



This is to certify that the character known as

earned the following in the adventure
A THREE HOUR TOUR

Meerschaum Pipe

Made from the horn of a narwhal, a cold-water whale with a long spiral horn, this elaborate meerschaum pipe is carved to resemble an ornate fish.



Value: 250 gp **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal

GM Signature _____
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Tall Tales Tobacco

A dose of this tobacco, when smoked in a pipe for half an hour, provides the benefits of a *glibness* spell (+30 to bluff skill checks made to convince another that you are telling the truth) for the next 2 hours. The smoke from this tobacco smells pleasantly of pear and cloves.

Only one person may benefit from each dose.



Value: 750 gp **Tradable:** Yes
Size: Tiny **Rarity:** Rare
Legality: Legal

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Bottle of Air

This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe.

The bottle can even be shared by multiple characters that pass it around.

Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Value: 7,250 gp **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal

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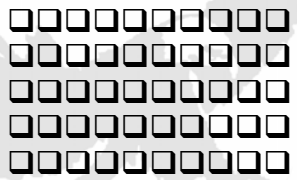
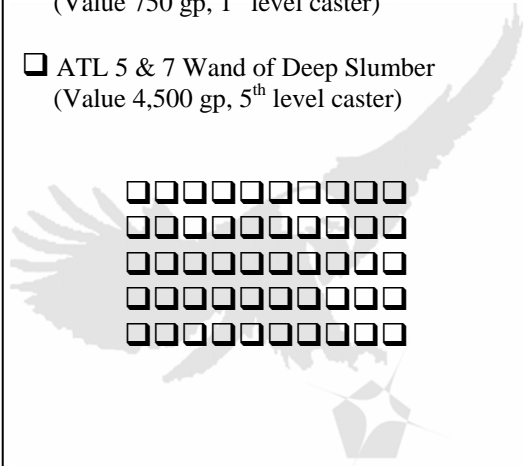


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Willow Wand

- ATL 1 & 3: Wand of Sleep
(Value 750 gp, 1st level caster)
- ATL 5 & 7 Wand of Deep Slumber
(Value 4,500 gp, 5th level caster)



Value: see above **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal

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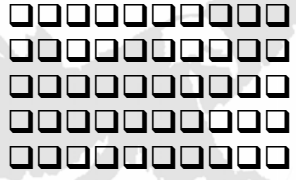
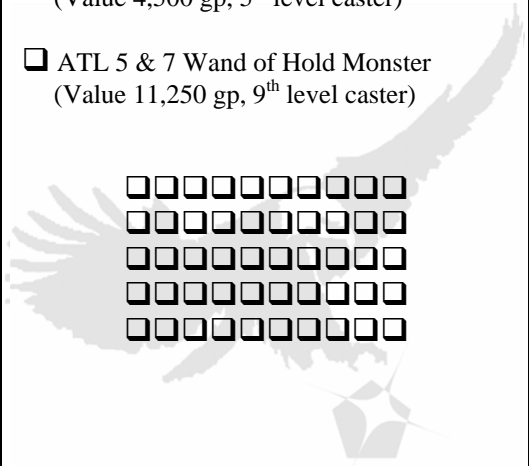


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Ironwood Wand

- ATL 1 & 3 Wand of Hold Person
(Value 4,500 gp, 5th level caster)
- ATL 5 & 7 Wand of Hold Monster
(Value 11,250 gp, 9th level caster)



Value: see above **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal

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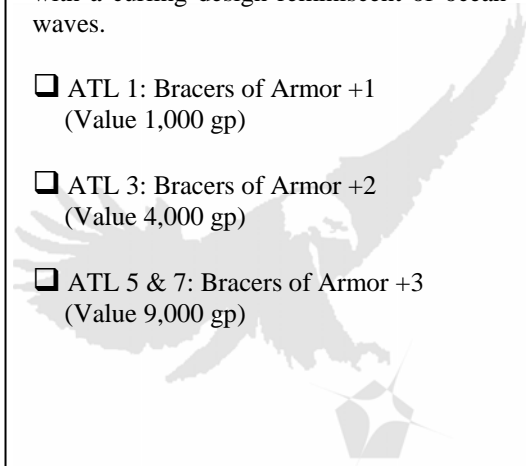
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Bracers of Armor
(wrists)

These sturdy leather bracers are embossed with a curling design reminiscent of ocean waves.

- ATL 1: Bracers of Armor +1
(Value 1,000 gp)
- ATL 3: Bracers of Armor +2
(Value 4,000 gp)
- ATL 5 & 7: Bracers of Armor +3
(Value 9,000 gp)



Value: see above **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal

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Scimitar

The steel of this weapon has an unusual greenish-blue tinge. It has no apparent effect on the weapon itself, and no smith has been able to replicate the effect.

- ATL 1: Masterwork scimitar (Value 315 gp)
- ATL 3: +1 scimitar (Value 2,315 gp)
- ATL 5 & 7: +2 scimitar (Value 8,315 gp)

Value: Varies **Tradable:** Yes
Size: Medium **Rarity:** Common
Legality: Legal

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Belaying Pin +1

In the hands of a rogue, this sturdy wooden pin acts, on command, as either a +1 sap (nonlethal damage) or a +1 light mace. This command can be made once per round at any time during the PC's turn as a free action, and lasts until it is changed in a future round.

In the hands of a PC of any other class it acts as a +1 light mace.

Proficiency in simple weapons is required to use this weapon without penalty.

Value: 2,301 gp **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal

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Manacles of Health +2
(wrists)

These heavy iron manacles appear identical to those used to bind prisoners. The image of an entwined dragon is engraved on both bands, and two links of chain hang from each. The rattle of the chain links imposes a -2 penalty to all Stealth skill checks when trying to move silently. No means short of magical silence can eliminate this penalty.

Both manacles must be worn to gain any benefit, and the chain links may not be removed without destroying the enchantment. They otherwise function as per a belt of mighty constitution +2.

These manacles weigh 1 lb.

Value: 4,000 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal

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Marooned!

While you were unable to stop the pirates once and for all, you were able to avoid becoming the latest additions to their collection of slaves. Your freedom came with a price, but it is one that you would gladly pay again. After a desperate escape and three months marooned on a small, deserted island you are at last on your way back to Amthydor and all of the comforts of civilization.

The PC must spend 90 TU to represent his or her time spent awaiting rescue.

The PCs loses one certified item, chosen at random, that was in his or her possession at the time when he or she was marooned.

Value: N/A **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal

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Free At Last!

Far from any hope of rescue from Amthydor and unable to escape on your own, your capture by pirate slavers promised an uncertain and possibly short future. Now, a year after your ordeal began, you are FREE! The journey back to the Shining Jewel has been a long one, but as you see the signature colored roofs of once familiar districts you know that your journey has at last come to an end.

You must expend 365 TU to represent your time spent in captivity. This means that the PC is out of play for the remainder of the current calendar year and a portion of the next calendar year. The terms of the PC's captivity (benevolent or harsh master, etc) and the means of attaining freedom (freed, escaped, etc) are up to the player.

You lose ALL BUT ONE of the certified items that were in your possession at the time of capture (Player's choice which item is stolen back, gifted back, etc).

Value: N/A **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal

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First Mate's Void Cert

This cert entitles the bearer to a three hour harbor tour on the S.S. Minnow.

That and a silver piece will get you a newspaper in Amthydor.

Be sure to bring the seasick baggies.

Good luck, Little Buddy, you'll need it!

Value: Yeah, right! **Tradable:** Not likely
Size: Big deal **Rarity:** Should be rarer
Legality: Suppose so

GM Signature _____
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