



This is to certify that the character known as

earned the following in the adventure

FILET MINION

Scarab, Golembane

(neck)

Normal Scarab This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction. (Value: 2,500 gp, Caster Level: 8th, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Cursed Scarab This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction. Cursed by the goblins from who it was stolen, this scarab also alerts all golems within 60 feet to the presence of the wearer. Golems will automatically target the wearer, as if he were a favored enemy (+2 to *Bluff, Knowledge, Perception, Sense Motive* and *Survival*, in addition to +2 to attack and damage rolls). (Value: 1,250 gp*, Caster Level: 8th, Tradable: Yes*, Rarity: Uncommon, Legality: Legal).

*The cursed scarab cannot be sold, given away or abandoned until a successful *remove curse* is cast by an NPC priest of Ardra of at least 14th level, at a cost of 420 gp. This does not rid the item of the curse. It only permits the PC to be rid of the item (abandon it, give it to an NPC or sell it to an NPC for 1/2 of the reduced value listed above). If the character (or another PC) again takes possession, the curse is reactivated, unless the same Ardran priest also casts *atonement*, at a cost of 3,200 gp.

If and when remove curse is cast, the GM must check this box and sign across this section.

If and when *atonement* is cast, a member of the LSJ staff must check this box and sign across this section. Only a member of the LSJ Campaign Staff may approve the casting of the *atonement* spell.

Value: See above
Caster Level: 8
Legality: Legal

Tradable: See above
Rarity: Uncommon
Real Value: \$0

GM Signature _____

GM Name _____

Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

FILET MINION

Horn of Goodness / Evil

Normal Horn This platinum decorated horn adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day. (Value: 6,500 gp, Caster Level: 6th, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

Cursed Horn This platinum decorated horn adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day. At all times *except* when the horn is activated the possessor is subject to the effects of a continuous *bane* spell when facing evil creatures. (Value: 3,250* gp, Caster Level: 6th, Tradable: Yes*, Rarity: Void, Legality: Legal)

*The cursed horn cannot be sold, given away or abandoned until a successful *remove curse* is cast by an NPC priest of Ardra of at least 14th level, at a cost of 420 gp. This does not rid the item of the curse. It only permits the PC to be rid of the item (abandon it, give it to an NPC or sell it to an NPC for 1/2 of the reduced value listed above). If the character (or another PC) again takes possession, the curse is reactivated, unless the same Ardran priest also casts *atonement*, at a cost of 3,200 gp.

If and when remove curse is cast, the GM must check this box and sign across this section.

If and when *atonement* is cast, a member of the LSJ staff must check this box and sign across this section. Only a member of the LSJ Campaign Staff may approve the casting of the *atonement* spell.

Value: See above
Caster Level: 6
Legality: Legal

Tradable: See above
Rarity: Uncommon
Real Value: \$0

GM Signature _____

GM Name _____

Convention _____ Date _____