

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
UNTIL PROVEN INNOCENT

Inquisitor's Stone

When placed upon a corpse which is mostly intact (it must have a mouth to speak) this two inch cube of polished black stone allows the user to question the body as if she had cast the spell speak with dead. Each charge will permit the PCs to ask six questions in a twelve minute period. Only one charge may be used per victim per week, as per the spell. When all of the charges have been used the remaining polished stone cube is suitable for use as a paperweight. The value of the stone is 100 gp + 260 gp per charge remaining. Caster level 12th.

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

GM Signature _____
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Safeguard
(armor)

Caster level 13th. Check off one of the following:

- ATL 1: *Masterwork Studded Leather Armor* (Value: 175 gp)
- ATL 3: *Studded Leather Armor +1* (Value: 1175 gp)
- ATL 5 & 7: *Studded Leather Armor +1, Light Fortification* (Value: 4175 gp)

Value: Varies **Tradable:** Yes
Size: Medium **Rarity:** Common
Legality: Legal **Real value:** \$0

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Reaver

This longsword has a claw-shaped pommel gripping a blood red stone. Caster level 8th. Check off one of the following:

- ATL 1: *masterwork longsword* (Value: 315 gp).
- ATL 3: *longsword +1* (Value: 2315 gp).
- ATL 5 & 7: *longsword +1, mighty cleaving* (Value: 8315 gp).

Value: Varies **Tradable:** Yes
Size: Medium **Rarity:** Common
Legality: Legal **Real value:** \$0

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Darkwood Buckler

(shield)

This intriguing shield is marked with the elven rune 'gyraz' (guardian). It weighs only 2.5 lbs and has no armor check penalty. Caster level 8th. Check off one of the following:

- ATL 1: *Darkwood buckler* (Value: 205 gp).
- ATL 3: *Masterwork darkwood buckler* (Value: 355 gp).
- ATL 5 & 7: *Darkwood buckler +1*, (Value: 1,355 gp).

Value: Varies **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Real value:** \$0

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Boots of Striding and Springing

(feet)

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. On Acrobatics skill checks involving jumping, she receives a +5 competence bonus. Caster level 3rd, faint transmutation.

Value: 5,500 gp **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal **Real value:** \$0

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Metamagic Rod, Extend Spell

This polished wood and ivory rod was once the property of Lt. Nolan Kenness of the Diamond Legion mage corps. Caster level 17th. Check off one of the following:

- ATL 1 & 3: *Lesser Metamagic Rod, Extend Spell* (Value: 3,000 gp).
- ATL 5 & 7: *Metamagic Rod, Extend Spell* (Value: 11,000 gp).

Value: Varies **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal **Real value:** \$0

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Favor of Sergeant Kenness

As a member of the Diamond Legion, Sergeant Aston Kenness must be without bias or favoritism at all times. He will in no way permit a PC to break the law, nor is this a 'get out of jail free' card, but he will remember the character favorably in future encounters, particularly if the PC seeks to join the ranks of the Diamond Legion.

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

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Patron of the Arts

You have sponsored Nivia, a former courtesan from the Gilded Cage and a budding painter, in the pursuit of her art. For an initial donation of 500 gp and future donations of 5% of all monetary income (not magic items, unless they are sold for gp), you receive a small portion of the profits from her future commissions as a 'thank you'. At the beginning of each year (starting on the date you receive this certificate) you receive 5d10 + 25 gp. You also receive a +1 circumstance bonus to all Charisma based skill checks when dealing directly with members of Amthydor's artistic community, including actors, musicians, painters, sculptors and singers.

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

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Gilded Cage Courtesan

You have been granted a coveted position as a courtesan at the Gilded Cage! For every 5 TU that you spend on adventuring, metagame activities, and item creation, you must also spend 1 TU working at the Gilded Cage. The terms of your service are negotiated on a case by case basis with each individual client, and include (but are not limited to) hostess, conversationalist, model, and romantic companion.

For each 1 TU spent working at the Gilded Cage, you receive 2d10 + 10 gp.

You receive a +2 circumstance bonus to Diplomacy skill checks when gathering information from other employees of the Gilded Cage.

The standards for employment at the Gilded Cage are high, and must be met before the PC may receive any of the benefits of this certificate. Should you cease to meet the requirements in the future, the employment and all benefits gained from it will be terminated.

Requirements:

Skills (Choose 3): Diplomacy 5 ranks, Knowledge (local) 5 ranks, Knowledge (nobility) 5 ranks, Perform (sing) 5 ranks, Profession (courtesan) 5 ranks.

Special: Natural Charisma 16+ (items, spells or other temporary/conditional modifiers apply).

Value: Nil **Tradable:** No
Size: N/A **Rarity:** Rare
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Tailor

The above-named PC has hired Emil, a ragpicker who is best known for his pied patchwork creations of excellent quality. You have agreed to pay him for his services. This costs you 1 gp per adventure to maintain his upkeep. In exchange, you can have him mend a piece of clothing for you by locating him in the alleys where he lives. Repairs will take one day to complete. His skill bonus for Profession (Tailor) is +15.

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

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What Goes Around, Comes Around

You have done unto others and contributed funds to raise or resurrect victims of Amthydor's serial killer. Your selfless generosity has not gone unnoticed. Should you be so unfortunate as to perish in a future adventure, a portion of the cost of your recovery will be paid by an anonymous benefactor. The amount paid on your behalf is based upon how many of the Iceman's victims you paid to have *raised* or *resurrected*:

- 1 Victim: 50% of the cost of *raise dead* or 25 % of the cost of *resurrection*
- 2 Victims: 100% of the cost of *raise dead* or 50 % of the cost of *resurrection*.
- 3 Victims: 100% of the cost of *raise dead* or 75 % of the cost of *resurrection*.
- 4 Victims: 100% of the cost of either *raise dead* or *resurrection*.

This certificate should be marked 'Void' once used, but it should not be discarded. It should be retained for future reference and potential campaign effect.

Value: Varies **Tradable:** No
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Size: N/A **Rarity:** Uncommon
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Disfavor of the Diamond Legion

Being a member of the Diamond Legion can be a thankless job, but you have displayed the ultimate disregard for those who daily risk their lives on behalf of the city. Word of your refusal to aid in an important investigation has traveled quickly, and if you cannot help one of their own, they are not so sure that they want to help you. For your next 10 scenarios you suffer a -2 penalty on all Charisma-based skill or ability checks when dealing with members of the Diamond Legion.



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

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Guilty Conscience

(soul)

Even the most heartless soul has to wonder what fate you have abandoned Sergeant Kenness to. You find it difficult to completely rid your mind of thoughts about the consequences of your decision.

As a result you suffer a -1 morale penalty on all d20 rolls (skill checks, attack rolls, damage rolls, ability checks and saving throws) during your next three LSJ events.



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

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Guilty as Charged!

You are guilty of possessing this void cert. Please be advised that unauthorized possession of this certificate could bring criminal charges upon the bearer if taken into restricted areas.

Value: Void **Tradable:** Yes
Size: N/A **Rarity:** Common
Legality: Misdemeanor **Real value:** \$0

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