



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
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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: _____

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Spell: _____

__ Potion __ Scroll Value: _____

Value: See above **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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
Size: Tiny **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
GRIMM EVIDENCE

Masterwork Smith's Kit

This kit contains a 30 pound anvil and masterwork tools for the following smithing skills: Armor, Black, Brass, Copper, Gold, Lock, Pewter, Silver, Weapon. Using the kit gives the PC a +2 circumstance bonus to those Craft skills.



Value: 500 gp **Tradable:** Yes
Size: Medium **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Adventure _____ Date _____

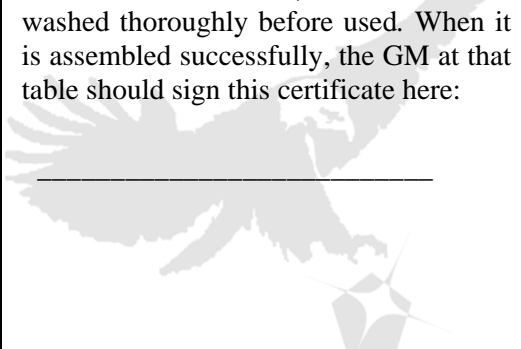


This is to certify that the character known as

earned the following in the adventure
GRIMM EVIDENCE

Parts for a Still

This is a set of assorted parts for making a still for fermenting beverages. If a PC or NPC makes a Profession (brewer) check at DC 15 to set up the still, it acts as a masterwork still. At the moment it smells of strawberries, so it should be washed thoroughly before used. When it is assembled successfully, the GM at that table should sign this certificate here:



Value: 250 gp **Tradable:** Yes
Size: Large **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Adventure _____ Date _____

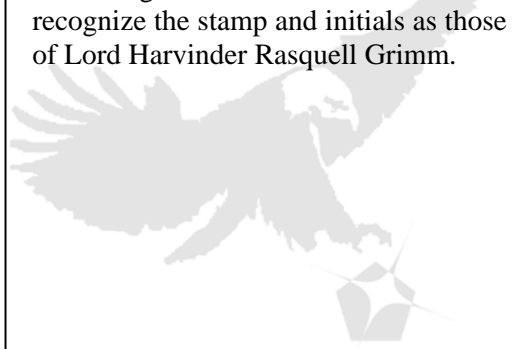


This is to certify that the character known as

earned the following in the adventure
GRIMM EVIDENCE

Masterwork Hammered Dulcimer

This instrument is of masterwork quality and the bottom of the sounding board has the initials LHRG and the stamp of a tower on it. A Knowledge (local or nobility) or Bardic Knowledge skill check at DC 10 will recognize the stamp and initials as those of Lord Harvinder Rasquell Grimm.



Value: 100 gp **Tradable:** Yes
Size: Medium **Rarity:** Rare
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Adventure _____ Date _____

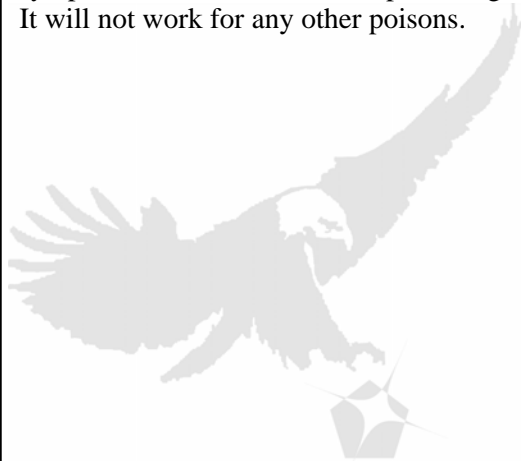


This is to certify that the character known as

earned the following in the adventure
GRIMM EVIDENCE

Sweet Memories Antidote

This antidote will cure and remove all symptoms of Sweet Memories poisoning. It will not work for any other poisons.



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

GM Signature _____
GM Name _____
Convention _____ **Date** _____

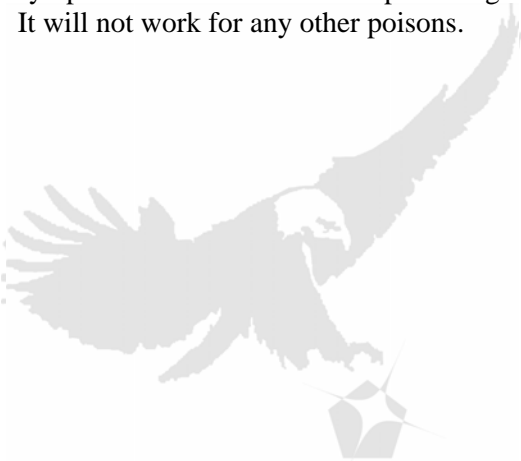


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Value: 2 gp **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ **Date** _____

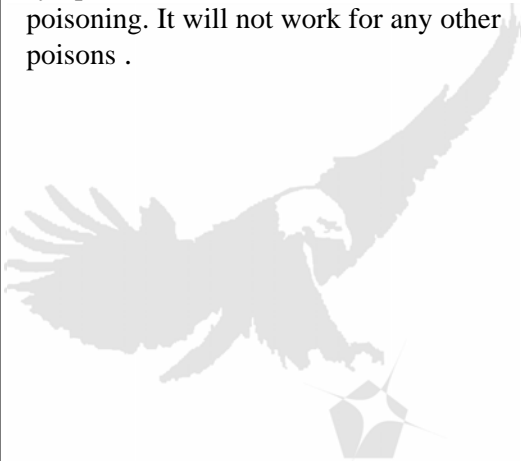


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GM Signature _____
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Convention _____ **Date** _____

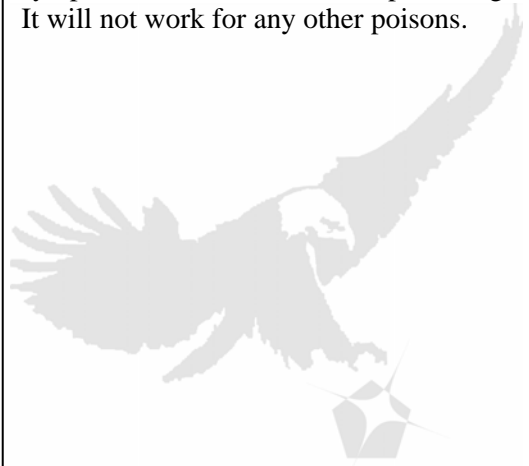


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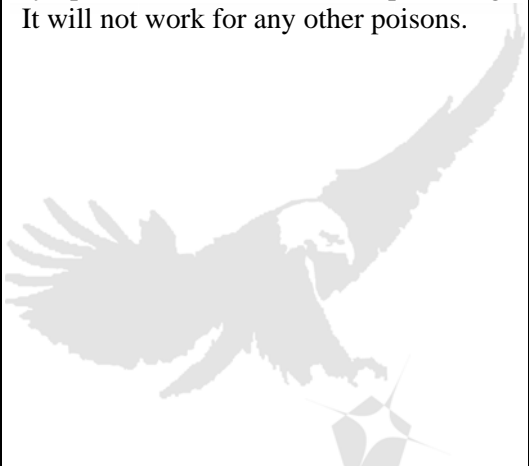


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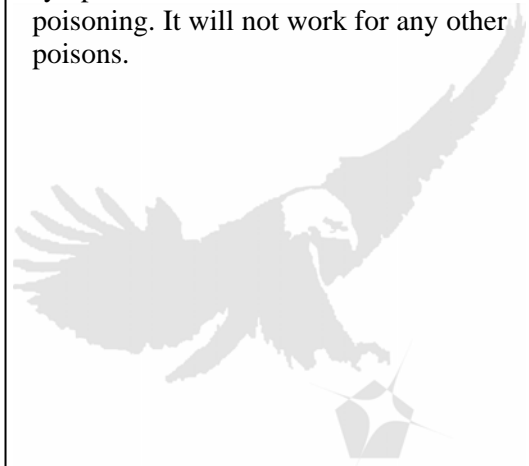


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Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

GRIMM EVIDENCE

*Favor of House Grimm and the
Diamond Legion*

For bringing evidence that House Grimm may use to get rid of Lady Lanora Grimm, you gain their favor. You get a +1 favor bonus to all Charisma and Charisma based skill checks. As House Grimm is very well placed in the Diamond Legion, this bonus also applies to the Diamond Legion. This bonus does not work with Lord Harvinder Rasquell Grimm. Also, if Lady Lanora is not convicted of the crimes, this favor may suddenly turn sour.

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

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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

GM Signature _____
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GM Signature _____
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Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
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Value: Priceless **Tradable:** No
Size: N/A **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
GRIMM EVIDENCE

Reputation of a Two-Timer

In a town such as Amthydor, a person's word is as good as his bond. When people hear about someone two-timing someone else, it lowers their opinion of this person. When you do it to a bard, everyone finds out about it. PCs who earn this cert get a -1 unnamed penalty to all Charisma related skill checks and Charisma checks in Amthydor. There may be ways to reverse this reputation, but they will come later.

Value: None **Tradable:** No
Size: N/A **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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Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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Convention _____ Date _____



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Legality: Legal **Real Value:** \$0

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Value: None **Tradable:** No
Size: N/A **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

GRIMM EVIDENCE

Wizard's Spellbook

Check the box matching the played ATL:

ATL 1: 0 level: arcane mark, dancing lights, detect magic, light, mage hand, message, open/close, read magic, touch of fatigue; 1st level: alarm, disguise self, expeditious retreat, hold portal, sleep (Value: 1,400 gp)

ATL 3: All the above plus: 2nd level: acid arrow, shatter, hideous laughter, web; 3rd level -- hold person, vampiric touch (Value: 2,800 gp)

ATL 5: All the above plus: 3rd level: arcane sight, ray of exhaustion; 4th Level -- bestow curse, fear, lesser globe of invulnerability, stonewall (Value: 5,000 gp)

Value: Varies **Tradable:** Yes
Size: Small **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

GRIMM EVIDENCE

Known Criminal

The character named above is a known criminal in the city of Amthydor. While he or she has paid for the crime committed, Amthydorans rarely forget such a deed. The PC gains a -4 penalty to all Charisma related skill checks with Amthydorans residents. All effects of this cert are void after one year real time (note dates below):

Start Date: _____

End Date: _____

Value: None **Tradable:** No
Size: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Convention _____ Date _____



This is to certify that the character known as

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GRIMM EVIDENCE

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The character named above is a known criminal in the city of Amthydor. While he or she has paid for the crime committed, Amthydorans rarely forget such a deed. The PC gains a -4 penalty to all Charisma related skill checks with Amthydor natives. All effects of this cert are void after one year real time (note dates below):

Start Date: _____

End Date: _____

Value: None **Tradable:** No
Size: N/A **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

GRIMM EVIDENCE

A Snub Returned

You know, it's not wise to snub an invitation from one of the most powerful families in the city. They do have friends. For the next three adventures you go on, you will receive a -1 unnamed penalty to all Charisma checks and all Charisma related skill checks involving the Diamond Legion and all the noble houses except for Bailey.

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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Size: N/A **Rarity:** Common
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GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
GRIMM EVIDENCE

Disfavor from High Above

Boy have you made someone mad, and you do not even know who! You now get a -2 unnamed penalty to all Charisma checks and all Charisma related skill checks involving magic using folks in Amthydor. The one exception is you now get a +2 unnamed bonus to those same checks while dealing with House Tezriine.



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

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Common
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
GRIMM EVIDENCE

Daiguon Hand Fan

This metal-ribbed silk fan depicts a painting of a ki-rin with hooves of gold flying amongst the clouds.



Value: 500 gp **Tradable:** Yes
Size: Small **Rarity:** Common
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
GRIMM EVIDENCE

Alchemical Recipe Scroll #1

This scroll contains the alchemical recipe for a potion that acts as a *Bear's Endurance* potion (CL 3) and is non-magical. The ingredients required include a black bear's gall bladder and the undamaged claw of a lion. Both of these ingredients must be certified to be used to make the potion and are not available at any store in Amthydor. This recipe also requires a Craft (Alchemy) skill check at DC 20 to successfully create the potion.



Value: 100 gp **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

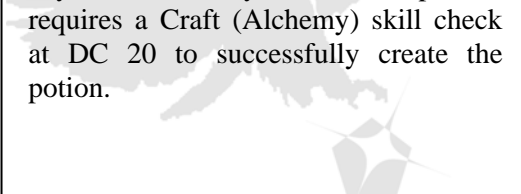


This is to certify that the character known as

earned the following in the adventure
GRIMM EVIDENCE

Alchemical Recipe Scroll #2

This scroll contains the alchemical recipe for a potion that acts as a *Darkvision* potion (CL 5) and is non-magical. The ingredients required include the undamaged eyeballs from a manticore and some swamp nightshade gathered at midnight. Both of these ingredients must be certified to be used to make the potion and are not available at any store in Amthydor. This recipe also requires a Craft (Alchemy) skill check at DC 20 to successfully create the potion.



Value: 100 gp **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____