



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 _____



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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
Must Be Nice

Masterwork Jewelry from Castor

The PC may have one piece of fine, complex jewelry valued at least 1,000 gp custom-made for only the price of metals and stones (half price) if they provided the handkerchief to Castor. Otherwise Castor's prices are at a 50% premium.

On the lines below, write in the item purchased, the gold spent, and the value. While the item may be traded after purchase, this cert may not.

Item: _____

Cost: _____

Value: _____ (Cost x2)

Value: See above Tradable: No
Caster Level: nil Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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| | | | |
|---------------|-----------|-------------|--------|
| Value: | See above | Tradable: | No |
| Caster Level: | nil | Rarity: | Common |
| Legality: | Legal | Real Value: | \$0 |

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



This is to certify that the character known as

earned the following in the adventure
Must Be Nice

Favor of the Merchant's Guild

In reward for your help with the merchant's guild of Amthydor, the next item purchased at an LSJ Shopping Spree will be at a 20% discount.



| | | | |
|---------------|--------|-------------|--------|
| Value: | Varies | Tradable: | No |
| Caster Level: | nil | Rarity: | Common |
| Legality: | Legal | Real Value: | \$0 |

GM Signature _____
GM Name _____
Convention _____ Date _____



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

GM Signature _____
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Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

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Must Be Nice

Composite Strength Shortbow

This bow is crafted for a strength of _____.
(Fill in the blank. It may not be changed)

- ATL 1-3: Masterwork (Value: 375 gp)
- ATL: 5-7: +1 (Value: 2,375 gp; CL 5)
- ATL: 9+: +2 (Value: 8,375 gp; CL 6)

Value: Varies Tradable: Yes
Caster Level: Varies Rarity: Common
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
Must Be Nice

Dagger

- ATL 1-3: Masterwork (Value: 302 gp)
- ATL: 5-7: +1 (Value: 2,302 gp; CL 5)
- ATL: 9+: +2 (Value: 8,302 gp; CL 6)

Value: Varies Tradable: Yes
Caster Level: Varies Rarity: Common
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
Must Be Nice

Honest Rewards For Honest Money (varies)

- ATL 1-3: 2 flasks of Universal Solvent
(Value: 50 gp; CL 3; unslotted)
- ATL: 5: Amulet of Natural Armor +1
(Value: 2,000 gp; CL 5; neck slot)
- ATL: 7: Metamagic rod (lesser) silent
(Value: 3,000 gp; CL 17; unslotted)
- ATL: 9: Headband of Vast Intelligence +2
(Value: 4,000 gp; CL 8; Knowledge (local); headband slot)
- ATL 11: Amulet of Natural Armor +2
(Value: 8,000 gp; CL 6; neck slot)
- ATL: 13: Metamagic rod (normal) silent
(Value: 11,000 gp; CL 17; unslotted)

Value: Varies Tradable: Yes
Caster Level: Varies Rarity: Common
Legality: Legal Real Value: \$0

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Honest Rewards For Honest Money

(varies)

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This is to certify that the character known as

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Must Be Nice

Potion(s)

- ATL 1: Potion of Cure Light Wounds (Value: 50 gp; CL 1)
- ATL 3: Potion of Cure Moderate Wounds (Value: 300 gp; CL 3)
- ATL 5: Potion of Cure Serious Wounds (Value: 750 gp; CL 5)
- ATL 7: Potion of Cure Serious Wounds (Value: 750 gp; CL 5), and a Potion of Cure Light Wounds (Value: 50 gp; CL 1)
- ATL 9: Potion of Cure Serious Wounds (Value: 750 gp; CL 5), and a Potion of Cure Moderate Wounds (Value: 300 gp; CL 3)
- ATL 11: 2 Potions of Cure Serious Wounds (Value: 750 gp; CL 5)
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