

Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure
DIRE CONSEQUENCES

+1 Keen Shortsword

This weapon has double the normal threat range for a shortsword (17-20). Caster level 10th.



Value: 8,310 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

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Potion of Barkskin +3

Caster level 10th.



Value: 600 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 unknot 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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Vest of Escape
(chest)

Hidden within secret pockets of this simple silk vest are lock picks that provide a +4 competence bonus on Disable Device checks with respect to opening locks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

Faint conjuration and transmutation; CL 4th.

Value: 5,200 gp **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Limited **Real Value:** \$0

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Carved Ivory Haircomb

This beautiful ivory hair comb is carved in a design of entwined roses. It is nonmagical.

Value: 400 gp **Tradable:** Yes
Size: Tiny **Rarity:** Rare
Legality: Legal **Real Value:** \$0

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Set of Flower Drawings

This is a set of four color drawings of various flowers (roses, iris, daffodils and violets) on fine parchment. Each drawing is signed 'Cardinal'. While not great works of art, they are well-done and rather pretty, and are suitable for framing. The drawings are non-magical.

Value: 50 gp **Tradable:** Yes
Size: Small **Rarity:** Rare
Legality: Legal **Real Value:** \$0

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Meditation Lamp

This hourglass-shaped glass and silver device is marked by graceful runic designs and filled with a faintly glowing pale blue viscous fluid and globs of a darker blue substance. The fluid circulates slowly between the two chambers of the lamp. It produces only enough light to faintly illuminate within a 5 foot radius. The lamp's true purpose is not as a light source, but as a means of relaxing the mind and preparing for rest. By opening the mind and observing the designs on the outside, and the random flow of the substances within, a deeper state of relaxation and sleep can be achieved, and the amount of actual calm needed to gain the benefits of a full night's rest reduced. By spending one uninterrupted hour meditating on the lamp, and 3 hours of uninterrupted rest or sleep (or trance, for elves), the user can gain the mental and physical benefits of a full 8 hours or normal rest. The lamp is especially desired by spell casters. Learning to properly use the device and attune oneself to it requires the expenditure of 20 TUs. If the lamp is lost, sold or traded, all benefits are immediately lost. Only one user may be attuned to the device at any given time. 10th level caster.

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

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DIRE CONSEQUENCES

Potion of Transformation

**This cert
is void for
all play
after
8/11/2009.**

Value: 0 gp **Tradable:** Yes
Size: Tiny **Rarity:** Rare
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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DIRE CONSEQUENCES

Transformation Effects

**This cert
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all play
after
8/11/2009.**

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

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DIRE CONSEQUENCES

Favor of Lady Nysia Jirin

For helping solve the problem of horse thefts that threatened the House Jirin family business, you have earned the favor of Lady Nysia Jirin, a druid of Brianna. The above-named PC may visit her one time during an LSJ module that takes place in Amthydor to receive a free casting of a druid spell of 3rd level or lower, caster level 5th.



Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

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DIRE CONSEQUENCES

Enmity/Favor of Rosewood

Check one of the following:

Gratitude of Rosewood: For aiding in the defense of the villagers of Rosewood, you have earned their profuse thanks. As an expression of their gratitude, once each adventure you may visit the village, where you will be given a loaf of fresh warm bread, a flask of apple cider and a wedge of homemade cheese. Quite a tasty meal indeed.

Enmity of Rosewood: For attacking the villagers of Rosewood you have earned the mistrust of both the villagers and the druids of the grove. In the future, obtaining information or healing from either the villagers or the druids will require a successful Diplomacy check DC 15 + character level. Perhaps your future actions towards these gentle farmers will bring you redemption.

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