

Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure
YOUR PRINCESS IS IN ANOTHER CASTLE

Pink Dress of Flying

(body)

This pink ball gown comes complete with hoop to hold the dress out, as it should for a real princess. It also comes with pink ballet flats, costume jewelry tiara and scepter. This dress permits the wearer to fly with excellent maneuverability up to 10 minutes a day. The tiara and scepter are not required for this to function, but it does really make the outfit.



Value: 8,000gp Tradable: Yes
Caster Level: 10 Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

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Turtle of Tripping

This medium green shelled turtle will follow along behind you, if you move slow enough. It has a movement of 10. If this turtle is flipped over on its back and slid along, it acts as a tripping device. It has a +20 to its CMD for tripping and +10 CMD for a bull rush.



Value: 8,000gp Tradable: Yes
Caster Level: 10 Rarity: Uncommon
Legality: Legal Real Value: \$0

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Flower of Fire

This brilliantly red flower comes in a one foot clay pot. The flower requires sunlight for four hours every 24 hours and must be watered daily. These hours do not have to be consecutive. If these conditions are not met, the flower will wilt and die. When the flower is plucked from the pot and thrown, it acts as a maximized 6d8 fireball (48 points, DC 15 reflex for half damage). The flower requires three days to grow back.



Value: 8,000gp Tradable: Yes
Caster Level: 10 Rarity: Uncommon
Legality: Legal Real Value: \$0

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Overalls of Speed

(body)

These blue overalls have a loop on the side to hold a small hammer and a pocket big enough to hold a ruler. There is also a pocket on the bib part of the overalls as well as two front and back pockets. The wearer of these overalls can double his speed for movement for 10 rounds a day. These rounds do not have to be consecutive. If you are already double moving, these overalls will permit you to move 4 times your normal distance.

Value: 8,000gp Tradable: Yes
Caster Level: 10 Rarity: Uncommon
Legality: Legal Real Value: \$0

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Music Box of Annoyance

This small brown box has a tower on the lid. When the lid is opened, the box starts playing the same 15 notes over and over and over again. This continues until the lid is closed. After three rounds of continuous play, all creatures who can hear it must make a Will save DC 15 to keep from having to drop everything and cover his or her ears for 1d4 rounds. It can be used up to three times a day

Value: 8,000gp Tradable: Yes
Caster Level: 10 Rarity: Uncommon
Legality: Legal Real Value: \$0

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VOID

This void cert is in the form of a dancing vorpal bunny. If you are in possession of this cert the bunny will hunt you down and steal all of your carrots

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

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GM Name _____
Convention _____ Date _____



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Bag of Mushrooms

This blue cloth bag contains mushrooms. When consumed, each mushroom provides an effect. All of these mushrooms have to be used before the bag regenerates any of them. The mushrooms can be shared with others. A mushroom must be consumed to activate. Once activated, the effect does not end until the time limit expires. If anyone eats 3 mushrooms in 1 day, he becomes sickened for 1d6 hours.

Purple: The purple mushroom allows you to move an additional 60 feet for 1 round.

Pink: The pink mushroom acts as an *enlarge person* spell with a duration of 1 minute.

Red: The red mushroom heals you 34 hit points.

Green: The green mushroom allows you to reroll any roll once per round for 5 rounds.

Silver: The silver mushroom allows you to breathe out a stream of electricity that deals 5d6 damage, reflex DC 14 for half damage. This effect lasts for one minute and is usable 3 times during that time.

Orange: The orange mushroom allows you to ignore all damage for one round.

Blue: The blue mushroom allows you to fly for one minute. Your speed is 60' and your maneuverability is excellent.

White: The white mushroom allows you to become invisible as per the *greater invisibility* spell for 1 minute

Yellow: The yellow mushroom acts as a *reduce person* spell with a duration of 1 minute.

Grey: The grey mushroom allows you to become incorporeal for 1 minute.

Value: 10,000gp
Caster Level: 10
Legality: Legal

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

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GM Name _____
Convention _____ Date _____