



This is to certify that the character known as

earned the following in the adventure

WIND'S INHERITANCE

Potion of Flying

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Flying using this potion effect requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an antimagic field.

Value: 750 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Caster Level:** 3rd

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WIND'S INHERITANCE

Potion of Flying

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Flying using this potion effect requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an antimagic field.

Value: 750 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Caster Level:** 3rd

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WIND'S INHERITANCE

Potion of Charisma

This potion adds a 1d4+1 enhancement bonus to the user's Charisma score for 3 hours.



Value: 300 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Caster Level:** 4th

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WIND'S INHERITANCE

Potion of Flying

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Flying using this potion effect requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly effect is dispelled, but not if it is negated by an antimagic field.

Value: 750 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Caster Level:** 3rd

GM Signature _____
GM Name _____
Convention _____ Date _____



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earned the following in the adventure

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Potion of Flying

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Value: 750 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Caster Level:** 3rd

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

WIND'S INHERITANCE

Potion of Protection from Fire

This potion grants temporary immunity to fire. When the spell absorbs 36 points of fire damage, it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Value: 750 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Caster Level:** 3rd

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
WIND'S INHERITANCE

Totem Ring – Eagle
(ring)

This magic ring has been carved from the bone of an eagle. This ring will allow the wearer to *polymorph* into an eagle once per day, for up to an hour. The wearer gains the natural abilities and movement modes of the eagle, but not any extraordinary abilities. Additionally, the wearer does not benefit from healing by changing form. The wearer's gear, weapons, and armor are transformed as part of the ring's magic and subsumed into the new form.

Value: 6,000 gp **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
WIND'S INHERITANCE

Elven Chain
(armor)

This very light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for medium-sized creatures, or 20 feet for small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds.

[ATL 9-13 ONLY]

Value: 4,150 gp **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
WIND'S INHERITANCE

Stone Salve

This strange ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh (as the same spell *stone to flesh*). If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

- ATL 4-7:** Not available
- ATL 9-11:** 1 dose (4,000 gp)
- ATL 13:** 3 doses (12,000 gp)

Value: Varies **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal **Caster level:** 13th

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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WIND'S INHERITANCE

Recommendation of General Skyriders

Greater Recommendation: 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. This certificate may also be considered as an invitation to join the famed Eagle Riders. The PC is required to meet all the proper prerequisites prior to joining the elite group. The PC also gains the benefits of having the **Lesser Recommendation of General Skyriders** as well.

Lesser Favor: The above named PC gets a +1 bonus to all Charisma and Charisma based skill checks while in Amthydor and its protectorate.

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

GM Signature _____
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Value: Priceless Tradable: No
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GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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WIND'S INHERITANCE

Attitude of Elven Ambassador

Gratitude of the Elven Ambassador: The above named elf has earned favor with the elven ambassador and wishes to join his cause. As a token of recognition and appreciation, the ambassador has gifted the PC with a hawk pin. The PC can identify (and be identified) other elves that have similar attitudes and ideals. The hawk pin is non-magical.

Enmity of the Elven Ambassador: The above named PC has managed to instill deep hatred towards him/herself. All charisma-based checks with elves (and all subraces) will incur a -1 penalty. Should the PC be dealing with an elf wearing a hawk pin, then that PC will have a -2 penalty on all charisma checks.

Only elves can gain the Gratitude; ANYONE can get the Enmity. ☺

[This cert is VOID if no boxes are checked or more than one box is checked.]

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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GM Name _____
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Size: N/A **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

WIND'S INHERITANCE

Boon of the Deva

The above named PC has earned the Boon of the Deva. This boon has two effects:

If the PC is taken to 0 to -5 hit points, he may continue to combat as if he had 1 or more hit points, as per the Diehard feat. If the PC already has the Diehard feat, this effect does not happen.

Should the PC be damaged to his negative Constitution score hit points or lower, the PC will be bathed in a holy light and be healed of all damage before he can die. Once this boon is used for this effect, this cert is void.

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

GM Signature _____

GM Name _____

Convention _____ Date _____



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Size: N/A **Rarity:** Uncommon
Legality: Legal

GM Signature _____
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Convention _____ Date _____



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Value: Priceless **Tradable:** No
Size: N/A **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
WIND'S INHERITANCE

Lure of the Dryad

The above named PC had failed his/her save and followed the Dryad named Heloise into her tree. The PC is out of play for 1 calendar year. During that time, the PC has learned a number of skills and abilities.

- ✓ Learned the elven and fey languages.
- ✓ Learned two feats from the following list: Endurance, Agile Manuevers, Alertness, Great Fortitude, Self-Sufficient, Toughness.
- ✓ Has a +4 bonus to Knowledge (nature) checks.
- ✓ Has a +4 bonus to Climb checks.

Date in which the PC is available for play again: _____

Value: Priceless **Tradable:** No
Size: N/A **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
WIND'S INHERITANCE

Feather-Brained!

The above named PC was gassed and was immediately was covered from head to toe with white feathers. After about two weeks time, most of the feathers molted off ... except for the feathers that replaced his or her normal hair! The PC may get rid of the feathers with a *remove curse* spell.

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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

GM Signature _____
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Convention _____ Date _____

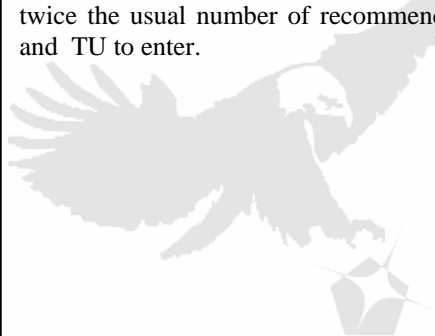


This is to certify that the character known as

earned the following in the adventure
WIND'S INHERITANCE

Troublemaker Cert

The above named PC has cause enough trouble for the Diamond Legion to notice. In addition to having been sent to jail, his/her name has been recorded for future surveillances. If the PC wishes to join the Diamond Legion in the future, it will take twice the usual number of recommendations and TU to enter.



Value: None **Tradable:** No
Size: N/A **Rarity:** Common
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____

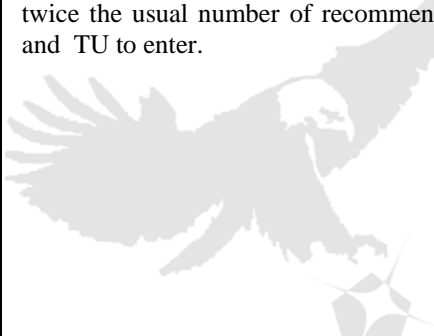


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Size: N/A **Rarity:** Common
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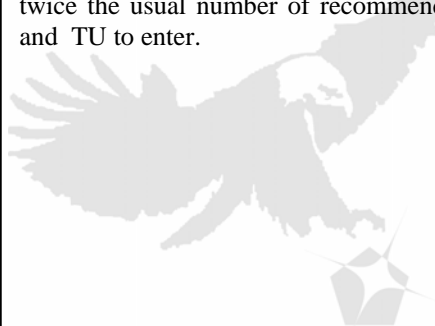


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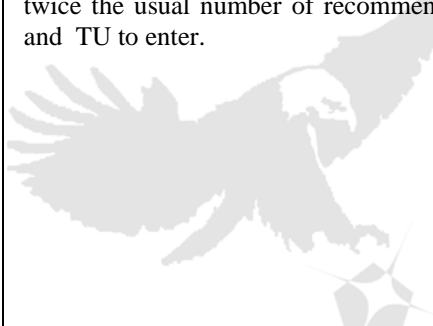


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WIND'S INHERITANCE

Troublemaker Cert

The above named PC has cause enough trouble for the Diamond Legion to notice. In addition to having been sent to jail, his/her name has been recorded for future surveillances. If the PC wishes to join the Diamond Legion in the future, it will take twice the usual number of recommendations and TU to enter.



Value: None Tradable: No
Size: N/A Rarity: Legal
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____

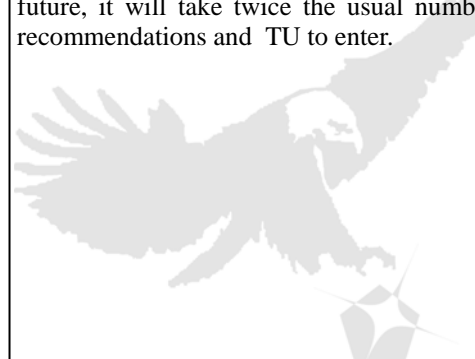


This is to certify that the character known as

earned the following in the adventure
WIND'S INHERITANCE

Troublemaker Cert

The above named PC has cause enough trouble for the Diamond Legion to notice. In addition to having been sent to jail, his/her name has been recorded for future surveillances. If the PC wishes to join the Diamond Legion in the future, it will take twice the usual number of recommendations and TU to enter.



Value: None Tradable: No
Size: N/A Rarity: Common
Legality: Legal

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 _____



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

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__ 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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SHOPPING SPREE

Potion / Scroll

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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 _____