



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

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

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



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



This is to certify that the character known as

earned the following in the adventure

**FINAL DELIVERY**

*Who's Paying the Bills*

Your actions have decided if you're working for Red Mule Transportation or against the company.

Alphonso     Rex

If you were working for Alphonso, he will look favorably upon you in the future and want to hire you again.

If you were working for Rex, then your betrayal will not be forgotten. You will no longer be allowed to work for Red Mule Transportation in future adventures and rumors of your betray has gotten around town, incurring a permanent -1 penalty to all charisma checks in Amthydor.

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

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



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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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Caster Level: NA      Rarity: Common  
Legality: Legal      Real Value: \$0

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



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Value: NA      Tradable: No  
Caster Level: NA      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

**FINAL DELIVERY**

*Ogre's Chainmail*

(armor)

An ornate set of armor, the wraith Marduk equipped his new rangers in this armor so to better raid the nearby trade-route. Each link of this knee-length suit of chainmail is carved in the image of a screaming mouth; while the spiked shoulder-plates are inscribed with images of weeping angels. Unlike modern magical armors, this armor does not resize to fit its wearers. Due to the age, size, and motifs, this armor can only be sold for 25% of its value.

- ATL 5-7:** Large +1 Shadow Chainmail (value: 5,050gp)
- ATL 9-15:** Large +2 Shadow Chainmail (value: 8,050gp)

Value: Varies      Tradable: Yes  
 Caster Level: 6th      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

**FINAL DELIVERY**

*Angers Hand*

An ornate weapon from Marduk's tomb, this black flail was designed for larger creatures common in the warlord's army. A long iron half has a chain which connects the spike ball of this flail. The weapon has the image of a trio of screaming angels carved into the ball. Due to their age and size, these flails can only be sold for 25% of their normal value.

- ATL 5-11:** Large +1 Heavy Flail (value: 2,315gp)
- ATL 13-15:** Large +1 Flaming Heavy Flail (value: 8,315gp)

Value: Varies      Tradable: Yes  
 Caster Level: 10th      Rarity: Uncommon  
 Legality: Legal      Real Value: \$0

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



This is to certify that the character known as

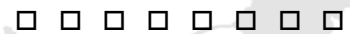
earned the following in the adventure

**FINAL DELIVERY**

*Wand of Freedom of Movement*

This divine wand is how the ogres were able to jump many unsuspecting caravans. It is a foot and a half long willow wand, with 8 charges left. The command word is "wiggle room."

Charges:



Value: 3,360gp      Tradable: Yes  
 Caster Level: 7th      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

### FINAL DELIVERY

*Salamander's Kiss*

The ogre war singer used this red-bladed longsword as a dagger in its ill-fated fight with you. Prying it from its dead fingers you realize that there was something very special about this sword. The kris-like blade of this crimson longsword is etched with images of salamanders crawling along the spine.

- ATL 5-9:** +1 flaming longsword (value: 8,315gp)
- ATL 11-15:** flame tongue (value: 20,715gp)

Value: Varies Tradable: Yes  
 Caster Level: 12th 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

### FINAL DELIVERY

*Shriek*

This ancient weapon was the greataxe once wielded by the Warlord Marduk. It's a strait haft weapon ending in a dark blade with an image of a screaming elf maiden acid-etched into the metal.

- ATL 5-7:** +1 cold iron greataxe (value: 2,340gp)
- ATL 9-11:** +1 thundering cold iron greataxe (value: 8,340gp)
- ATL 13-15:** +1 icy burst thundering cold iron greataxe (value: 32,340gp)

Value: Varies Tradable: Yes  
 Caster Level: 10th 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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### FINAL DELIVERY

*Wisp's Bindings*

These tattered cloth wrappings look like they once belonged to a ghost. Spending ten minutes, you can wrap *Wisp's Bindings* around the hilt or half of a melee weapon. This sheathes the weapon in smoky blue flames which seem to fade in and out of existence. Elemental damage from *Wisp's Binding* ignores the damage reduction from incorporeal creatures.

The bindings grant the *Ghost Touch* weapon property and deal an additional 1d4 fire damage per hit. On a successful critical hit you apply the *Ghostfire Curse* to your target (*Ghostfire Curse*: Sheathes the target in violet flames as per the *Faerie Fire* spell for 1d4 + the weapon's critical modifier rounds. The target takes fire damage equal to double the weapon's critical modifier each round.)

*Wisp's Bindings* unnerve animals (including animal companions and familiars), imposing a -5 penalty to all Handle Animal and Ride checks; but a +5 bonus to all Intimidate checks against animals.

Only a single wrap or binding can be attached to a single weapon.

Value: 10,000gp Tradable: Yes  
 Caster Level: 12th Rarity: Rare  
 Legality: Legal Real Value: \$0

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



This is to certify that the character known as

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**FINAL DELIVERY**

*Warlord's Curse*

(armor)

This ebony suit of full plate has been infused with Marduk's rage and evil from his imprisonment. The suit of armor radiates an evil malevolence which unnerves those speaking with the wearer, imposing a -5 penalty to all charisma based checks, except for Intimidate which grants the wearer a +5 circumstantial bonus. Due to the unsettling nature of the armor it can only be sold for 25% of its normal value.

- ATL 5-7:** +1 ghost touch full plate (value: 17,650gp)
- ATL 9-11:** +2 ghost touch full plate (value: 26,650gp)
- ATL 13-15:** +2 spell resistance 13 ghost touch full plate (value: 65,650gp)

Value: Varies	Tradable: Yes
Caster Level: 15th	Rarity: Rare
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

**FINAL DELIVERY**

*Wand of Cure Serious Wounds*

This silver plated wand is made from a single humanoid femur, capped with silver and the celestial rune for "heal" carved into the end. It has 17 charges remaining and the command word is "medic!" in celestial. It was once used by an elven cleric Thak befriended on his journeys. The caster level is 15 for this wand.

Charges:



Value: 11,475gp	Tradable: Yes
Caster Level: 15th	Rarity: Uncommon
Legality: Legal	Real Value: \$0

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



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**FINAL DELIVERY**

*Pipeweed of Truth*

This pipe-weed creates a pleasant aroma which causes the truth to slip out of people's lips whenever they speak. It works exactly like a candle of truth, but must be smoked out of a pipe to function. There are two charges in the box you are given. Tucked into the corner of the box is a well-used wooden pipe and four tindertwigs.

Charges:



Value: 2,500gp	Tradable: Yes
Caster Level: 3rd	Rarity: Uncommon
Legality: Legal	Real Value: \$0

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



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**FINAL DELIVERY**

*Good for what Ails You*

In some small way, Cooky wanted to thank you for a job well done. Brewing this in a miniature still in the back of his wagon, Cooky has given each of you four shots of this potent liquid. Sealed in a clay jug and marked with the Goblin rune for "boom." As a standard action you can take a shot of this liquid and spit it back over a flame, mimicking a burning hands spell dealing 5d4 damage (no save) and forces anyone hit by the flames to make a Fortitude DC 14 save or become sickened for a minute. Or you could drink this instead and hope your vision eventually comes back....

Shots:



Value: 50gp      Tradable: Yes  
Caster Level: 5th      Rarity: Rare  
Legality: Legal      Real Value: \$0

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



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Value: 50gp      Tradable: Yes  
Caster Level: 5th      Rarity: Rare  
Legality: Legal      Real Value: \$0

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Value: 50gp      Tradable: Yes  
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Value: 50gp      Tradable: Yes  
Caster Level: 5th      Rarity: Rare  
Legality: Legal      Real Value: \$0

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Shots:



Value: 50gp      Tradable: Yes  
Caster Level: 5th      Rarity: Rare  
Legality: Legal      Real Value: \$0

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



This is to certify that the character known as

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earned the following in the adventure

**FINAL DELIVERY**

*Blabbering*

You couldn't follow simple directions and while you are gone several of Red Mule Transportation's competitors attempted a hostile take-over. Alphonso tracked down their attempts to rumors you accidentally began while searching for information. Word of your loose lips has spread around town and you receive a -2 Diplomacy penalty with all Amthydorian businesses and guild members since they don't trust you'll keep your mouth shut about private business.

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

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



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

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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Value: NA      Tradable: No  
Caster Level: NA      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

## FINAL DELIVERY

*Figurine of Wondrous Power*

*(Onyx Dog)*

Inscribed on the bottom of this cube of onyx is a name: Tal'rox. Pronouncing the name summons a black wolf-hound with glowing azure eyes. This item works exactly like the Onyx Dog in the *PATHFINDER CORE RULEBOOK*.



Value: 15,500gp      Tradable: Yes  
 Caster Level: 11th      11thRarity: 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

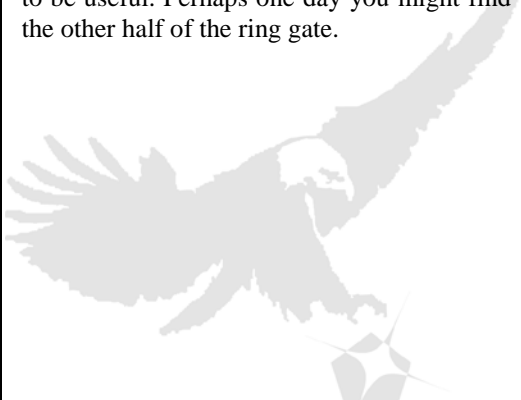
earned the following in the adventure

## FINAL DELIVERY

*The One Ring Gate*

*(ring)*

This is only one ring of the common wondrous items known as Ring Gates. You do not know where the other ring might be, but wherever it is, the rings are too far apart to be useful. Perhaps one day you might find the other half of the ring gate.



Value: NA      Tradable: Yes  
 Caster Level: 17th      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

## FINAL DELIVERY

*Morpher's Barding*

*(animal armor)*

Created by a long dead desert druid, this armor was once worn by Ciz Giant-killer's falcon companion. The mithral chain animal barding has been enchanted to shift shape and form to whatever animal it is placed upon, resizing from tiny up to huge size.

- Ghostly Vengeance
- ATL 5:** +1 mithral chain shirt barding (value: 13,500gp)
- ATL 7-9:** +2 mithral chain shirt barding (value: 16,500gp)
- ATL 11-15:** +2 fire resistance 10 mithral chain shirt barding (value: 34,500gp)

Value: Varies      Tradable: Yes  
 Caster Level: 6th      Rarity: Rare  
 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

**FINAL DELIVERY**

*Doomclaw*

This curved punching dagger was Ciz's trademark weapon for killing giants in their sleep with a coup-d-grace.

- Ghostly Vengeance
- ATL 5:** +1 thundering punching dagger (value: 8,302gp)
- ATL 7-9:** +1 shocking, thundering punching dagger (value: 18,302gp)
- ATL 11-15:** +1 shocking burst, thundering punching dagger (value: 32,302gp)

Value: Varies      Tradable: Yes  
 Caster Level: 10th      Rarity: Rare  
 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

**FINAL DELIVERY**

*Giantdoom*

This +1 giant bane composite longbow (str +2) was one of Ciz's most valued treasures. Striking giants from afar, the ranger could kill his prey from the safety of the shadows.

- Ghostly Vengeance

Value: 8,600gp      Tradable: Yes  
 Caster Level: 8th      Rarity: Rare  
 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

**FINAL DELIVERY**

*Shadowhide*

(armor)

This suit of +1 Improved Shadow Dragonhide Breastplate aided Ciz who believed fighting in melee against his giant foes--let alone entire giant bands--was for suckers. Wearing this armor Ciz would strike the giants from the safety of the shadows, slowly decimating their ranks from afar. Crafting this suit of armor from the hides of wyverns he had slain over a hunt, Ciz had the armor enchanted by a thankful wizard. Because this armor has no metal components, druids can wear this armor with no penalty.

- Ghostly Vengeance

Value: 16,700gp      Tradable: Yes  
 Caster Level: 10<sup>th</sup>      Rarity: Rare  
 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

**FINAL DELIVERY**

*Ghostly Vengeance*

You have betrayed the ghost-ranger Cix and stolen his equipment. The ghost will never rest until the gear and 100 gp x PC level worth of grave goods are returned to his resting spot. Until then, the ghost will curse the PC's while they sleep; inflicting a -4 penalty to skill checks, attack rolls, and saving throws. This can be removed as normal, but Cix will return each night to curse the PCs again until he is appeased. If the PC sells or trades the gear, he must instead give twice the item's value in gold to the ghost. It takes 60 TUs to return the goods to Cix's grave.

Value: NA      Tradable: No  
Caster Level: NA      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

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

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



This is to certify that the character known as

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**FINAL DELIVERY**

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

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