



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
Caster Level: **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

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SHOPPING SPREE

Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

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Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

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Value: See above **Tradable:** Yes
Caster Level: **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

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Spell: _____

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Spell: _____

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Spell: _____

__ Potion __ Scroll Value: _____

Value: See above **Tradable:** Yes
Caster Level: **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Value: See above **Tradable:** Yes
Caster Level: **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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GM Name _____

Adventure _____ Date _____



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Spell: _____

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Value: See above **Tradable:** Yes
Caster Level: **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

The Statue's Gift

A residual effect of using the statue to gain water breathing will grant this character the effect that all potions of underwater breathing will last twice as long. Furthermore, it will also extend the amount of time that a PC can spend underwater before drowning by 50%.

This cert is only good for one year and causes the PC to bear a faint magic aura of transmutation if a *detect magic* is cast upon him or her. A *dispel magic* spell will remove the effect of the statues gift, but a *remove curse* will not.

It will also give Sahaugin +4 on perception rolls and sense motive rolls against the character.

Value: 0 gp **Tradable:** No
Caster Level: nil **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Value: 0 gp **Tradable:** No
Caster Level: nil **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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It will also give Sahaugin +4 on perception rolls and sense motive rolls against the character.

Value: 0 **Tradable:** No
Caster Level: nil **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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
BUSINESS AS UNUSUAL

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It will also give Sahaugin +4 on perception rolls and sense motive rolls against the character.

Value: 0 gp **Tradable:** No
Caster Level: nil **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



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Value: 0 gp **Tradable:** No
Caster Level: nil **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



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It will also give Sahaugin +4 on perception rolls and sense motive rolls against the character.

Value: 0 **Tradable:** No
Caster Level: nil **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Seaboss (CBOS) - Cursed Boots of Swimming

These boots, once worn, become attuned to the wearer and won't come off a living person unless a *remove curse* is cast at 15th level. Once a *remove curse* is cast, the wearer may remove them and don them freely. If they are then worn by another character, the curse reactivates. The NPC cost to cast this *remove curse* is 900 gp, and should be noted below by the gamemaster. This curse may be permanently removed with the casting of *limited wish*, *wish*, or *miracle*, if arranged through LSJ senior campaign staff. The value of these boots increases to 5,000 gp if the curse is permanently removed.

These 2lb boots have a very large and unwieldy webbed 'boot toe' at the front. While wearing these boots, the PC gains a swim speed of 50' and +5 to his Swim check. However, on land, the PC may not walk or run faster than a speed of 10' regardless of magical enhancements, spells, or powers used.

Additionally, the PC may wring out the boots and get half its weight (1lb) in pure water five times per day. These cursed boots require five times the boots weight in water daily (to be primed daily and consumed by the boots themselves) for this effect to function. Once primed, and used on land, the boots make a squishing noise when used. The effect of this is a -5 to the characters Stealth checks. Putting the boots on is a standard action.

Remove Curse; _____ Gamemaster

Value: 0 gp Tradable: Yes
Caster Level: 1 Rarity: Rare
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Pearl, Breath Crisis

This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

Value: 750 gp Tradable: Yes
Manifestor Level: 3 Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Pearl Necklace of Fireballs (type I)
(unslotted)

Range = 70'.

3d6
5d6



Value: 1,650 Tradable: Yes
Caster Level: 10 Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Pearl of Shielding – ATLs 1+

This appears to be a large pearl covered with 20 small, glowing dots that move about its surface. Similar to a Brooch of Shielding, it can absorb magic missiles of the sort generated by the spell or spell-like ability. It can absorb up to 20 points of damage from magic missiles before it all 20 points of light fade from it. For each point of damage prevented, a corresponding point of light will disappear. While un-slotted, this item needs to be displayed openly to function.



Value: 150 per charge Tradable: Yes
Caster Level: 1 Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Pearl of Shielding – ATLs 5+

This appears to be a large pearl covered with 20 small, glowing dots that move about its surface. Similar to a Brooch of Shielding, it can absorb magic missiles of the sort generated by the spell or spell-like ability. It can absorb up to 20 points of damage from magic missiles before it all 20 points of light fade from it. For each point of damage prevented, a corresponding point of light will disappear. While un-slotted, this item needs to be displayed openly to function.



Value: 150 per charge Tradable: Yes
Caster Level: 1 Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Pearl of Shielding – ATL 7

This appears to be a large pearl covered with 20 small, glowing dots that move about its surface. Similar to a Brooch of Shielding, it can absorb magic missiles of the sort generated by the spell or spell-like ability. It can absorb up to 20 points of damage from magic missiles before it all 20 points of light fade from it. For each point of damage prevented, a corresponding point of light will disappear. While un-slotted, this item needs to be displayed openly to function.



Value: 150 per charge Tradable: No
Caster Level: 1 Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Disfavor of Mispar Yuan

You have admitted that you were a person who spoke to the authorities about the statue. While he will appreciate your candor, Mispar Yuan will not be impressed with your reasoning for doing so. If this player character has the "**Favor of Mr. Tzedephet Panina**" then that cert must immediately be voided.



Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
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Convention _____ Date _____



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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

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

BUSINESS AS UNUSUAL

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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

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BUSINESS AS UNUSUAL

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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

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
BUSINESS AS UNUSUAL

Favor of Mr. Tzedephet Panina

"Tzed" can be encouraged to accompany the adventurer on an underwater investigation of a sunken wreck or the recovery of an object which has fallen into the sea. He will not spend more than a day (8 hours) doing so and will not accompany the PC while adventuring; there must be a defined locale determined beforehand. He will only do a **single** 'rescue or recover dive,' or accompany one or more underwater PCs on a single dive when searching a single underwater location. Using the cert in this manner will void the cert. He will add +5 to the perception check.

Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

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BUSINESS AS UNUSUAL

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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

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BUSINESS AS UNUSUAL

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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
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Convention _____ Date _____

Legends of the Shining Jewel



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Legality: Legal Real Value: \$0

GM Signature _____
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Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



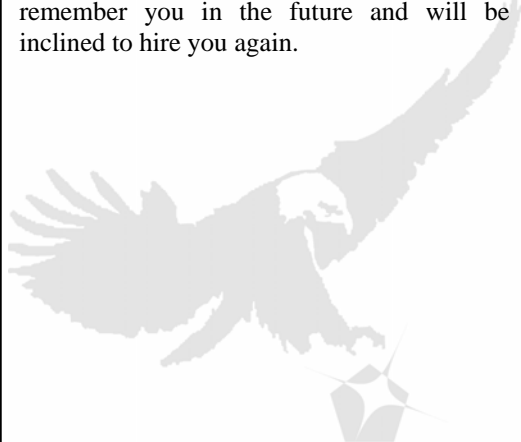
This is to certify that the character known as

earned the following in the adventure

BUSINESS AS UNUSUAL

Notice of Mispar Yuan

The successful entrepreneur and possibly influential member of the Merchants Guild Mispar Yuan has taken notice of you. He will remember you in the future and will be inclined to hire you again.



Value: 0 gp **Tradable:** No
Caster Level: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

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



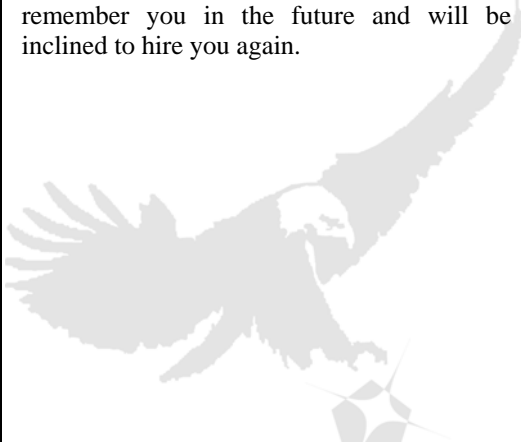
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Value: 0 gp **Tradable:** No
Caster Level: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

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



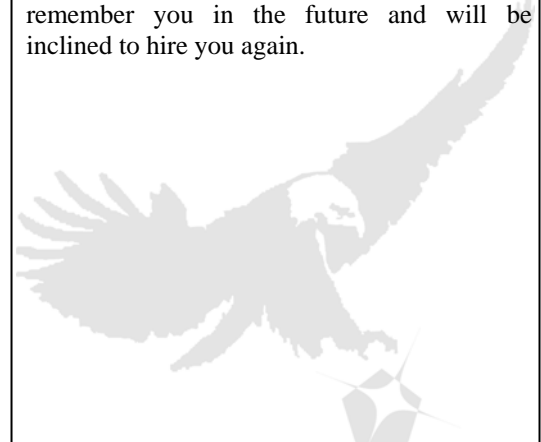
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Legality: Legal **Real Value:** \$0

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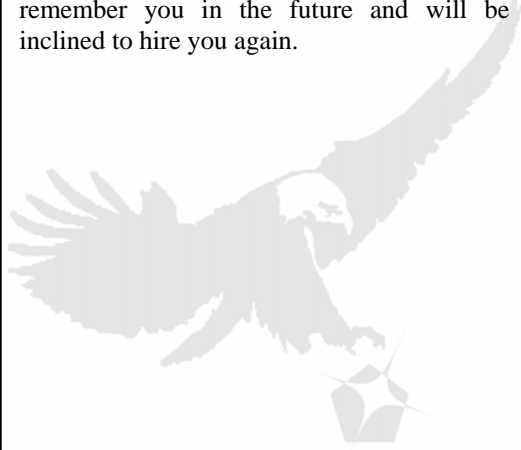


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*Value: 0 gp Tradable: No
Caster Level: N/A Rarity: Common
Legality: Legal Real Value: \$0*

GM Signature _____
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Convention _____ Date _____

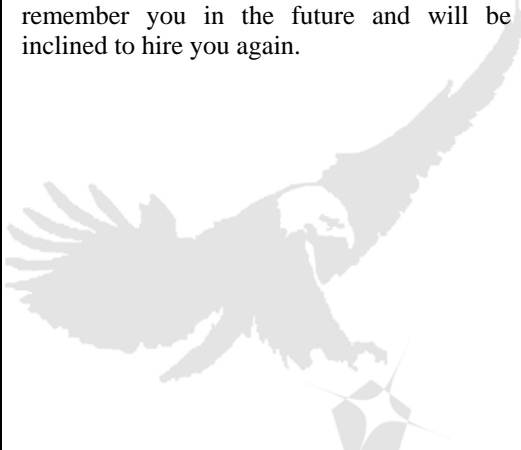


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Caster Level: N/A Rarity: Common
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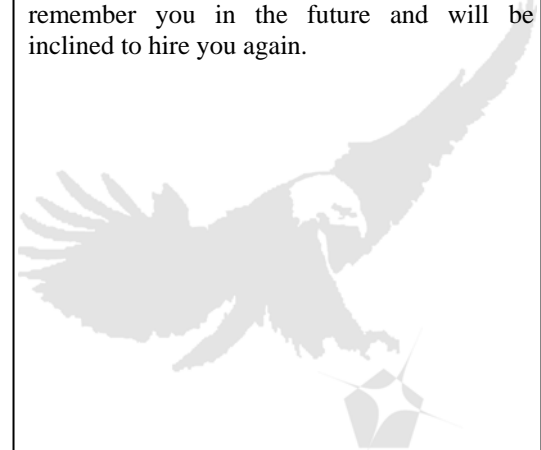


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Caster Level: N/A Rarity: Common
Legality: Legal Real Value: \$0*

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
BUSINESS AS UNUSUAL

Ambivalence of Mispar Yuan

Since someone in your group has told someone influential about the statue, and because Mispar Yuan is not sure exactly who has betrayed both his and Mr. Panina's trust, he is disinclined to request your services in the future. For helping Mr. Panina, High Priest Arbill Crythien of Temple Lucor is willing to cast a *zone of truth* at 2/3 price (40 gp) to clear your name and reputation with Mispar Yaun.

This box, if checked, indicates that you were the one who blabbed and endangered both Mr. Panina's safety and Mispar Yuan's business venture, and cannot be voided by any known means. If it is not checked, then this cert will be voided once you've proven your innocence.

Value: 0 gp **Tradable:** No
Caster Level: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

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



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Value: 0 gp **Tradable:** No
Caster Level: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

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



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Value: 0 gp **Tradable:** No
Caster Level: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
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BUSINESS AS UNUSUAL

Ambivalence of Mispar Yuan

Since someone in your group has told someone influential about the statue, and because Mispar Yuan is not sure exactly who has betrayed both his and Mr. Panina's trust, he is disinclined to request your services in the future. For helping Mr. Panina, High Priest Arbill Crythien of Temple Lucor is willing to cast a *zone of truth* at 2/3 price (40 gp) to clear your name and reputation with Mispar Yaun.

This box, if checked, indicates that you were the one who blabbed and endangered both Mr. Panina's safety and Mispar Yuan's business venture, and cannot be voided by any known means. If it is not checked, then this cert will be voided once you've proven your innocence.

Value: 0 gp **Tradable:** No
Caster Level: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
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Value: 0 gp **Tradable:** Np
Caster Level: N/A **Rarity:** Common
Legality: Legal **Real Value:** \$0

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