

# Legends of the Shining Jewel

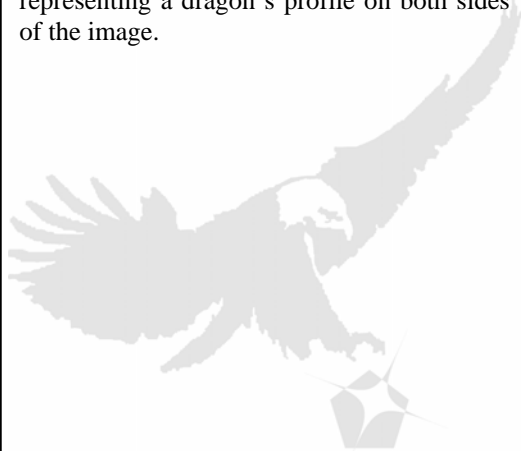


This is to certify that the character known as

earned the following in the adventure  
**MERCHANT'S PRICE**

Bracers of Armor +2  
(wrists)

These bracers are made of burgandy-colored leather, and bear a yin-yang image representing a dragon's profile on both sides of the image.



Value: 4,000 gp      Tradable: Yes  
Size: Small          Rarity: Common  
Legality: Legal      Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

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**MERCHANT'S PRICE**

Mercedez's Mending Kit

This set contains common sewing items, plus a *needle of mending* and a *spool of never-ending thread*. Once per day the needle may cast the arcane 0 level spell *mending* (7<sup>th</sup> level caster). The *spool of never ending thread* never runs out of thread. Once per day the owner may alter the color of the thread on the spool. The thread can only be used for sewing. Any other uses of the spool of thread, or separating the magical pieces from the kit by more than 50 feet, will cause these items to lose their enchantment.



Value: 300 gp          Tradable: Yes  
Size: Small            Rarity: Rare  
Legality: Legal        Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

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This is to certify that the character known as

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**MERCHANT'S PRICE**

Mercedez's Travel Bag

This is a modified *bag of holding* that will hold several complete sets of clothing, makeup cases, two pairs of shoes, and other fashion and makeup accessories. The total weight of the contents cannot exceed 250 lb. The bag will not hold any magic items. The bag itself is 9" x 12", flat, and never weighs more than 1 lb. even when filled to capacity.



Value: 1,500 gp        Tradable: Yes  
Size: Small            Rarity: Rare  
Legality: Legal        Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

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**MERCHANT'S PRICE**

*Mercedez's Mirror of Truth*

This silver hand mirror is encircled by a carved jade snake that bites its own tail along the handle. When held up and presented boldly by the bearer, it may dispel illusions within a 60 foot radius as per the *dispel illusion* spell (9<sup>th</sup> level caster, DC 15). This power may be used once per day, as a full round action.



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

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

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**MERCHANT'S PRICE**

*Mercedez's Comfortable Slippers*  
(feet)

These low boots are made of snow leopard skin and laced together with silver chain. When worn, slippers grant the wearer *endure elements*: cold.



**Value:** 1,200 gp      **Tradable:** Yes  
**Size:** Small        **Rarity:** Rare  
**Legality:** Legal    **Real Value:** \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

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**MERCHANT'S PRICE**

*Mercedez's Cape of Charm*  
(shoulders)

This well-made white silk cape flows gently in the wind. Its wearer gains a +2 enhancement bonus to Charisma.



**Value:** 4,000 gp      **Tradable:** Yes  
**Size:** Small        **Rarity:** Rare  
**Legality:** Legal    **Real Value:** \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



*This is to certify that the character known as*

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**MERCHANT'S PRICE**

*Mercedez's Whip*

This masterwork extra-thin whip is made of fine strands of unknown origin. The special material increases the reach of the whip by 5', so it is treated as a melee weapon with 20' reach. As with normal whips, you don't threaten the area into which you make the attack.

**Value:** 2,301 gp      **Tradable:** Yes  
**Size:** Small      **Rarity:** Rare  
**Legality:** Legal      **Real Value:** \$0

**GM Signature** \_\_\_\_\_  
**GM Name** \_\_\_\_\_  
**Convention** \_\_\_\_\_ **Date** \_\_\_\_\_



*This is to certify that the character known as*

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**MERCHANT'S PRICE**

*Void Cert of Fool's Luck*

The above-named PC must have been born under a lucky star! He gains a +2 luck bonus on all d20 rolls in any LSJ tourmanent. This effect is valid only on April 1<sup>st</sup>, 2004.

**Value:** Void      **Tradable:** Sure!  
**Size:** Insignificant      **Rarity:** All too rare!  
**Legality:** Eh, why not?      **Real Value:** \$0

**GM Signature** \_\_\_\_\_  
**GM Name** \_\_\_\_\_  
**Convention** \_\_\_\_\_ **Date** \_\_\_\_\_



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**Value:** Void      **Tradable:** Sure!  
**Size:** Insignificant      **Rarity:** All too rare!  
**Legality:** Eh, why not?      **Real Value:** \$0

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**GM Name** \_\_\_\_\_  
**Convention** \_\_\_\_\_ **Date** \_\_\_\_\_