



**This is to certify that the character known as**

\_\_\_\_\_

**earned the following in the adventure**  
**GENESIS**

*Pyrothian Brooch*

This nonmagical bronze brooch bears the heraldic standard of the Magocracy of Pyroth. If worn anywhere in the Freelands other than Pyroth, it incurs a -2 circumstance penalty on all social interaction rolls. Other effects may become known in future modules.



**Value:** 25 gp      **Tradable:** Yes  
**Size:** Tiny        **Rarity:** Common  
**Legality:** Legal

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



**This is to certify that the character known as**

\_\_\_\_\_

**earned the following in the adventure**  
**GENESIS**

*Pyrothian Brooch*

This nonmagical bronze brooch bears the heraldic standard of the Magocracy of Pyroth. If worn anywhere in the Freelands other than Pyroth, it incurs a -2 circumstance penalty on all social interaction rolls. Other effects may become known in future modules.



**Value:** 25 gp      **Tradable:** Yes  
**Size:** Tiny        **Rarity:** Common  
**Legality:** Legal

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



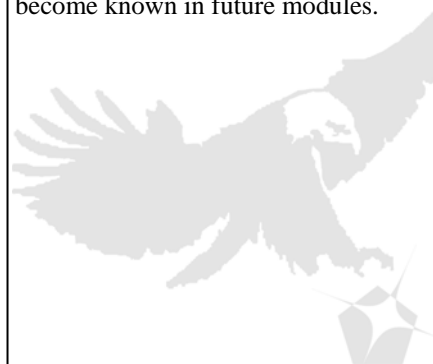
**This is to certify that the character known as**

\_\_\_\_\_

**earned the following in the adventure**  
**GENESIS**

*Pyrothian Brooch*

This nonmagical bronze brooch bears the heraldic standard of the Magocracy of Pyroth. If worn anywhere in the Freelands other than Pyroth, it incurs a -2 circumstance penalty on all social interaction rolls. Other effects may become known in future modules.



**Value:** 25 gp      **Tradable:** Yes  
**Size:** Tiny        **Rarity:** Common  
**Legality:** Legal

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



This is to certify that the character known as

earned the following in the adventure  
**GENESIS**

*Pyrothian Brooch*

This nonmagical bronze brooch bears the heraldic standard of the Magocracy of Pyroth. If worn anywhere in the Freelands other than Pyroth, it incurs a -2 circumstance penalty on all social interaction rolls. Other effects may become known in future modules.



**Value:** 25 gp      **Tradable:** Yes  
**Size:** Tiny        **Rarity:** Common  
**Legality:** Legal

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

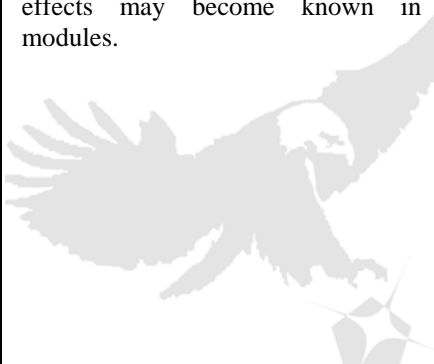


This is to certify that the character known as

earned the following in the adventure  
**GENESIS**

*Pyrothian Brooch*

This nonmagical bronze brooch bears the heraldic standard of the Magocracy of Pyroth. If worn anywhere in the Freelands other than Pyroth, it incurs a -2 circumstance penalty on all social interaction rolls. Other effects may become known in future modules.



**Value:** 25 gp      **Tradable:** Yes  
**Size:** Tiny        **Rarity:** Common  
**Legality:** Legal

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



This is to certify that the character known as

earned the following in the adventure  
**GENESIS**

*Pyrothian Brooch*

This nonmagical bronze brooch bears the heraldic standard of the Magocracy of Pyroth. If worn anywhere in the Freelands other than Pyroth, it incurs a -2 circumstance penalty on all social interaction rolls. Other effects may become known in future modules.



**Value:** 25 gp      **Tradable:** Yes  
**Size:** Tiny        **Rarity:** Common  
**Legality:** Legal

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



This is to certify that the character known as

earned the following in the adventure

**GENESIS**

*Sneaky Leather Armor*

**(armor)**

This suit of leather armor is made to maximize ease of movement with a minimum of noise. The exact powers of the item vary by ATL.

**ATL 1-3: Leather armor +1** (Value: 1,160 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)

**ATL 5-7: Leather armor +1 of silent moves** (Value: 4,910 gp, Rarity: Common): This armor is well oiled and magically constructed so that it makes little sound. It provides a +5 competence bonus on its wearer's Stealth checks when trying to move silently. (The armor's armor check penalty still applies normally.)

**ATL 9-13: Leather armor of improved silent moves +1** (Value: 16,160 gp, Rarity: Uncommon): As silent moves, except it grants a +10 competence bonus on Stealth checks when trying to move silently.

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

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



This is to certify that the character known as

earned the following in the adventure

**GENESIS**

*Mithral Breastplate*

**(armor)**

This breastplate is dwarven-forged and scribed with a bas-relief symbol of Galvandt, the God of Vigilance. The exact powers of the item vary by ATL.

**ATL 1-5: Not available, do not hand out (VOID)**

**ATL 7-9: Mithral breastplate +1** (Value: 5,350 gp, Rarity: Common)

**ATL 11-13: Mithral light fortification breastplate +1** (Value: 9,350 gp, Rarity: Uncommon)

**Light Fortification:** This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

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

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



This is to certify that the character known as

earned the following in the adventure

**GENESIS**

*Serpentine Falchion*

This two-handed sword bears a pommel that is carved in the form of a twined serpent, with the two tines made to resemble snake's tails. The exact powers of the item vary by ATL.

**ATL 1-5: MW falchion** (Value: 375 gp, Rarity: Common)

**ATL 7-9: MW adamantine falchion** (Value: 3,375 gp, Rarity: Uncommon, Legality: Legal)

**ATL 11-13: Adamantine falchion +1** (Value: 5,375 gp, Rarity: Uncommon)

**Value:** Varies      **Tradable:** Yes  
**Size:** Large      **Rarity:** Varies  
**Legality:** Legal

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Troublemaker*

This longsword's pommel displays the wooden holy symbol of Belatrix, Goddess of Conflict. The exact powers of the item vary by ATL.

**ATL 1-5: Longsword +1**  
(Value: 2,315 gp)

**ATL 7-13: Longsword +1 bane (lawful outsiders)** (Value: 8,315 gp): This weapon's effective enhancement bonus is +2 better than its normal bonuses against its designated foe, and also adds +2d6 points of damage against that foe.

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

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Rod of Metamagic*

This scepter is made of pewter inlaid with silver runes.

Lesser rod of metamagic, silent spell: The wielder can cast up to three spells per day (3<sup>rd</sup> level spells or lower) without verbal components as though using the Silent Spell feat.

**Value:** 3,000 gp      **Tradable:** Yes  
**Size:** Small      **Rarity:** Common  
**Legality:** Legal

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Genesis Void Cert*

This is the birth of a whole new generation of Void Certs! Love it and hug it and squeeze it and name it George!

**Value:** Debatable      **Tradable:** Yes  
**Size:** A generation      **Rarity:** Too common  
**Legality:** Ask the real father

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Visit to the Lost City*

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More questions were raised by this issue than answered. More will be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

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

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Visit to the Lost City*

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More questions were raised by this issue than answered. More will be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

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

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Visit to the Lost City*

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More questions were raised by this issue than answered. More will be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

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

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Visit to the Lost City*

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More questions were raised by this issue than answered. More will be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

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

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Visit to the Lost City*

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More questions were raised by this issue than answered. More will be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

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

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**GENESIS**

*Visit to the Lost City*

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More questions were raised by this issue than answered. More will be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

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

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





*This is to certify that the character known as*

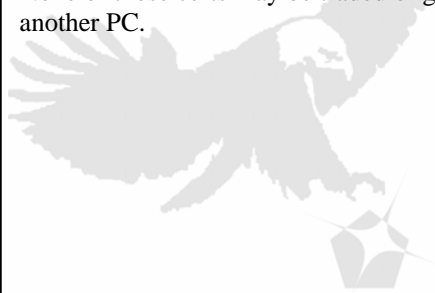
\_\_\_\_\_

*earned the following in the adventure*

**GENESIS**

*Enslaved!*

The above-named PC has been captured and enslaved by the Mages of Pyrroth. He is out of play until such as time as he can be recovered. An opportunity for this may come into play in a future Legends of the Shining Jewel scenario. The player should retain all of the lost PC's certs and paperwork for now. None of those certs may be traded or given to another PC.



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

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



*This is to certify that the character known as*

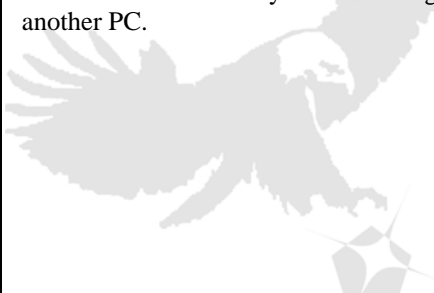
\_\_\_\_\_

*earned the following in the adventure*

**GENESIS**

*Enslaved!*

The above-named PC has been captured and enslaved by the Mages of Pyrroth. He is out of play until such as time as he can be recovered. An opportunity for this may come into play in a future Legends of the Shining Jewel scenario. The player should retain all of the lost PC's certs and paperwork for now. None of those certs may be traded or given to another PC.



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

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



*This is to certify that the character known as*

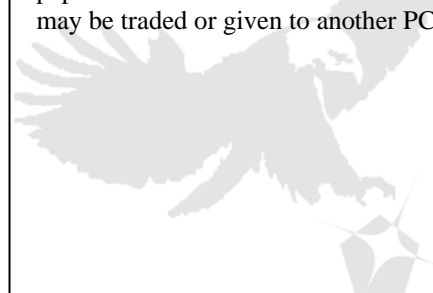
\_\_\_\_\_

*earned the following in the adventure*

**GENESIS**

*Enslaved!*

The above-named PC has been captured and enslaved by the Mages of Pyrroth. He is out of play until such as time as he can be recovered. An opportunity for this may come into play in a future Legends of the Shining Jewel scenario. The player should retain all of the lost PC's certs and paperwork for now. None of those certs may be traded or given to another PC.



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

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



*This is to certify that the character known as*

*earned the following in the adventure*

**GENESIS**

*Undead!*

The above-named PC has been killed and raised as an undead by the Mages of Pyrroth. Sadly, this fate cannot be undone, and the PC is lost forever. Unfortunately, he may appear again in a future Legends of the Shining Jewel scenario. The player should void all of the character's certs, as all of his possessions have been taken by the Mages of Pyrroth.

*Sorry, better luck next time!*

**Value:** Less than Worthless  
**Size:** N/A      **Tradable:** No  
**Legality:** Does it matter? **Rarity:** Rare

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



*This is to certify that the character known as*

*earned the following in the adventure*

**GENESIS**

*Undead!*

The above-named PC has been killed and raised as an undead by the Mages of Pyrroth. Sadly, this fate cannot be undone, and the PC is lost forever. Unfortunately, he may appear again in a future Legends of the Shining Jewel scenario. The player should void all of the character's certs, as all of his possessions have been taken by the Mages of Pyrroth.

*Sorry, better luck next time!*

**Value:** Less than Worthless  
**Size:** N/A      **Tradable:** No  
**Legality:** Does it matter? **Rarity:** Rare

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



*This is to certify that the character known as*

*earned the following in the adventure*

**GENESIS**

*Undead!*

The above-named PC has been killed and raised as an undead by the Mages of Pyrroth. Sadly, this fate cannot be undone, and the PC is lost forever. Unfortunately, he may appear again in a future Legends of the Shining Jewel scenario. The player should void all of the character's certs, as all of his possessions have been taken by the Mages of Pyrroth.

*Sorry, better luck next time!*

**Value:** Less than Worthless  
**Size:** N/A      **Tradable:** No  
**Legality:** Does it matter? **Rarity:** Rare

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





This is to certify that the character known as

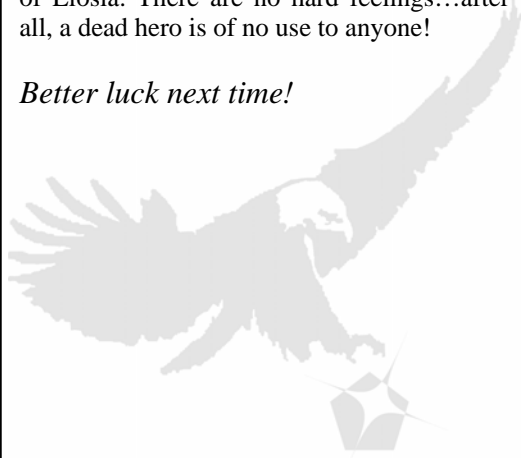
\_\_\_\_\_

earned the following in the adventure  
**GENESIS**

Survivor!

The above-named PC fled from certain death (or worse) during a mission to the Lost City of Eiosia. There are no hard feelings...after all, a dead hero is of no use to anyone!

*Better luck next time!*



**Value:** Your Life      **Tradable:** No  
**Size:** N/A              **Rarity:** Common  
**Legality:** Legal

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



This is to certify that the character known as

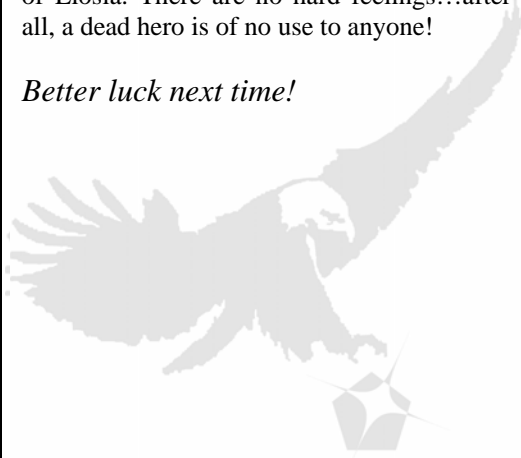
\_\_\_\_\_

earned the following in the adventure  
**GENESIS**

Survivor!

The above-named PC fled from certain death (or worse) during a mission to the Lost City of Eiosia. There are no hard feelings...after all, a dead hero is of no use to anyone!

*Better luck next time!*



**Value:** Your Life      **Tradable:** No  
**Size:** N/A              **Rarity:** Common  
**Legality:** Legal

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



This is to certify that the character known as

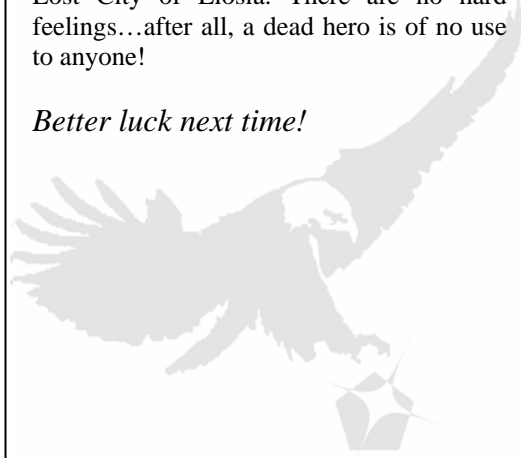
\_\_\_\_\_

earned the following in the adventure  
**GENESIS**

Survivor!

The above-named PC fled from certain death (or worse) during a mission to the Lost City of Eiosia. There are no hard feelings...after all, a dead hero is of no use to anyone!

*Better luck next time!*



**Value:** Your Life      **Tradable:** No  
**Size:** N/A              **Rarity:** Common  
**Legality:** Legal

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



This is to certify that the character known as

earned the following in the adventure

**GENESIS**

*Favor of Adrian Aglamour*

The above-named PC rescued Adrian Aglamour, a Diamond Legion agent, from certain death or worse. In return, he is grateful. The following benefits are gained. The PC may use this favor to get a recommendation to join the Diamond Legion (usable once).

The PC may leave a message at a pre-established “drop-spot” to gain his assistance for a Diplomacy roll when trying gather information, using his +15 modifier in place of the PCs. The PC must spend any monies he wishes to be spent upon this roll before it is made, and must wait the normal time it would take for a Diplomacy check (1d4) hours plus an additional two hours. However, the PC does not actually spend time making the check and is free to do other things while waiting for a response.

There is a 35% chance that Adrian is busy on a mission and will be unable to perform this task for the PC at this time. This does not use a “charge” from this cert, and he will return any monies given for the roll in this event.

The PC may call upon Adrian for this service three times before he considers his debt repaid. This service can only be used in the city of Amthydor.

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

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



This is to certify that the character known as

earned the following in the adventure

**GENESIS**

*Favor of Adrian Aglamour*

The above-named PC rescued Adrian Aglamour, a Diamond Legion agent, from certain death or worse. In return, he is grateful. The following benefits are gained. The PC may use this favor to get a recommendation to join the Diamond Legion (usable once).

The PC may leave a message at a pre-established “drop-spot” to gain his assistance for a Diplomacy roll when trying gather information, using his +15 modifier in place of the PCs. The PC must spend any monies he wishes to be spent upon this roll before it is made, and must wait the normal time it would take for a Diplomacy check (1d4) hours plus an additional two hours. However, the PC does not actually spend time making the check and is free to do other things while waiting for a response.

There is a 35% chance that Adrian is busy on a mission and will be unable to perform this task for the PC at this time. This does not use a “charge” from this cert, and he will return any monies given for the roll in this event.

The PC may call upon Adrian for this service three times before he considers his debt repaid. This service can only be used in the city of Amthydor.

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

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



This is to certify that the character known as

earned the following in the adventure

**GENESIS**

*Favor of Adrian Aglamour*

The above-named PC rescued Adrian Aglamour, a Diamond Legion agent, from certain death or worse. In return, he is grateful. The following benefits are gained. The PC may use this favor to get a recommendation to join the Diamond Legion (usable once).

The PC may leave a message at a pre-established “drop-spot” to gain his assistance for a Diplomacy roll when trying gather information, using his +15 modifier in place of the PCs. The PC must spend any monies he wishes to be spent upon this roll before it is made, and must wait the normal time it would take for a Diplomacy check (1d4) hours plus an additional two hours. However, the PC does not actually spend time making the check and is free to do other things while waiting for a response.

There is a 35% chance that Adrian is busy on a mission and will be unable to perform this task for the PC at this time. This does not use a “charge” from this cert, and he will return any monies given for the roll in this event.

The PC may call upon Adrian for this service three times before he considers his debt repaid. This service can only be used in the city of Amthydor.

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

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



*This is to certify that the character known as*

*earned the following in the adventure*

**GENESIS**

*Favor of Adrian Aglamour*

The above-named PC rescued Adrian Aglamour, a Diamond Legion agent, from certain death or worse. In return, he is grateful. The following benefits are gained. The PC may use this favor to get a recommendation to join the Diamond Legion (usable once).

The PC may leave a message at a pre-established “drop-spot” to gain his assistance for a Diplomacy roll when trying gather information, using his +15 modifier in place of the PCs. The PC must spend any monies he wishes to be spent upon this roll before it is made, and must wait the normal time it would take for a Diplomacy check (1d4) hours plus an additional two hours. However, the PC does not actually spend time making the check and is free to do other things while waiting for a response.

There is a 35% chance that Adrian is busy on a mission and will be unable to perform this task for the PC at this time. This does not use a “charge” from this cert, and he will return any monies given for the roll in this event.

The PC may call upon Adrian for this service three times before he considers his debt repaid. This service can only be used in the city of Amthydor.

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

GM Signature \_\_\_\_\_

GM Name \_\_\_\_\_

Convention \_\_\_\_\_ Date \_\_\_\_\_



*This is to certify that the character known as*

*earned the following in the adventure*

**GENESIS**

*Favor of Adrian Aglamour*

The above-named PC rescued Adrian Aglamour, a Diamond Legion agent, from certain death or worse. In return, he is grateful. The following benefits are gained. The PC may use this favor to get a recommendation to join the Diamond Legion (usable once).

The PC may leave a message at a pre-established “drop-spot” to gain his assistance for a Diplomacy roll when trying gather information, using his +15 modifier in place of the PCs. The PC must spend any monies he wishes to be spent upon this roll before it is made, and must wait the normal time it would take for a Diplomacy check (1d4) hours plus an additional two hours. However, the PC does not actually spend time making the check and is free to do other things while waiting for a response.

There is a 35% chance that Adrian is busy on a mission and will be unable to perform this task for the PC at this time. This does not use a “charge” from this cert, and he will return any monies given for the roll in this event.

The PC may call upon Adrian for this service three times before he considers his debt repaid. This service can only be used in the city of Amthydor.

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

GM Signature \_\_\_\_\_

GM Name \_\_\_\_\_

Convention \_\_\_\_\_ Date \_\_\_\_\_



*This is to certify that the character known as*

*earned the following in the adventure*

**GENESIS**

*Favor of Adrian Aglamour*

The above-named PC rescued Adrian Aglamour, a Diamond Legion agent, from certain death or worse. In return, he is grateful. The following benefits are gained. The PC may use this favor to get a recommendation to join the Diamond Legion (usable once).

The PC may leave a message at a pre-established “drop-spot” to gain his assistance for a Diplomacy roll when trying gather information, using his +15 modifier in place of the PCs. The PC must spend any monies he wishes to be spent upon this roll before it is made, and must wait the normal time it would take for a Diplomacy check (1d4) hours plus an additional two hours. However, the PC does not actually spend time making the check and is free to do other things while waiting for a response.

There is a 35% chance that Adrian is busy on a mission and will be unable to perform this task for the PC at this time. This does not use a “charge” from this cert, and he will return any monies given for the roll in this event.

The PC may call upon Adrian for this service three times before he considers his debt repaid. This service can only be used in the city of Amthydor.

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

GM Signature \_\_\_\_\_

GM Name \_\_\_\_\_

Convention \_\_\_\_\_ Date \_\_\_\_\_