



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: _____

__ 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: _____

__ 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: _____

__ 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: _____

__ 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: _____

__ 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
GETTING OUR FEET WET*

Disfavor of Houses Mour and Seabury

The PC named above has upset and otherwise proven untrustworthy to the noble houses Mour and Seabury. They will not be allowed to work for either house for a period of six months from the date listed below. This can be cancelled out by a favor from each house, two favors from other Houses (not Sahdein or Erikas) or a favor of the Lord Monarch.



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
GETTING OUR FEET WET*

Disfavor of Houses Mour and Seabury

The PC named above has upset and otherwise proven untrustworthy to the noble houses Mour and Seabury. They will not be allowed to work for either house for a period of six months from the date listed below. This can be cancelled out by a favor from each house, two favors from other Houses (not Sahdein or Erikas) or a favor of the Lord Monarch.



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
GETTING OUR FEET WET*

Disfavor of Houses Mour and Seabury

The PC named above has upset and otherwise proven untrustworthy to the noble houses Mour and Seabury. They will not be allowed to work for either house for a period of six months from the date listed below. This can be cancelled out by a favor from each house, two favors from other Houses (not Sahdein or Erikas) or a favor of the Lord Monarch.



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
GETTING OUR FEET WET*

Disfavor of Houses Mour and Seabury

The PC named above has upset and otherwise proven untrustworthy to the noble houses Mour and Seabury. They will not be allowed to work for either house for a period of six months from the date listed below. This can be cancelled out by a favor from each house, two favors from other Houses (not Sahdein or Erikas) or a favor of the Lord Monarch.



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
GETTING OUR FEET WET*

Disfavor of Houses Mour and Seabury

The PC named above has upset and otherwise proven untrustworthy to the noble houses Mour and Seabury. They will not be allowed to work for either house for a period of six months from the date listed below. This can be cancelled out by a favor from each house, two favors from other Houses (not Sahdein or Erikas) or a favor of the Lord Monarch.



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
GETTING OUR FEET WET*

Disfavor of Houses Mour and Seabury

The PC named above has upset and otherwise proven untrustworthy to the noble houses Mour and Seabury. They will not be allowed to work for either house for a period of six months from the date listed below. This can be cancelled out by a favor from each house, two favors from other Houses (not Sahdein or Erikas) or a favor of the Lord Monarch.



Value: None **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
GETTING OUR FEET WET

Vestments of the Aquatic Druid
(body)

This light garment is worn over normal clothing or armor. This vestment is blue, embroidered with sea plant and animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day. The form chosen must have the aquatic subtype.

Value: 5,000 gp **Tradable:** Yes
Size: N/A **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
GETTING OUR FEET WET

Ring of Freedom of Water Movement
(ring)

This magical ring grants the wearer the ability to move freely underwater as per the *freedom of movement* spell. The effects only work while the subject is submerged in water and functions for 12 hours per charge. The ring is found with five charges. When charges are gone, the ring turns to water. The ring cannot be recharged or upgraded. The value of the ring is 1,000 gp per charge remaining.

Value: See above **Tradable:** Yes
Size: N/A **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
GETTING OUR FEET WET

Lesser Trident of Fish Command

The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to charm up to 6 HD of aquatic animals (Will DC 14 negates, animals get a +5 bonus if currently under attack by the wielder or his allies). The wielder can use this effect once per day. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident.

This item was dedicated to Taerlan, the sahuagin god of aquatic beasts. Since the item was removed from his ruined temple, the item has become cursed. Whenever the wielder fights any creatures with the aquatic subtype, she is treated as a favored enemy; opponents gain +2 on damage rolls and Bluff, Perception, Sense Motive, and Survival checks vs. the wielder. To remove the curse requires a *remove curse* spell at caster level 14th. When the curse is removed, cross out this paragraph and have the GM sign and date the following line.

GM: _____ Date: _____

Value: 9,345 gp **Tradable:** Yes
Size: Medium **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
GETTING OUR FEET WET

Sahuagin Chain Mail of the Deep
(armor)

This +1 chain mail is decorated with a wave and fish motif. The wearer of this armor is treated as unarmored for purposes of Swim checks. This armor does not provide *water breathing*, since sahuagin do not need that ability.

This item was dedicated to Taerlan, the sahuagin god of aquatic beasts. Since the item was removed from his ruined temple, the item has become cursed. Whenever the wielder fights any creatures with the aquatic subtype, she is treated as a favored enemy; opponents gain +2 on damage rolls and Bluff, Perception, Sense Motive, and Survival checks vs. the wielder. To remove the curse requires a *remove curse* spell at caster level 14th. When the curse is removed, cross out this paragraph and have the GM sign and date the following line.

GM: _____ Date: _____

Value: 10,250 gp **Tradable:** Yes
Size: medium **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
GETTING OUR FEET WET

+1 GMW Coral Spear

This light colored coral shortspear is enchanted to +1. Even though it is a greater masterwork weapon, the coral does 1 point of damage less than a standard shortspear (1d6+1 for medium-sized wielders, or 1d4+1 for small-sized wielders).

Value: 2,305 gp **Tradable:** Yes
Size: Small **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
GETTING OUR FEET WET

Pale Pink Spindle Ioun Stone

This item sustains a creature without air for up to 3 hours per day. It can be used once per day.

This item was dedicated to Taerlan, the sahuagin god of aquatic beasts. Since the item was removed from his ruined temple, the item has become cursed. Whenever the wielder fights any creatures with the aquatic subtype, she is treated as a favored enemy; opponents gain +2 on damage rolls and Bluff, Listen, Sense Motive, Spot, and Survival checks vs. the wielder. To remove the curse requires a *remove curse* spell at caster level 14th. When the curse is removed, cross out this paragraph and have the GM sign and date the following line.

GM: _____ Date: _____

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

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

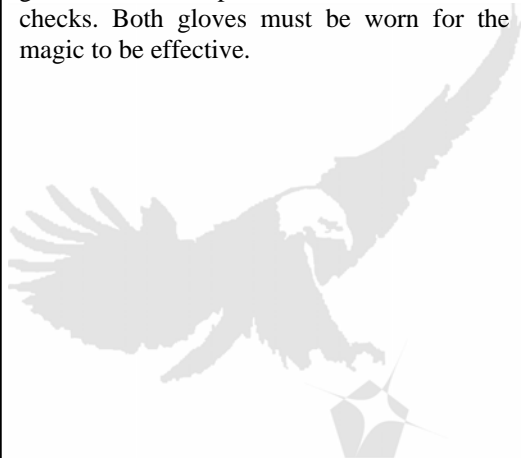


This is to certify that the character known as

earned the following in the adventure
GETTING OUR FEET WET

Gloves of Swimming
(hands)

These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks. Both gloves must be worn for the magic to be effective.



Value: 3,205 gp **Tradable:** Yes
Size: Tiny **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
GETTING OUR FEET WET

Soaking Wet Void Cert

Hurry up and get a towel, after 20 minutes it'll get wrinkles!



Value: None **Tradable:** Yes
Size: Heavier Wet **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
GETTING OUR FEET WET

Drenched Void Cert

See what happens when you leave your cake out in the rain? Whoops, wrong song...



Value: None **Tradable:** Yes
Size: Extra Soggy **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
GETTING OUR FEET WET

Trader Goods

The following items were purchased from Marlian the Trader. Note the quantity of each item purchased and cross out any items that were not purchased. The value of the items is given in shells. The Amthydoran equivalent value would be in gold pieces.

- Coral ring 5 shells _____
- Coral necklace 5 shells _____
- Coral earrings 5 shells _____
- Eel skin belt 10 shells _____
- Eel skin boots 10 shells _____
- Eel skin pouch 10 shells _____

Value: Varies Tradable: Yes
 Size: Varies 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
GETTING OUR FEET WET

Trader Goods

The following items were purchased from Marlian the Trader. Note the quantity of each item purchased and cross out any items that were not purchased. The value of the items is given in shells. The Amthydoran equivalent value would be in gold pieces.

- Coral ring 5 shells _____
- Coral necklace 5 shells _____
- Coral earrings 5 shells _____
- Eel skin belt 10 shells _____
- Eel skin boots 10 shells _____
- Eel skin pouch 10 shells _____

Value: Varies Tradable: Yes
 Size: Varies 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
GETTING OUR FEET WET

Trader Goods

The following items were purchased from Marlian the Trader. Note the quantity of each item purchased and cross out any items that were not purchased. The value of the items is given in shells. The Amthydoran equivalent value would be in gold pieces.

- Coral ring 5 shells _____
- Coral necklace 5 shells _____
- Coral earrings 5 shells _____
- Eel skin belt 10 shells _____
- Eel skin boots 10 shells _____
- Eel skin pouch 10 shells _____

Value: Varies Tradable: Yes
 Size: Varies 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
GETTING OUR FEET WET

Trader Goods

The following items were purchased from Marlian the Trader. Note the quantity of each item purchased and cross out any items that were not purchased. The value of the items is given in shells. The Amthydoran equivalent value would be in gold pieces.

- Coral ring 5 shells _____
- Coral necklace 5 shells _____
- Coral earrings 5 shells _____
- Eel skin belt 10 shells _____
- Eel skin boots 10 shells _____
- Eel skin pouch 10 shells _____

Value: Varies Tradable: Yes
 Size: Varies 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
GETTING OUR FEET WET

Trader Goods

The following items were purchased from Marlian the Trader. Note the quantity of each item purchased and cross out any items that were not purchased. The value of the items is given in shells. The Amthydoran equivalent value would be in gold pieces.

- Coral ring 5 shells _____
- Coral necklace 5 shells _____
- Coral earrings 5 shells _____
- Eel skin belt 10 shells _____
- Eel skin boots 10 shells _____
- Eel skin pouch 10 shells _____

Value: Varies Tradable: Yes
 Size: Varies 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
GETTING OUR FEET WET

Trader Goods

The following items were purchased from Marlian the Trader. Note the quantity of each item purchased and cross out any items that were not purchased. The value of the items is given in shells. The Amthydoran equivalent value would be in gold pieces.

- Coral ring 5 shells _____
- Coral necklace 5 shells _____
- Coral earrings 5 shells _____
- Eel skin belt 10 shells _____
- Eel skin boots 10 shells _____
- Eel skin pouch 10 shells _____

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

GM Signature _____
 GM Name _____
 Convention _____ Date _____