



Cert Errata Update

By The LSJ Rules Team
and various module authors

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www.theshiningjewel.com/lsj

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Introduction

The purpose of this product is to make players and gamemasters aware of rules changes that affect awarded certificates (“certs”) issued in Legends of the Shining Jewel tournament events. While we do our best to ensure beforehand that no such errata is needed, sometimes a few details slip through the traps set for us by the LSJ Gnomes, and we have to “fix” the certs after publication.

This document takes precedence over the original published certs. Players that play these events from this point on will receive corrected certs and need not worry about these changes.

To prevent “spoilers” for players that have not yet played some of these events, each module’s rules changes are printed on a separate page, with the “spoiler” material shifted down towards the bottom of the page. That way, all you have to do is skim the page headers, or look up the modules you played in the Table of Contents, and go directly to the pages you need. Since we trust our players not to “cheat” to get information about certs in modules they haven’t already played, we know this isn’t an issue, so it is easier to bundle all current erratas in a single document. Just print the pages you need and keep them handy for future reference.

If there are any questions regarding these changes or how they affect your PC, please send inquiries to our Rules Tyrant, Maryrita Steinhour, at lsj-rules@theshiningjewel.com.

May the Jewel always shine for you!

Andrew Hauptman,
LSJ Campaign Coordinator

LSJ 10: Lament

Bladed Chain +1

Replacement title and text:

Spiked Chain +1

Value: 2,325 gp

Tradeable: Yes

Size: Medium

Rarity: Common

Legality: Legal

Retail Value: \$.00

Note:

- If you want to keep this item as a spiked chain, you now have a *spiked chain +1*, plus 1,000 gp logsheet gold
- If you want to switch to another +1 weapon, you now have another (single) weapon +1, plus 1,000 gp logsheet gold.
- If you want to get rid of the item completely, you now have 2,162.50 gp logsheet gold.

In addition, if you have the feat Exotic Weapon (bladed chain), and choose to keep this item as a spiked chain, you may change the feat to Exotic Weapon (spiked chain) with no penalty.

If you have the feat Exotic Weapon (bladed chain) or Exotic Weapon (spiked chain) and choose to switch to another +1 weapon or exchange the cert for gold, you may switch that feat to one of your choice for which you qualify without penalty. Note that if you took this feat as a Fighter Bonus feat, you must replace it with a qualifying feat.

LSJ 24: Merchant's Price Errata

Mercedez' Whip

Replacement text:

This masterwork extra-thin whip is made of fine strands of unknown origin. The special material increases the reach of the whip by 5', so it is treated as a melee weapon with 20' reach. As with normal whips, you don't threaten the area into which you make the attack. Value: 2,301 gp

Note: If the owner wants to enchant the whip, it would be at normal cost (2,000 gp for +1).

The rest of the cert remains unchanged.

LSJ 31: Due Process Errata

+1 Dagger of Frost

Replacement text:

This dagger has a pearl handle and has been shaped to a fine point. Upon command, the dagger's blade is sheathed in icy cold, and acts in all respects as a *+1 frost dagger*.

The rest of the cert remains unchanged.

LSJ 33: Prince of the Paupers Round 2

Errata

Gratitude of the Lord Monarch

Replacement text:

You have performed an extraordinary service to the city by helping to uncover government corruption. As thanks for your efforts, you may bring a single weapon to the royal smith, and have it enchanted as follows:

- ATL 1 – 5:
 - If the weapon is masterwork, it may be enchanted with a +1 enhancement
 - If the weapon is already +1, it may be enchanted with either the *bane* (specify target), *flaming*, *frost* or *shock* special ability

- ATL 7 – 9
 - Options available at ATL 1-5, plus
 - If the weapon is already an effective +2 or greater weapon, this certificate grants 6,000 gp value towards adding either the *bane* (specify target), *flaming*, *frost* or *shock* special ability

Once selected, this enhancement may not be changed.

The rest of the cert remains unchanged.

LSJ 34: Cookin' Good Errata

Favor of the Noble Houses

Replacement text:

This favor will convey a +2 circumstance bonus to Gather Information and Diplomacy checks involving the noble families of Amthydor. This bonus is good for 365 TU with regard to House Mour, and 180 TU for all other noble houses, starting from the date marked below.

If the PCs managed to capture / defeat the villain, they will also get the following:

The nobles of the city have arranged for you to get a magic item or enhancement at half the usual cost. The combined magical enhancement and special materials components of the item's value must not exceed 8,000 gp before the discount. Reference the lists in the LSJ Mystical Marketplace document to see what items can be purchased. This part of the favor is usable only once. Fill in the item name and total value of the item when it is used.

Item: _____

Total GP value: _____

The rest of the cert remains unchanged.

LSJ 38: The Quick and the Dead

Errata

Potion of Curing

Some early certs for this module list ATL 9 as a *Potion of Cure Critical Wounds*. This is changed as noted below.

Replacement text:

ATL 7 & 9: *Cure serious wounds* (750 gp, caster level 5th)

The rest of the cert remains unchanged.

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