

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure  
Hare Today, Gone Tomorrow

Bunny Slippers

(feet)

These fluffy slippers have rabbit ears and a bunny face on them. When worn, they act like *boots of speed* in all respect. Also, they also give the wearer a +5 competence bonus to all Acrobatics skill checks when jumping.



Value: 14,500 gp      Tradable: Yes  
Caster Level: 5th      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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Carrot of Healing

This rather large carrot has been imbued with magic and acts like a potion of *cure serious wounds*. Because of its size, it has a number of doses based on the ATL played. The doses are not cumulative.

- ATL 1: 1 dose (Value 750 gp)  
□
- ATL 3: 3 doses (Value 2,250 gp)  
□□□
- ATL 5: 5 doses (Value 3,750 gp)  
□□□□□
- ATL 7: 7 doses (Value 5,250 gp)  
□□□□□□□

Value: Varies      Tradable: Yes  
Caster Level: 5th      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

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Figurine of Wondrous Power

Serpentine Owl

This figurine becomes either a normal-sized horned owl or a giant owl (use the stats for the giant eagle) according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears.

Giant Owl Uses

□ □ □

Value: 9,100 gp      Tradable: Yes  
Caster Level: 11th      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

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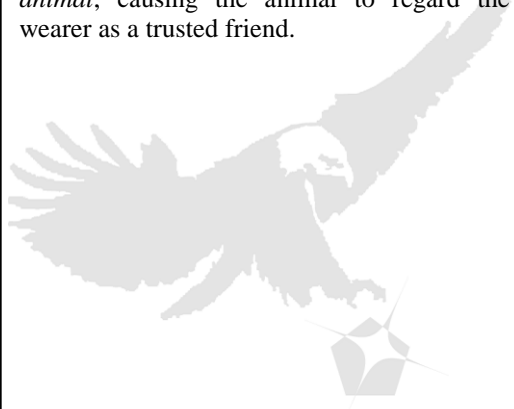
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## Ring of Animal Friendship

(ring)

A ring of animal friendship always bears some sort of animal-like design in its craftsmanship. On command, this ring affects an animal as if the wearer had cast *charm animal*, causing the animal to regard the wearer as a trusted friend.



Value: 10,800 gp      Tradable: Yes  
Caster Level: 2rd      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

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## Sipping Jacket

(chest)

Absorbent fibers line this heavy canvas coat. Once per day as a standard action, the wearer can pour a potion onto this lining, suffusing it into the coat. If the potion has an instantaneous duration, the wearer can activate the coat as a swift action to consume the potion. If the potion's duration is measured in rounds, the wearer can activate the coat as a swift action to gain the potion's benefits for 1 round, repeating as desired each round until the potion's entire duration has been used. These rounds do not need to be consecutive. The coat absorbs only potions with instantaneous or round-based durations, and only those which affect creatures (for example, it does not work on oils). Once the coat absorbs a potion, the potion cannot be retrieved from it, only used as described above. The absorbed potion loses its powers after 24 hours, even if unused.

Value: 5,000 gp      Tradable: Yes  
Caster Level: 7th      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

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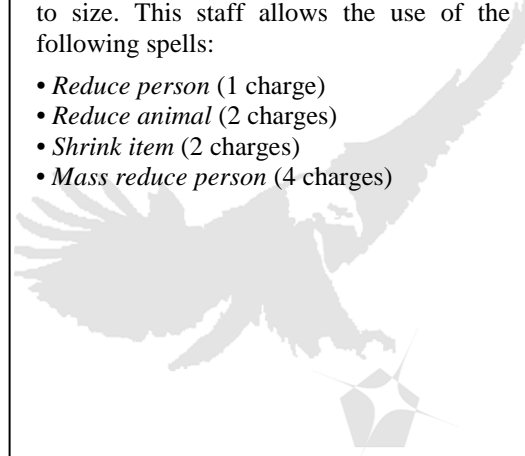
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## Staff of Belittling

Someone who carries this blue-and-white staff need never feel small nor weak, as the staff brings everybody and everything down to size. This staff allows the use of the following spells:

- *Reduce person* (1 charge)
- *Reduce animal* (2 charges)
- *Shrink item* (2 charges)
- *Mass reduce person* (4 charges)



Value: 20,000 gp      Tradable: Yes  
Caster Level: 8th      Rarity: Rare  
Legality: Legal      Real Value: \$0

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*Rabbit's Foot*

Because of your help in defeating the squirrels, the local rabbits have managed to drum up a number of lucky rabbit's feet for you. The rabbit's foot gives you a +1 Luck bonus to one of the following aspects (choose 1):

- Armor Class
- Saving Throws
- Skill Checks
- To-Hit Rolls

If more than one aspect is selected, this cert is Void.

Value: 5,000 gp      Tradable: No  
Caster Level: 5th      Rarity: Uncommon  
Legality: Legal      Real Value: \$0

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*Feeling a Bit Squirrelly*

Because you had fully transformed into a squirrel, your transformation back was met with one minor complication. You now have a proportionally-sized soft, fluffy squirrel tail. You've discovered that the squirrel tail is not without its benefits. You gain a +5 competence bonus to all Acrobatics skill checks. However, you have also discovered that tailoring (clothes and armor) costs you 25% more than actual price.

Value: NA      Tradable: No  
Caster Level: 13th      Rarity: Uncommon  
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