



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

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

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

Adventure Ms. Gnomer      Date \_\_\_\_\_



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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

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

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

Adventure Ms. Gnomer      Date \_\_\_\_\_



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Spell: \_\_\_\_\_

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Value: See above      Tradable: Yes  
Size: Tiny              Rarity: Common  
Legality: Legal

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

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

Adventure Ms. Gnomer      Date \_\_\_\_\_



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Spell: \_\_\_\_\_

\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

Value: See above      Tradable: Yes  
Size: Tiny              Rarity: Common  
Legality: Legal

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

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

Adventure Ms. Gnomer      Date \_\_\_\_\_



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Spell: \_\_\_\_\_

\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

Spell: \_\_\_\_\_

\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

Value: See above      Tradable: Yes  
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GM Signature \_\_\_\_\_

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

Adventure Ms. Gnomer      Date \_\_\_\_\_



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\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

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\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

Spell: \_\_\_\_\_

\_\_ Potion \_\_ Scroll Value: \_\_\_\_\_

Value: See above      Tradable: Yes  
Size: Tiny              Rarity: Common  
Legality: Legal

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

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

Adventure Ms. Gnomer      Date \_\_\_\_\_



This is to certify that the character known as

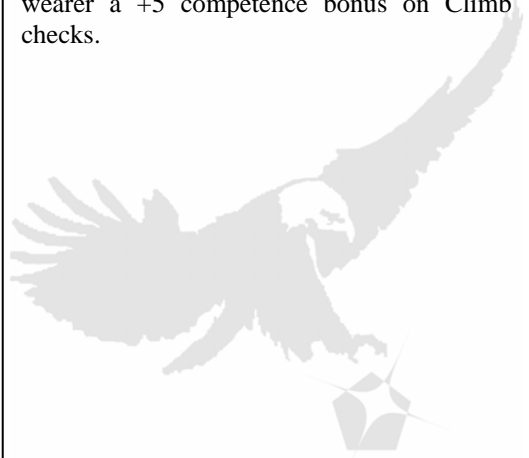
\_\_\_\_\_

earned the following in the adventure  
**Ms. GNOMER**

*Ring of Climbing*

*(ring)*

This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.



**Value:** 2,500 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  
**Ms. GNOMER**

*Wand of Cure Moderate Wounds*

This is a wooden wand made of Mystwood pine that's about 7 inches long and a 1/4 inch thick. The wand has the spell Cure Moderate Wounds stored inside and has about fifteen charges remaining. Once the wand runs out of charges, it is a useless stick.

Charges Remaining

<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:** 1,350 gp      **Tradable:** Yes  
**Size:** Tiny            **Rarity:** Common  
**Legality:** Legal      **Caster Level:** 3rd

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



This is to certify that the character known as

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earned the following in the adventure  
**Ms. GNOMER**

*Holy Symbol of Emerys*

*(neck)*

This Holy Symbol of Emerys gives a +1 circumstance bonus to all spells cast by the user. This circumstance bonus can affect the spell's DC, dice roll(s), etc. The bonus is applied per spell, not per individual die rolled. This bonus increases to +3 if the caster is actually a cleric of Emerys.



**Value:** 2,000 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  
**Ms. GNOMER**

*Gloves of Arrow Snaring*  
(hands)

Once worn, these snug gloves seem to meld with the hands, becoming almost invisible to casual observation. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for the feat. Both gloves must be worn for the magic to be effective, and at least one hand must be free to take advantage of the magic.

**Value:** 4000 gp      **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

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earned the following in the adventure  
**Ms. GNOMER**

*GMW Composite STR Bow*

This composite long bow is made with fine craftsmanship. In addition to the magic vested into the bow, it also confers the strength modifier of the PC upon the arrows as well. Once the bow has been 'primed' with the PC's strength modifier, it can never be changed and only PCs with the same strength modifier can take full advantage of this bow.

- ATL 1-3: GMW (700gp)
- ATL 5-7: +1 (2,700gp)
- ATL 9-11: +2 (8,700gp)
- ATL 13-15: +3 (18,700gp)

Strength Modifier: \_\_\_\_\_

**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

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earned the following in the adventure  
**Ms. GNOMER**

*Shard of Perception +10*

This is a small piece of crystal that resonates with a faint unusual power. Using a shard requires grasping it and projecting a command thought as a standard action (which is whispered telepathically to the owner that handles it). This shard grants a temporary +10 Perception competence bonus. The granted bonus lasts until the skill is used or 10 rounds have passed, whichever comes first. Once the effect is activated, the shard disintegrates immediately, whether or not the bonus granted by the shard is eventually used.

**Value:** 1000 gp      **Tradable:** Yes  
**Size:** Tiny      **Rarity:** Uncommon  
**Legality:** Legal

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



*This is to certify that the character known as*

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**MS. GNOMER**

*Head of Pink Hair*

The above named PC has had an experience in the Krimpach manor that has caused his or her hair to turn pink (if the PC has a head of feathers, then the color is bright yellow with dark red tips). The color of the hair is so bright that it emits a glow that lights an area within a five foot radius (the color of the light is the same color as the hair or feathers). If the PC wishes to have the color removed, a Dispel Magic at 11th level or higher is all that is required (although, this will also dispel those who kept their "feather-brained" hair as well).

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

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



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

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



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**Size:** nil                        **Rarity:** Uncommon  
**Legality:** Legal

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

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

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

# Legends of the Shining Jewel



This is to certify that the character known as

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earned the following in the adventure

**Ms. GNOMER**

*Feeling Blue*

The above named PC has had an experience in the Krimpach manor that has caused his or her skin to turn a dark shade of blue. While it was recommended that whiskey would wash it out, this doesn't work. However, if the PC wishes to have the color removed, a *dispel magic* at 11th level or higher is all that is required.

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

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

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

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

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*Size:* nil      *Rarity:* Uncommon  
*Legality:* Legal

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*Size:* nil                        *Rarity:* Uncommon  
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*Size:* nil                        *Rarity:* Uncommon  
*Legality:* Legal

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





This is to certify that the character known as

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**MS. GNOMER**

*Studded Collar of Natural Armor*

*(neck)*

While this collar was found on a wolf, it will resize to fit any wearer. This is a high-quality black leather collar with sharp metal studs. The collar toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor depending upon his ATL.

- ATL 1-3: +1 (2,000gp)
- ATL 5-7: +2 (8,000gp)
- ATL 9-11: +3 (18,000gp)
- ATL 13-15: +4 (32,000gp)

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

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



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- ATL 13-15: +4 (32,000gp)

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

GM Signature \_\_\_\_\_  
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**Size:** Tiny        **Rarity:** Uncommon  
**Legality:** Legal

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

# Legends of the Shining Jewel



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**Ms. GNOMER**

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**Value:** Varies      **Tradable:** Yes  
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**Legality:** Legal

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

**MS. GNOMER**

*Infection!*

You have been infected with . . . you don't know! You just feel really weird.

Email [lsj-coord@theshiningjewel.com](mailto:lsj-coord@theshiningjewel.com) for more information.



**Value:** nil  
**Size:** nil  
**Legality:** Legal

**Tradable:** No  
**Rarity:** Uncommon

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

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

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



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**Value:** nil  
**Size:** nil  
**Legality:** Legal

**Tradable:** No  
**Rarity:** Uncommon

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

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

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



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**Value:** nil  
**Size:** nil  
**Legality:** Legal

**Tradable:** No  
**Rarity:** Uncommon

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

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

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



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**Value:** nil  
**Size:** nil  
**Legality:** Legal

**Tradable:** No  
**Rarity:** Uncommon

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



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**Value:** nil  
**Size:** nil  
**Legality:** Legal

**Tradable:** No  
**Rarity:** Uncommon

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



This is to certify that the character known as

\_\_\_\_\_

earned the following in the adventure

**MS. GNOMER**

*Infection!*

You have been infected with . . . you don't know! You just feel really weird.

Email [lsj-coord@theshiningjewel.com](mailto:lsj-coord@theshiningjewel.com) for more information.



**Value:** nil  
**Size:** nil  
**Legality:** Legal

**Tradable:** No  
**Rarity:** Uncommon

**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

**MS. GNOMER**

*Kripfach Gem*

Because you have returned with a number of suitors, Lord Consul Stonefurl Kripfach has rewarded you with a gem as promised. The value of the gem varies depending on the ATL and the number of suitors that the PCs had succeeded in recruiting.

ATL	Base GP	1 Suitor	2 Suitors	3+ Suitors
1	50	50	250	500
3	100	100	500	1,000
5	150	150	750	1,500
7	200	200	1,000	2,000
9	250	250	1,250	2,500
11	500	500	2,500	5,000
13	750	750	3,750	7,500
15	1,000	1,000	5,000	10,000

Gem value: \_\_\_\_\_  
 10% bonus: \_\_\_\_\_ (if applicable)  
 Total Value: \_\_\_\_\_

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

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

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

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



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 Total Value: \_\_\_\_\_

Value: Varies      Tradable: Yes  
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 Legality: Legal

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



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Value: Varies      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  
**MS. GNOMER**

Gratitude/Enmity of House Krimpach

**Gratitude of House Krimpach:** The above named PC gets a +1 circumstance bonus to all Charisma and Charisma-based skill checks when dealing with gnomes and/or halflings. House Krimpach has spread the word of your good deeds and the PC is respected amongst the "little" community.

**Enmity of House Krimpach:** The above named PCs gets a -1 circumstance penalty to all Charisma and Charisma-based skill checks when dealing with gnomes and/or halflings. House Krimpach has spread the word of your incompetence and the PC's name is sneared at amongst the "little" community.

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

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

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

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

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



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**Legality:** Legal

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



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**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

**MS. GNOMER**

*Enmity of the League of Humans  
for Amthydor*

When you get back to your residence you realize that there is a note on your bed. Alarmed, you quickly look around to check to see if anything is missing ... and to your satisfaction (and surprise) that everything is exactly where you left it. The note reads:

"I took you for a smart person. Well appearances can be deceiving. But you have made your decision and now you have to live with it ... if you're lucky. We will be in contact again."

**Value:** nil                      **Tradable:** No  
**Size:** nil                        **Rarity:** Common  
**Legality:** Legal

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

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**Value:** nil                      **Tradable:** No  
**Size:** nil                        **Rarity:** Common  
**Legality:** Legal

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

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**Size:** nil                        **Rarity:** Common  
**Legality:** Legal

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



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**Value:** nil                      **Tradable:** No  
**Size:** nil                        **Rarity:** Common  
**Legality:** Legal

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



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**Size:** nil                        **Rarity:** Common  
**Legality:** Legal

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



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**Value:** nil                      **Tradable:** No  
**Size:** nil                        **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*  
**MS. GNOMER**

*Gift from Simon*

*(varies)*

When you get back to your residence you realize that there is a package on your bed. Alarmed, you quickly look around to check to see if anything is missing ... and to your satisfaction (and surprise) that everything is exactly where you left it. Looking closer to the package is a note. It reads:

“You have done well. I look forward to our future collaborations. Please accept this gift as a token of our gratitude. We will be in contact again.”

Please send an email to [lsj-coord@theshiningjewel.com](mailto:lsj-coord@theshiningjewel.com) to determine what kind of gift this is. By sending the email, the above PC has accepted the gift in question ... with everything that goes along with it.

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

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



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*(varies)*

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GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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*(varies)*

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