



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 Reflections of the Past Date \_\_\_\_\_



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**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 Reflection of the Past 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 Reflections of the Past Date \_\_\_\_\_



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

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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 Reflections of the Past Date \_\_\_\_\_



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\_\_ 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 Reflections of the Past 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 Reflections of the Past Date \_\_\_\_\_



This is to certify that the character known as

earned the following in the adventure  
**REFLECTIONS OF THE PAST**

*Wedded Bliss*

(body)

This pure white wedding dress is a gift to the player brave enough to wear it throughout their journey to the Mirror Dimension. The Sage has woven magical protections into the wedding dress that protects the wearer with a deflection bonus to their Armor Class. Others may snicker at your fashion sense, but if they understood the protective powers of a wedding dress, they would snicker slightly less.

- [ ] ATL 7-9 +2 (8,000gp, CL 6)
- [ ] ATL 11-13 +3 (18,000gp, CL 9)
- [ ] ATL 15+ 4 (32,000gp, CL 12)

Value:	Varies	Tradable:	Yes
Caster Level:	Varies	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  
**REFLECTIONS OF THE PAST**

*Sustaining Spoon*



Value:	5,400gp	Tradable:	Yes
Caster Level:	8	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  
**REFLECTIONS OF THE PAST**

*Void Cert*

You were expecting to find a useful cert here, well you're out of luck



Value:	Priceless	Tradable:	Yes
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  
**REFLECTIONS OF THE PAST**

*Favor of Red Mule Transportation*

In appreciation for what you've done to help answer Master Muleskinner's questions you are being provided with free transportation for 1 year.



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

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



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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

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



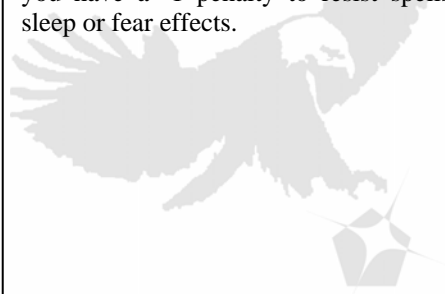
This is to certify that the character known as

earned the following in the adventure

**REFLECTIONS OF THE PAST**

*Nightmares*

There is a saying that Death can have a negative impact on life, and memories of their own death can affect a person's habits, whether they're sleeping or awake. These nightmares prevent you from getting a restful sleep, and make you more susceptible to magical spells. For the next year real-time you have a -1 penalty to resist spells with sleep or fear effects.



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

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



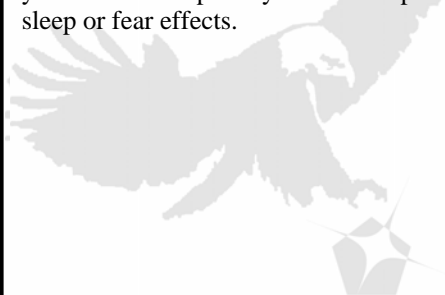
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Caster Level: N/A      Rarity: Common  
Legality: Legal      Real Value: \$0

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



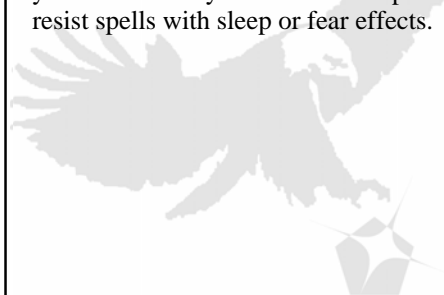
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GM Signature \_\_\_\_\_  
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Convention \_\_\_\_\_ Date \_\_\_\_\_



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Caster Level: N/A      Rarity: Common  
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Convention \_\_\_\_\_ Date \_\_\_\_\_



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



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

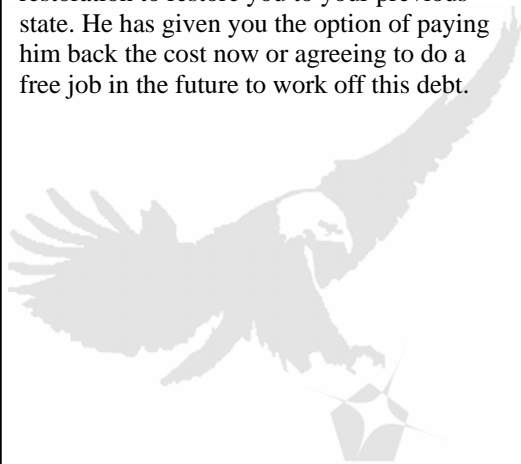


This is to certify that the character known as

earned the following in the adventure  
**REFLECTIONS OF THE PAST**

*Debt to Red Mule Transportation*

Master Muleskinner covered the cost of your return from the dead, and the cost of the restoration to restore you to your previous state. He has given you the option of paying him back the cost now or agreeing to do a free job in the future to work off this debt.



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

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

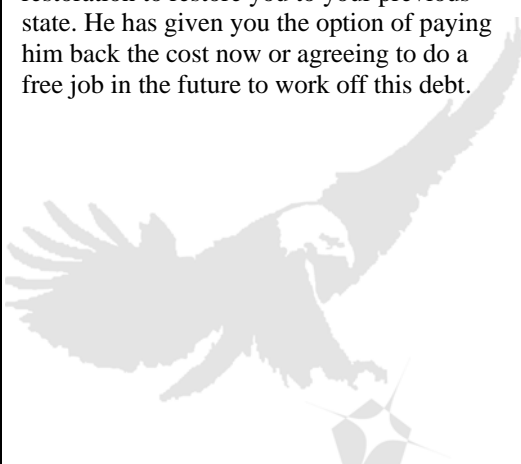


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GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_

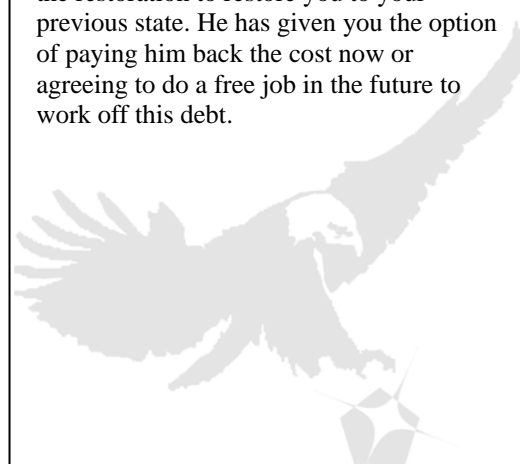


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GM Name \_\_\_\_\_  
Convention \_\_\_\_\_ Date \_\_\_\_\_



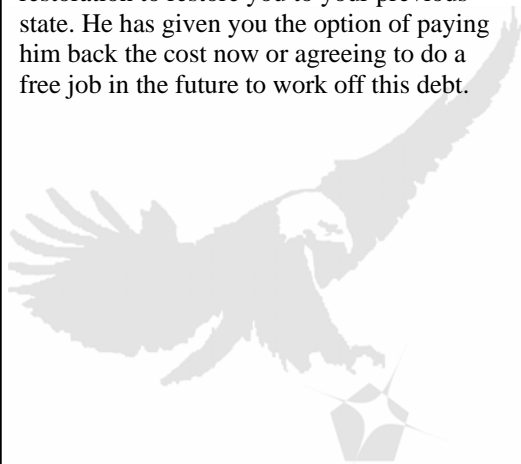


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GM Signature \_\_\_\_\_  
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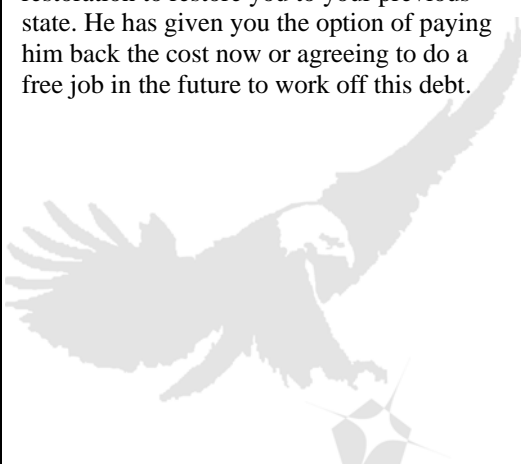


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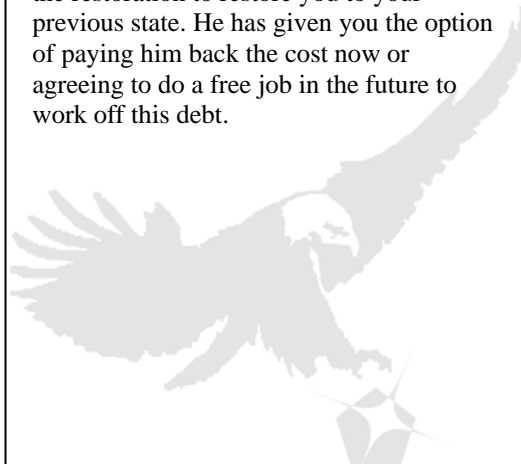


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Caster Level: N/A      Rarity: Common  
Legality: Legal      Real Value: \$0

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



This is to certify that the character known as

earned the following in the adventure  
**REFLECTIONS OF THE PAST**

Fez

(head)

You have no idea where this little red hat with a black tassel came from, but wearing it makes you feel powerful and well respected. After all, most people know that fezzes are cool and wearing this fez fills you with confidence, and gives you a +1 circumstance bonus to intimidate checks and saves against fear. Unfortunately, not everyone is as cool as you, so any diplomacy checks made while wearing the fez are at a -1 penalty.

Value: 5sp      Tradable: No  
Caster Level: N/A      Rarity: Common  
Legality: Legal      Real Value: \$0

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



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

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



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

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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Caster Level: N/A      Rarity: Common  
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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

**REFLECTIONS OF THE PAST**

*Mirror Kissed*

It seems you are still marked by your trip to the strange mirror land. Parts of your skin are shiny, almost reflective. This effect lasts for the next 4 modules this PC plays. Because you are reflective in an odd way, you suffer a -1 modifier to all Charisma-based rolls and -2 to Stealth skill checks. These are circumstance modifiers that stack with any other modifiers.

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

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



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**REFLECTIONS OF THE PAST**

*Mirror Kissed*

It seems you are still marked by your trip to the strange mirror land. Parts of your skin are shiny, almost reflective. This effect lasts for the next 4 modules this PC plays. Because you are reflective in an odd way, you suffer a -1 modifier to all Charisma-based rolls and -2 to Stealth skill checks. These are circumstance modifiers that stack with any other modifiers.

Value: Priceless      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

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## ***REFLECTIONS OF THE PAST***

*Silence is Golden and Profitable*

In exchange for keeping quiet about the mirror, and the other dimension, the city is gifting you with a magic item from the list below based on your personal treasure ATL. The GM should circle the appropriate ATL and then pass the cert so that you may choose the item from the following list, with the caveat that if you choose the melee weapon, armor, or shield they are made from normal materials and bound by campaign rules as to what's available.

ATL 7-9 (choose one of the following or 5400 gp)

- +2 melee weapon frost (Value 18,300gp+weapon cost, CL 9)
- wand of cure moderate wounds (Value 7,500gp, CL 5)
- wand of flaming sphere (Value 7,500gp, CL 5)
- +2 armor with light fortification (Value 9,000gp+armor cost, CL 9)
- +1 shield with spell resistance 13 (Value 9,000gp+shield cost, CL 15)
- +3 vest of resistance (Value 9,000gp, CL 9)

ATL 11-13 (choose one of the following or 9000gp)

- +2 melee weapon frost and thundering (Value 32,300gp+weapon cost, CL 12)
- wand of deep slumber (Value 11,250gp, CL 5)
- wand of cure serious wounds (Value 11,250gp, CL 5)
- +3 armor with light fortification (Value 18,000gp+armor cost, CL 12)
- +2 shield with spell resistance 13 (Value 18,000gp+shield cost, CL 12)
- +4 vest of resistance (Value 18,000gp, CL 12)

ATL 15+ (choose one of the following or 15000 gp)

- +3 melee weapon frost and thundering (Value 50,300gp+weapon cost, CL 15)
- wand of cure critical wounds (Value 21,000gp, CL 7)
- wand of stonewood (Value 21,000gp, CL 7)
- +4 armor with light fortification (Value 25,000gp+armor cost, CL 15)
- +3 shield with spell resistance 13 (Value 25,000gp+shield cost, CL 15)
- +5 vest of resistance (Value 25,000gp, CL 15)

type and cost of melee weapon, armor, or shield chosen above

cost \_\_\_\_\_ gp

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

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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type and cost of melee weapon, armor, or shield chosen above

cost \_\_\_\_\_ gp

Value: Varies  
Caster Level: Varies  
Legality: Legal

Tradable: Yes  
Rarity: Common  
Real Value: \$0

GM Signature \_\_\_\_\_  
GM Name \_\_\_\_\_  
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- +3 shield with spell resistance 13 (Value 25,000gp+shield cost, CL 15)
- +5 vest of resistance (Value 25,000gp, CL 15)

type and cost of melee weapon, armor, or shield chosen above

\_\_\_\_\_ cost \_\_\_\_\_ gp

Value: Varies  
Caster Level: Varies  
Legality: Legal

Tradable: Yes  
Rarity: Common  
Real Value: \$0

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type and cost of melee weapon, armor, or shield chosen above

\_\_\_\_\_ cost \_\_\_\_\_ gp

Value: Varies  
Caster Level: Varies  
Legality: Legal

Tradable: Yes  
Rarity: Common  
Real Value: \$0

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