

Legends of the Shining Jewel



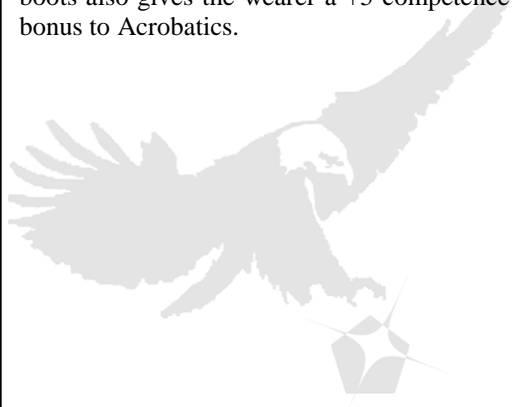
This is to certify that the character known as

earned the following in the adventure
Where Are We Now

Boots of the Acrobat

(feet)

When making a long jump check, you can turn twice during this long jump, each turn requires a DC 15 per Acrobatics (jump) to successfully complete the maneuver. The boots also gives the wearer a +5 competence bonus to Acrobatics.



Value: 10,000 gp Tradable: Yes
Caster Level: 7th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

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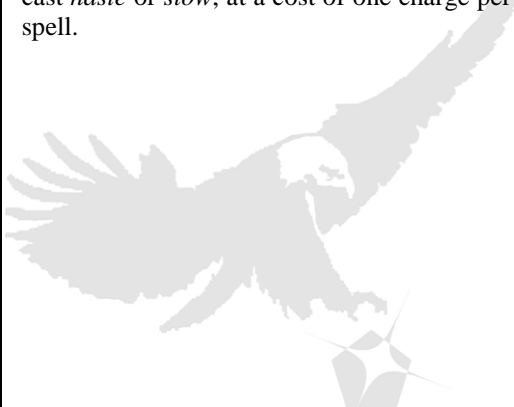
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Pendant of Time

(neck)

This pendant glows with an inner green light, and can be used to manipulate time. It has five charges, refillable by using one of the two spells it can cast. This pendant can cast *haste* or *slow*, at a cost of one charge per spell.



Value: 21,000 gp Tradable: Yes
Caster Level: 11th Rarity: Uncommon
Legality: Legal Real Value: \$0

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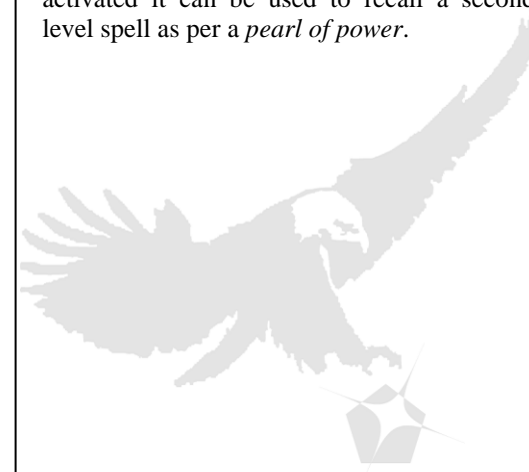


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Staff of Recollection

This +1 *flaming staff* may look like any normal flaming quarter staff, but once activated it can be used to recall a second level spell as per a *pearl of power*.



Value: 14,000 gp Tradable: Yes
Caster Level: 17th Rarity: Uncommon
Legality: Legal Real Value: \$0

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Cloak of Unbound Gravity

(shoulders)

This blue cloak with red trim is a permanent *overland flight*, as per the spell.



Value: 36,000 gp Tradable: Yes
Caster Level: 10th Rarity: Uncommon
Legality: Legal Real Value: \$0

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This is to certify that the character known as

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Manacles of Capture

This mundane looking set of manacles can be thrown at a target and used to bind them per the *hold person* spell. There is no save, only a ranged touch attack. Once contact is made with the intended target, the manacles expand to bind the arms, legs, torso, and mouth of the imprisoned. A manacled person can break free with a DC 20 Strength check or a DC 20 Escape Artist check. This is a standard action.

Legal to use on willing subjects, or those attacking you. Unwilling noncombatants, are illegal to use these on and will count as torture.

Value: 30,000 gp Tradable: Yes
Caster Level: 12th Rarity: Uncommon
Legality: Legal Real Value: \$0

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Ring of Dimensional Movement

(ring)

This ring consists of a bar and two finger slots, when worn on two fingers and the hand waved through the air in a circular motion, this ring will allow the wearer to travel as per the *dimension door* spell twice per day. Any parties traveling this way are disoriented for the remainder of the round.



Value: 21,000 Tradable: Yes
Caster Level: 7th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____