



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: _____

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Spell: _____

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Spell: _____

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Spell: _____

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Value: See above
Size: Tiny
Legality: Legal

Tradable: Yes
Rarity: Common

GM Signature _____

GM Name _____

Adventure _____ Date _____



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SHOPPING SPREE

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Spell: _____

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Spell: _____

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Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

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Legality: Legal

Tradable: Yes
Rarity: Common

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Potion / Scroll

Spell: _____

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Spell: _____

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Spell: _____

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Spell: _____

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Tradable: Yes
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GM Signature _____

GM Name _____

Adventure _____ Date _____



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Legality: Legal

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Rarity: Common

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Spell: _____

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Spell: _____

__ Potion __ Scroll Value: _____

Value: See above
Size: Tiny
Legality: Legal

Tradable: Yes
Rarity: Common

GM Signature _____

GM Name _____

Adventure _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

earned the following in the adventure
MAKE FRIENDS, NOT WAR

Ring of Spell Storing, minor
(ring)

A minor ring of spell storing contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components of focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of one standard action.

Value: 18,000 gp Tradable: Yes
Size: Tiny Rarity: Common
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
MAKE FRIENDS, NOT WAR

Amulet of Protection
(neck)

This amulet offers continual magical protection in the form of a deflection bonus. Check off the ATL box to determine the amount of protection.

- ATL 1-3: +1, (Value: 2,000 gp)
- ATL 5+: +2, (Value: 8,000 gp)

Value: Varies Tradable: Yes
Size: Small Rarity: Common
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
MAKE FRIENDS, NOT WAR

Ring of Mind Shielding
(ring)

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.

Value: 8,000 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
MAKE FRIENDS, NOT WAR

Cloak of the Manta Ray
(shoulders)

This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike opponents behind the wearer. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Value: 7,200 gp **Tradable:** Yes
Size: Medium **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
MAKE FRIENDS, NOT WAR

Elven Chain
(armor)

This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium 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.

Value: 4,150 gp **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
MAKE FRIENDS, NOT WAR

Trident, +1

Value: 2,315 gp **Tradable:** Yes
Size: Large **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
MAKE FRIENDS, NOT WAR

Nose-clips of Underwater Action

(nose)

This is a U-shaped clip that you put in your nose when you are underwater. When done so, the nose-clips bestow both *freedom of movement* and *water breathing* upon its wearer. The pearl that is set in the curve of the nose-clip is what powers the item. The duration of the pearl is three days total from the time it is full (pearl is a black color) until the time it is empty (pearl is a white color). When empty, all spell effects provided will cease.

Charges per day:

Value: 5,325 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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Charges per day:

Value: 5,325 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Charges per day:

Value: 5,325 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Charges per day:

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GM Signature _____
GM Name _____
Convention _____ Date _____



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Charges per day:

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Size: Tiny **Rarity:** Common
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Charges per day:

Value: 5,325 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
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
MAKE FRIENDS, NOT WAR

Heavy Crossbow, +1



Value: 2,350 gp Tradable: Yes
Size: Large Rarity: Common
Legality: Legal

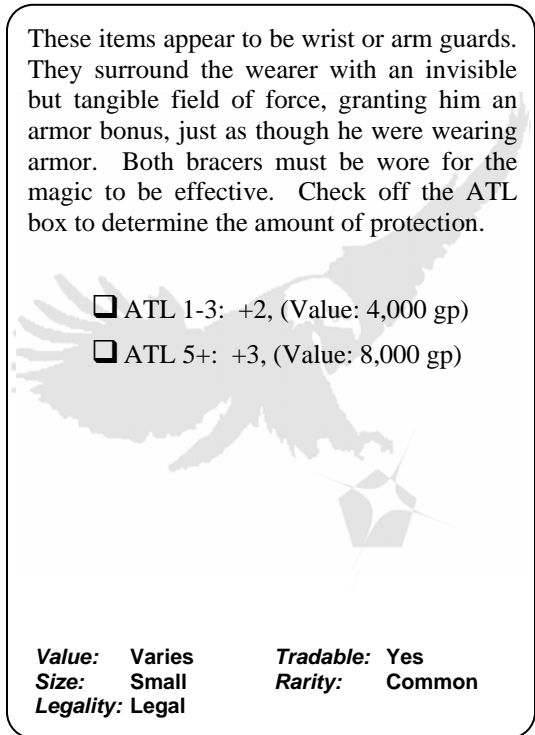
GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
MAKE FRIENDS, NOT WAR

Bracers of Armor
(wrists)



These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Check off the ATL box to determine the amount of protection.

- ATL 1-3: +2, (Value: 4,000 gp)
- ATL 5+: +3, (Value: 8,000 gp)

Value: Varies Tradable: Yes
Size: Small Rarity: Common
Legality: Legal

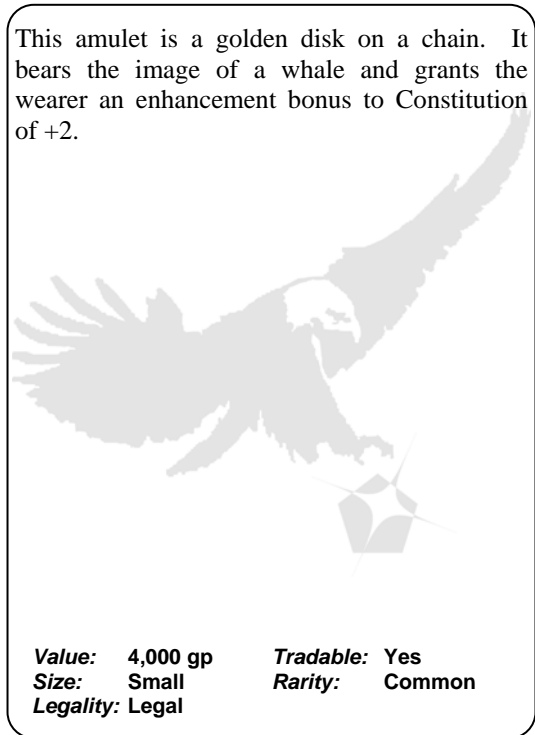
GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel

This is to certify that the character known as

earned the following in the adventure
MAKE FRIENDS, NOT WAR

Amulet of Health +2
(neck)



This amulet is a golden disk on a chain. It bears the image of a whale and grants the wearer an enhancement bonus to Constitution of +2.

Value: 4,000 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
MAKE FRIENDS, NOT WAR

Headband of Inspired Wisdom +2
(headband)

This simple bronze headband is decorated with an intricate pattern of small green gemstones. The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Value: 4,000 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
MAKE FRIENDS, NOT WAR

Ring of Protection
(ring)

This ring offers continual magical protection in the form of a deflection bonus. Check off the ATL box to determine the amount of protection.

- ATL 1-3: +1, (Value: 2,000 gp)
- ATL 5+: +2, (Value: 8,000 gp)

Value: Varies **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
MAKE FRIENDS, NOT WAR

Wand of Ray of Enfeeblement

This wand is a thin baton and contains the spell *ray of enfeeblement*. This wand has 35 charges remaining, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Remaining Charges:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Value: 750 gp **Tradable:** Yes
Size: Small **Rarity:** Common
Legality: Legal **Casting Lvl:** 1st

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

_____ earned the following in the adventure
MAKE FRIENDS, NOT WAR

Rapier, +1



Value: 2,320 gp 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
MAKE FRIENDS, NOT WAR

Rapier, +1



Value: 2,320 gp 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
MAKE FRIENDS, NOT WAR

Scabbard of Keen Edges



This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within.

Value: 16,000 gp Tradable: Yes
Size: Medium Rarity: Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: 16,000 gp **Tradable:** Yes
Size: Medium **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



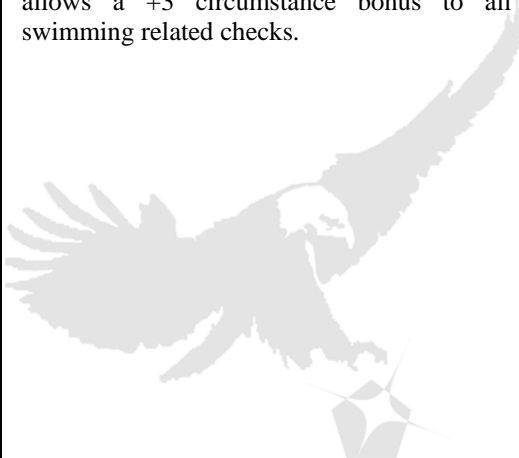
This is to certify that the character known as

earned the following in the adventure
MAKE FRIENDS, NOT WAR

Seal Skin Armor

(armor)

This masterwork armor gives the same protection as normal leather armor, but also allows a +3 circumstance bonus to all swimming related checks.



Value: 300 gp **Tradable:** Yes
Size: Large **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



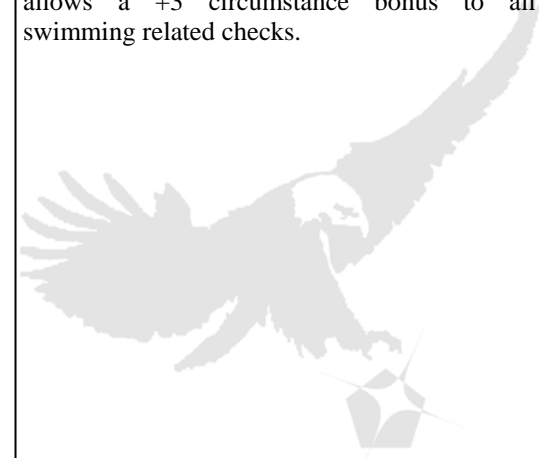
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Value: 300 gp **Tradable:** Yes
Size: Large **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

*earned the following in the adventure
MAKE FRIENDS, NOT WAR*

Gratitude/Emnity of Abaris

Check off one of the boxes, not both. This cert is Void if nothing is checked off.

- For saving his son and returning the Golden Trident, you have earned the gratitude and respect from Sea Elf King. You are granted a +2 bonus to Bluff and Diplomacy checks with any sea elves loyal to Abaris.
- For going not saving his son or losing the Goldent Trident, you have gained the disfavor from the Sea Elf King. You are given a -2 penalty to Bluff and Diplomacy checks with any sea elves loyal to Abaris.

Value: NA **Tradable:** No
Size: NA **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: NA **Tradable:** No
Size: NA **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: NA **Tradable:** No
Size: NA **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: NA Tradable: No
Size: NA Rarity: Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: NA Tradable: No
Size: NA Rarity: Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: NA Tradable: No
Size: NA 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
MAKE FRIENDS, NOT WAR*

Gratitude of Lord Seabury

For aiding the Sea Elf King of Abaris and not helping the Mystwood Elves fight the beast, you have Lord Seabury's gratitude. The members of House Seabury will look upon you favorably and you are granted a +1 bonus to Bluff and Diplomacy checks when dealing with them.

Value: Priceless *Tradable:* No
Size: NA *Rarity:* Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: Priceless *Tradable:* No
Size: NA *Rarity:* Uncommon
Legality: Legal

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Value: Priceless *Tradable:* No
Size: NA *Rarity:* Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____

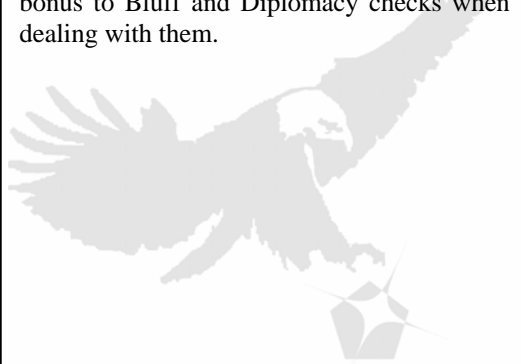


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Value: Priceless **Tradable:** No
Size: NA **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____

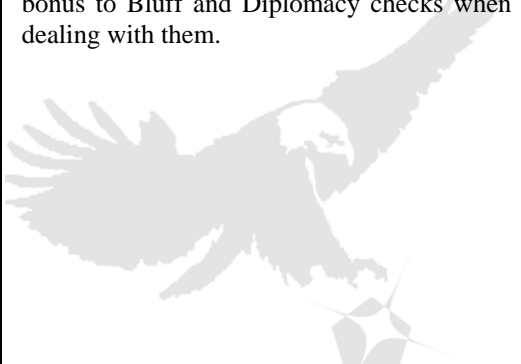


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Value: Priceless **Tradable:** No
Size: NA **Rarity:** Uncommon
Legality: Legal

GM Signature _____
GM Name _____
Convention _____ Date _____

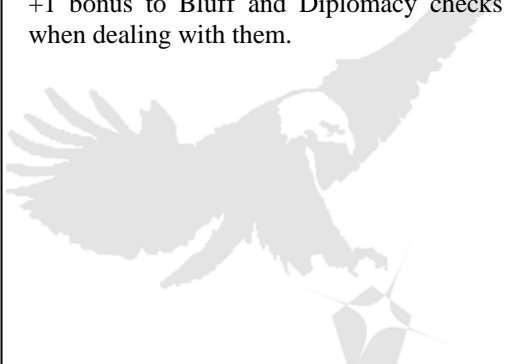


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Legality: Legal

GM Signature _____
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Convention _____ Date _____