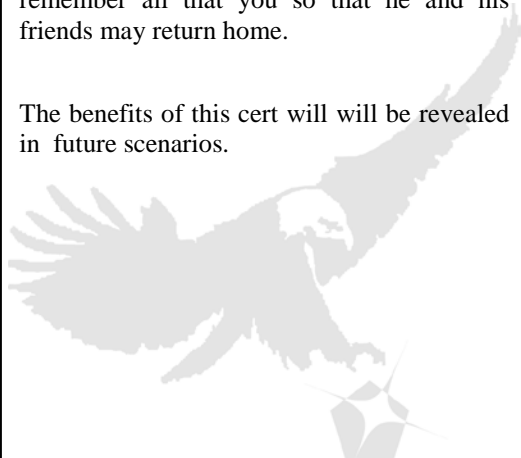
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Caster Level: N/A      Rarity: Common  
Legality: Legal      Real Value: \$0

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



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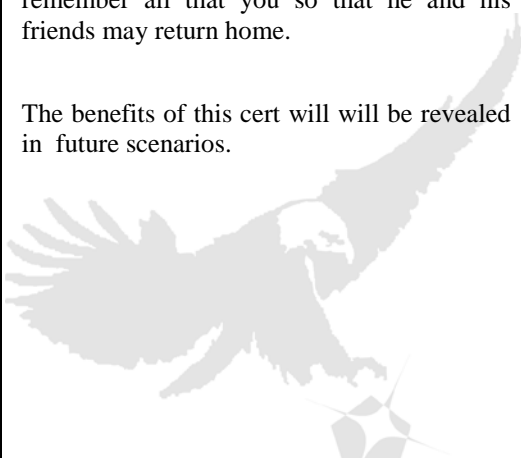
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Convention \_\_\_\_\_ Date \_\_\_\_\_



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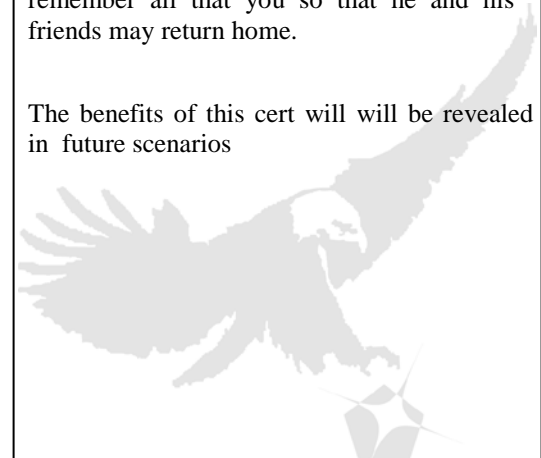
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Legality: Legal      Real Value: \$0

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



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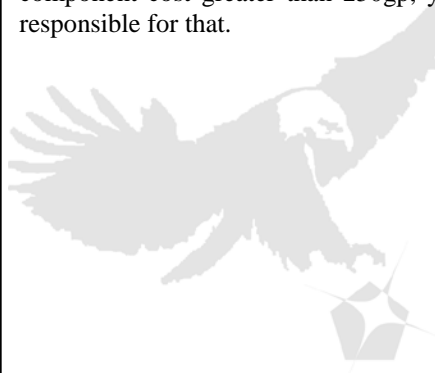
\_\_\_\_\_

earned the following in the adventure

**A FOREIGN FIRE**

*Gratitude of the Diamond Legion*

In appreciation for your dealing with a potential threat to the city, the Diamond Legion is gifting you with the free casting of a single spell of first through third level once per adventure. If the spell has a material component cost greater than 250gp, you are responsible for that.



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

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



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

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



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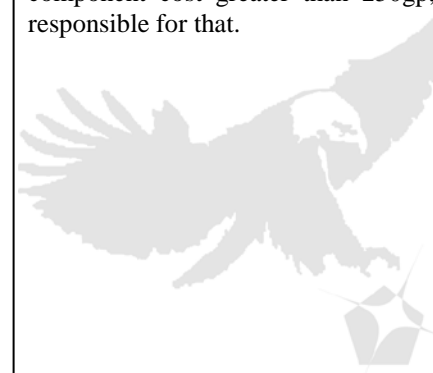
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Caster Level:	varies	Rarity:	Common
Legality:	Legal	Real Value:	\$0

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GM Name \_\_\_\_\_  
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Value: varies      Tradable: No  
Caster Level: varies      Rarity: Common  
Legality: Legal      Real Value: \$0

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



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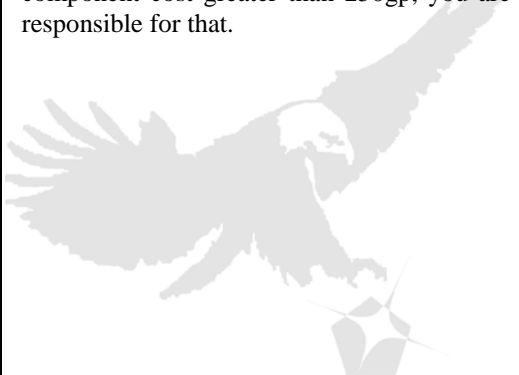
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Caster Level: varies      Rarity: Common  
Legality: Legal      Real Value: \$0

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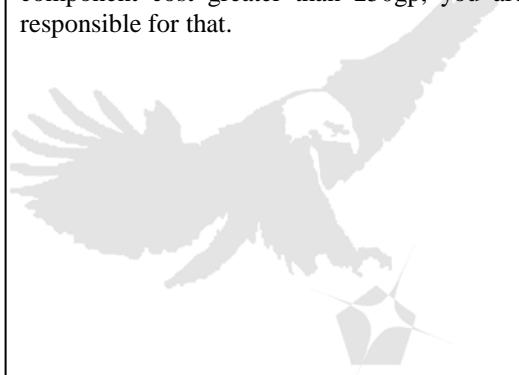
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Caster Level: varies      Rarity: Common  
Legality: Legal      Real Value: \$0

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





This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**A FOREIGN FIRE**

*Gratitude of LoTS*

In appreciation for your dealing with a potential threat to the city, and bringing Bob to the League of Thaumaturgical Studies so that they can research him, LoTS is gifting you with the free casting of a single spell of first through third level once per adventure. If the spell has a material component cost greater than 250gp, you are responsible for that.



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

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



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Value: varies      Tradable: No  
Caster Level: varies      Rarity: Common  
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Caster Level: varies      Rarity: Common  
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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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*Value:* varies      *Tradable:* No  
*Caster Level:* varies      *Rarity:* Common  
*Legality:* Legal      *Real Value:* \$0

GM Signature \_\_\_\_\_  
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*Value:* varies      *Tradable:* No  
*Caster Level:* varies      *Rarity:* Common  
*Legality:* Legal      *Real Value:* \$0

GM Signature \_\_\_\_\_  
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*Caster Level:* varies      *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

**A FOREIGN FIRE**

*Magic Tatoo of Tongues*

Placed on your body by an extra-planar traveler, you find that with concentration you can change both the appearance of the tattoo, as well as its location on your body.

You can activate the tattoo with a verbal command to gain the benefits of the spell *tongues*, which functions for 10 minutes per charge. The tattoo disappears from your body once all charges have been used.

The number of times you can use the tattoo is based on ATL:

- ATL 1-3:
- ATL 5-7:
- ATL 9-11:

Value: Priceless    Tradable: No  
 Caster Level: 5th    Rarity: Uncommon  
 Legality: Legal      Real Value: \$0

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



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 Legality: Legal      Real Value: \$0

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

**A FOREIGN FIRE**

Arcane Scroll

This parchment contains the spells below based on ATL:

- ATL 1:** *magic missile* (CL 3, value 75gp)
- ATL 3-5:** *scorching ray* (CL 5, value 250gp)
- ATL 7-9:** *lightning bolt* (CL 7, value 525gp)
- ATL 11:** *wall of fire* (CL 9, value 900gp)

Value: varies      Tradable: Yes  
Caster Level: varies      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

**A FOREIGN FIRE**

Arcane Scroll

This parchment contains the spells below based on ATL:

- ATL 1:** *magic missile* (CL 3, value 75gp)
- ATL 3-5:** *scorching ray* (CL 5, value 250gp)
- ATL 7-9:** *lightning bolt* (CL 7, value 525gp)
- ATL 11:** *wall of fire* (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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Value: varies      Tradable: Yes  
Caster Level: varies      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

## ***A FOREIGN FIRE***

### *Monterey the Magnificent*

You have inadvertently captured Monterey the Malevolent. Once a powerful necromancer, Monterey was cursed by a rival mage to live for the rest of his days as a mouse. Now a cute little ball of fur, his power is exceeded only by his hatred of anyone bigger than himself.

When Monterey meets your gaze, his beady black little eyes seem to pierce your very soul. His whiskers straighten and his round, somewhat gnawed-upon ears pull back with a looking of seething (but adorable) concentration. Surely if there was ever an expression which epitomized a rodent's intent to vaporize you into small bits of ash, you stare at it now.

Unfortunately for Monterey, being a mouse interferes with his ability to vaporize you. Luckily for you, you get to live another day. In the meantime Monterey will keep watching, and keep plotting...eventually you will rue the day you captured Monterey the Malevolent! RUE!

#### Monterey the Malevolent:

NE Diminutive Animal (mouse)

Init +3; Senses Perception +8

AC 17, touch 13, flat-footed 14; (+3 Dex, +4 size)

HP 2 (1d8-2)

Fort +0, Ref +5, Will +1

Defense Abilities nil; DR nil; Immune nil; SR nil

Speed 20 ft, Climb 10 ft, Swim 10 ft

Melee/Full Atk Bite +0 (1d3-4/x2)

Space 1 ft; Reach 0 ft

Special Attacks nil

Spell-Like Abilities nil

Str 2, Dex 17, Con 6, Int 18, Wis 12, Cha 14

Base Attack +0; CMB -8; CMD 5 (9 vs. trip)

Feats Skill Focus (Perception)

Skills Intimidate +5, Knowledge (Arcana) +10, Perception +8, Stealth +15

Languages nil

SQ Low-light vision, Scent

Special Abilities nil

Special: Monterey can be taken as an arcane familiar. He provides the master a +3 bonus to Knowledge (Arcana) checks. His base intelligence score overrides the scores listed for familiars in the Pathfinder Core Rulebook.

When the PC gains the ability to communicate with Monterey, Monterey will be absolutely convinced that the PC has finally succumbed to his will. He believes that the PC is--in fact--his minion, not the other way around. Monterey regularly criticizes the spellcasting ability of the PC, and will frequently tell him/her how to do it better.

You look down at the mouse sitting on the table.

*"At last!" he squeaks. "My powers have worked! Minion, go forth and reign destruction in my name!"*

*A confused look on your face, you ask "Who? Me?"*

*"Yes, you! Gods above, I had to be given a halfwit of a minion! No wonder your spells are so ineffective! Did you sleep in the day they were handing out brains?"*

**Note:** Monterey's curse cannot be reversed

Value: NA  
Caster Level: NA  
Legality: Legal

Tradable: Yes  
Rarity: Uncommon  
Real Value: \$0

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