



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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GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure

AGED TO PERFECTION

Not Fit for Consumption

The panicked spell-casting of the Diamond Watch medic after drinking the coffee has caused a strange side-effect. Whenever you have to make a saving throw against any effect which causes the sleep or paralysis conditions, you receive a +2 caffeinated bonus to the save. You also receive this bonus against the spell *Calm Emotions*, but you must save against the spell, no matter who casts it. Unfortunately you receive a -2 penalty against any effect which causes the confusion condition or the *Rage* spell.

Value: NA Tradable: No
Caster Level: NA 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

AGED TO PERFECTION

Plague Victim

You have been infected by the Mind Fire disease, but unfortunately you don't realize it until the beginning of your next adventure. Present this cert to your GM the next time you play, your character begins the adventure suffering 1d3 Intelligence damage. This effect will only happen once during the game.

At the end of the following adventure, have your GM void this cert and sign and date the line below. You have now built up immunity to Mindfire, receiving a +4 bonus against future contact with the Mindfire disease.

Value: NA Tradable: No
Caster Level: NA 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

AGED TO PERFECTION

Guilty of Assault

You have been found guilty of assault in Amthydor, but luckily your intended victims felt sorry for you and talked the judge into a fraction of your sentence. Possession of this cert indicates that you have been found guilty of a crime in Amthydor, with associated penalties. Possession of this cert must be written in the Notes section on each player's log sheet. The GM will make a note on the Roster of Heroes that each PC earned this cert.

Value: NA Tradable: No
Caster Level: NA 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

AGED TO PERFECTION

Calamity's Jinx

(ring)

This plain silver ring is inlaid with powerful curses meant to foil the attacks of others. Targets who attack you with a melee or ranged weapon are treated as if they are denied their dexterity bonus until the end of your next turn (although they do not lose their dexterity bonus). If you score a critical hit with a melee weapon against a target who is flatfooted due to the curse of the ring, you instantly cast *Ill Omen* against the target, using your Base Attack Bonus as your caster level.

The ring, living up to its name, carries a curse that you cannot remove the ring unless a *Remove Curse* (DC 20) is successfully cast.

Value: NA Tradable: Yes
Caster Level: 15th 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

AGED TO PERFECTION

Nightmare Spurs

These black iron spurs can be worn one normally over any boot or shoe. While the Nightmare Spurs are worn and the wearer is mounted, the mount gains the Trample special ability, dealing 1d6 + 1 1/2 strength modifier in bludgeoning damage if the mount is medium/ 1d8 + 1 1/2 strength modifier bludgeoning damage if the mount is large. The mount can also trample a target two sizes larger than normally allowed.

The spurs also grant the mount additional fire damage on every natural attack, including the Trample attack, equal to 1/2 the mounted character's Base Attack Bonus (minimum 0). This bonus fire damage stacks with any other fire damage which the mount can produce on its own.

This bonus fire damage negates any cold damage which the mount might be capable of dealing, the fire and cold negating one another on a point by point basis.

These spurs only affect animals, magical animals, and vermin; the magic will not work on any other creature.

Value: 1,000 gp Tradable: Yes
Caster Level: 20th 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

AGED TO PERFECTION

Bijou of the Tempest

This fist size porcelain egg is inlaid with chrysoberyl fragments and can easily be held in a single hand. Whenever a caster holds the Bijou of the Tempest in their hand and cast a spell with the electricity descriptor, the save DC of the spell is increased by 1 and the caster deals an additional 1 point of electricity damage for every 2 caster levels that the wielder possesses.

If the wearer scores a critical hit with an spell with the electricity descriptor while wielding the *Bijou of the Tempest*, the orb surges with power and thunders, doubling the bonus electricity damage granted by the orb and subjecting the target of the spell to the *Deafness* spell (Fort DC = 10 + 1/2 the character's caster level).

The Bijou of the Tempest is extremely fragile, anytime the caster falls more than ten feet or is struck for sonic damage while holding the orb, the possessor must make a Reflex save (DC = to the amount of damage dealt). If the character fails, the *Bijou of the Tempest* gains the Damaged condition. If a character fails a second Reflex save, the item is Destroyed. The item resists all forms of magical and non-magical repair.

Damaged Destroyed

Value: 1,000 gp Tradable: Yes
Caster Level: 20th 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
AGED TO PERFECTION

Linguist's Stud

(ear)

This simple mithral stud can be pierce through either of your ears. Whenever you hear a language you do not speak, the earring "learns" the language. This allows you to understand, but not speak, that language. The earring can learn up to three different languages this way.

When you learn a new language, your GM must write in the language on one of the lines below, and sign and date the following line.

Language: _____
GM/Date: _____
Language: _____
GM/Date: _____
Language: _____
GM/Date: _____

You must present this cert to your GM before the adventure begins until all languages are learned.

Value: 1,000 gp Tradable: Yes
Caster Level: 10th 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
AGED TO PERFECTION

Abecedarian Spectacles

(eye)

Constructed from thin crystal lenses and mithral wire frames, when worn these thin glasses aid their wearers in translation of archaic and strange script. They grant their wearer a +5 circumstance bonus when using Linguistics to translate written script and to the wearer's Use Magic Device skill when you 'Decipher a Written Scroll' or 'Use a Scroll.'

Value: 1,000 gp Tradable: Yes
Caster Level: 15th 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
AGED TO PERFECTION

Drenching Cinch

This spool of bluish wire is covered in thin arcane runes. This wire can be wrapped around the grip of any melee weapon, light shield, or heavy shield (a process that takes ten minutes), bestows the *Quenching* special ability (Ultimate Combat) on the item. It takes ten minutes to unwrap the wire from the grip of a weapon. Only a single weapon wrap, cinch, or similar augmentation item can be bound to an weapon.

Value: 1,000 gp Tradable: Yes
Caster Level: 15th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____