



This is to certify that the character known as

earned the following in the adventure
DOUBLE JEOPARDY

Enspelled Fruit

The above named PC has been given an enspelled piece of fruit for saving the merchant from the mob that almost robbed him of all of his wares. While it looks like a normal piece of fruit, it will stay fresh and last until it is eaten. The curative properties of the fruit is based upon the ATL played:

- ATL 2-5: Cherry – *Cure light wounds*
(50 gp value)
- ATL 7-9: Plum – *Cure moderate wounds*
(300 gp value)
- ATL 11-13: Orange – *Cure serious wounds* (750 gp value)
- ATL 15: Grapefruit – *Cure critical wounds* (1,400 gp value)

Value: Varies **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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Value: Varies **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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GM Signature _____
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Convention _____ **Date** _____



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GM Signature _____
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Value: Varies **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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(300 gp value)
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- ATL 15: Grapefruit – *Cure critical wounds* (1,400 gp value)

Value: Varies **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ **Date** _____



This is to certify that the character known as

earned the following in the adventure

DOUBLE JEOPARDY

Full Plate Armor

(armor)

This armor consists of shaped and fitted metal plates rivited and interlocked to cover the entire body. The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor.

- ATL 2-5: MW full plate armor
(1,500 gp value)
- ATL 7-9: +1 full plate armor
(2,650 gp value)
- ATL 11-13: +2 full plate armor
(5,650 gp value)
- ATL 15: +3 full plate armor
(10,650 gp value)

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

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

DOUBLE JEOPARDY

Bastard Sword

Bastard swords are also known as hand-and-a-half swords. A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

- ATL 2-5: MW bastard sword
(335 gp value)
- ATL 7-9: +1 bastard sword
(2,335 gp value)
- ATL 11-13: +2 bastard sword
(8,335 gp value)
- ATL 15: +3 bastard sword
(18,335 gp value)

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

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

DOUBLE JEOPARDY

Composite Longbow

All composite bows are made with a particular strength rating (+2 Str bonus). If you're the Strength bonus is less than +2, the PC cannot effectively use the composite bow so he takes a -2 penalty on attacks with it.

- ATL 2-5: MW composite longbow
(475 gp value)
- ATL 7-9: +1 composite longbow
(2,475 gp value)
- ATL 11-13: +2 composite longbow
(8,475 gp value)
- ATL 15: +3 composite longbow
(18,475 gp value)

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

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
DOUBLE JEOPARDY

Ioun Stone

These stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires the stone, the character must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from the character's head. Thereafter, the stone must be grasped or netted to separate from its owner. The owner may voluntarily seize and stow a stone to keep it safe, but the character loses the benefits of the stone during that time. *Ioun stones* have an AC of 24, 10 hit points, and a hardness of 5.

- ATL 2-5: Dull gray: Merely orbits without further powers (25 gp value)
- ATL 7-9: Dusty rose: +1 insight bonus to AC (5,000 gp value)
- ATL 11-13: Deep red & black: Combat Reflexes (as the feat) (8,000 gp value)
- ATL 15: Deep green: +10 to wild empathy checks (10,000 gp value)

Value: Varies **Tradable:** Yes
Size: Tiny **Rarity:** Uncommon
Legality: Legal

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
DOUBLE JEOPARDY

Heavy Steel Shield
(shield)

The character straps the shield to his wrist and grips it with his hand. The heavy shield is so heavy that he can't use his shield hand for anything else while it is equipped.

- ATL 2-5: MW heavy steel shield (170 gp value)
- ATL 7-9: +1 heavy steel shield (1,170 gp value)
- ATL 11-13: +2 heavy steel shield (4,170 gp value)
- ATL 15: +3 heavy steel shield (9,170 gp value)

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

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
DOUBLE JEOPARDY

Tome of Sterlamin the Sage

This tome is a collection of domains and city locations in which Sterlamin the Sage has visited. But because Sterlamin was from an alternate version of Amthydor (and Raia), the information within may or may not be accurate to the world he now resides in. There is a 50% chance that the information of a particular city and/or realm will be different than what is written. If the information is correct, then add a +5 circumstance bonus to all Diplomacy or Knowledge related checks for that particular city. If the information is incorrect, the +5 circumstance bonus becomes a -5 circumstance penalty (and the PC will not now of this until the penalty is actually applied to an attempt).

Value: 500 gp **Tradable:** Yes
Size: Small **Rarity:** Unique
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

DOUBLE JEOPARDY

Ring of Shuriken

(ring)

This steel band creates three shuriken upon command in the wearer's hand. As this is a free action, the weapons can be thrown immediately. These shuriken vanish at the end of the following round and are identical to normal ones in all respects.

[ATL 2-5 ONLY]

Value: 2,000 gp Tradable: Yes
Size: Tiny Rarity: Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

DOUBLE JEOPARDY

Ring of Force Shield

(ring)

This ring generates a large shield-sized (and shield-shape) wall of force that stays with the ring and can be wielded by the wearer as if it were a large shield (+2 AC). This special creation, since it can be activated and deactivated at will (a free action), has no armor check penalty or arcane spell failure chance.

[ATL 7-9 ONLY]

Value: 8,500 gp Tradable: Yes
Size: Tiny Rarity: Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

DOUBLE JEOPARDY

Ring of Water Walking

(ring)

This ring allows the wearer to continually utilize the effects of the spell *water walk*.

[ATL 11-13 ONLY]

Value: 15,000 gp Tradable: Yes
Size: Tiny Rarity: Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
DOUBLE JEOPARDY

Ring of Blinking
(ring)

On command, this ring makes the wearer *blink*, as the spell.



[ATL 15 ONLY]

Value: 30,000 gp Tradable: Yes
Size: Tiny Rarity: Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____

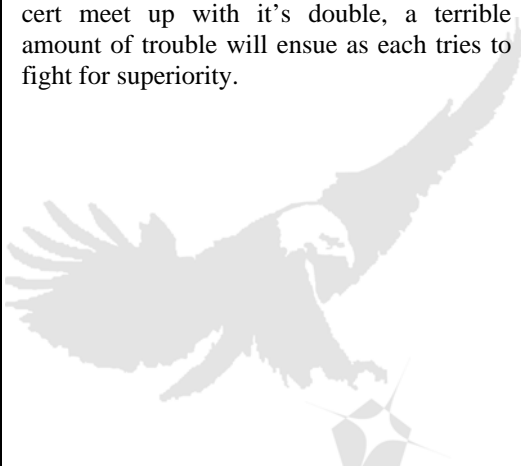


This is to certify that the character known as

earned the following in the adventure
DOUBLE JEOPARDY

Void Cert

The above PC has acquired this special one-of-a-kind alternate Void Cert! Should this cert meet up with it's double, a terrible amount of trouble will ensue as each tries to fight for superiority.



Value: None Tradable: Yes
Size: Thin Paper Rarity: Unique
Legality: Maybe

GM Signature _____
GM Name _____
Convention _____ Date _____

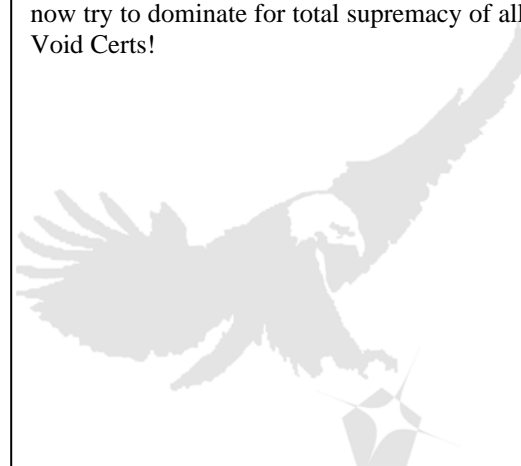


This is to certify that the character known as

earned the following in the adventure
DOUBLE JEOPARDY

Double Void Cert

The above PC has acquired a double of the one-of-a-kind alternate Void Cert! It must now try to dominate for total supremacy of all Void Certs!



Value: None Tradable: Yes
Size: Thin Paper Rarity: Unique
Legality: Maybe

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

*earned the following in the adventure
DOUBLE JEOPARDY*

Favor of House Grimm

Greater Favor: This certificate can be used to enter the Diamond Legion using only 30 TUs instead of 60. If the PC is already in the Diamond Legion, then it can be used to cut in half any time requirement for moving into an elite unit. It may instead be used to gain admission into the family guard units of the following Noble Families: Grimm, Harquith, Kailin, Mour and Reilly. However, showing this letter to members of the following Noble families: Bailey, Erikas, Sahdein and Terziine will automatically change the family's reaction to the character to Hostile and they will never be allowed to join their family guards. The PC also gains the benefits of having the Lesser Favor of House Grimm as well.

Lesser Favor: The above named PC gets a +1 favor bonus to all Charisma and Charisma based skill checks. As House Grimm is very well placed in the Diamond Legion, this bonus also applies to the Diamond Legion.

[If the Greater Favor doesn't apply, cross out the first paragraph.]

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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GM Signature _____
GM Name _____
Convention _____ Date _____



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GM Name _____
Convention _____ Date _____



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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
DOUBLE JEOPARDY

Boon of LoTS

Greater Boon: This certificate can be used to enter the League of Thaumaturgical Studies using only half the TUs required for each rank of admission. The PCs also gains the benefits of having the **Lesser Boon of LoTS** as well.

Lesser Boon: The above named PC may craft a magical item at a gp cost of 10% less than normal, due to easier access to materials and supplies (if the PC is a LoTS member, then the discount is her LoTS discount +10%). The PC must still expend the same amount of TUs for these activities (See Mystical Marketplace).

[If the Greater Boon doesn't apply, cross out the first paragraph.]

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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

GM Signature _____
GM Name _____
Convention _____ Date _____



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Size: N/A Rarity: Common
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GM Signature _____
GM Name _____
Convention _____ Date _____



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GM Signature _____
GM Name _____
Convention _____ Date _____



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GM Signature _____
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[If the Greater Boon doesn't apply, cross out the first 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
DOUBLE JEOPARDY

Debt to Dymora

The above named PC agreed to do a small favor for Dymora when asked in exchange for information rendered in the alternate Amthydor. This favor will be called in during a future *Legends of the Shining Jewel* module.



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

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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earned the following in the adventure
DOUBLE JEOPARDY

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

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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earned the following in the adventure
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Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Too Common
Legality: Yes

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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earned the following in the adventure
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Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Too Common
Legality: Yes

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
DOUBLE JEOPARDY

Debt to Dymora

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

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
DOUBLE JEOPARDY

Debt to Dymora

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

GM Signature _____
GM Name _____
Convention _____ 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
Size: Tiny
Legality: Legal

Tradable: Yes
Rarity: Common

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
Size: Tiny
Legality: Legal

Tradable: Yes
Rarity: Common

GM Signature _____

GM Name _____

Adventure _____ Date _____



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