



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: _____

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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

DESCENT

Survivalist's Pack

This looks like a normal leather satchel, though it is highly valued by survivalists and explorers. The pack is divided into two separate containers, each of which is a tiny *bag of holding*, similar to the side pouches of a *handy haversack* but smaller, capable of holding up to 1 cubic foot of material or 10 pounds in weight. Each pouch has a separate magical effect:

The left pouch dehydrates and preserves any organic material placed in it. Though useful for trophy hunters, it has an additional benefit: material placed in it is also subject to a *purify food and drink* spell after 5 minutes (though it ends up being dehydrated). Once per day a command word may be spoken to imbue a single piece of edible material (the equivalent of 1 potion) with the effects of a *neutralize poison* spell, CL 5th.

The right pouch perfectly preserves organic material placed in it, as per the *gentle repose* spell, CL 7th. Once per day a command word may be spoken to create enough edible food and drinkable water to sustain 2 medium creatures or 1 large creature for 1 day, similar to a *create food and water* spell, but with limited scope.

<i>Value:</i> 19,000 gp	<i>Tradable:</i> Yes
<i>Caster Level:</i> varies	<i>Rarity:</i> Uncommon
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

GM Signature _____
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<i>Caster Level:</i> varies	<i>Rarity:</i> Uncommon
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GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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Notice of the League

As a result of your involvement in the mission to rescue the wizard Elgrun Kline, the League of Thaumaturgical Studies has taken special interest in you.

- Favor: You performed admirably during the mission. From now on you gain +1 to Diplomacy whenever dealing with League wizards.
- Disfavor (Elgrun dead): You failed to rescue Elgrun Kline, but at least everyone else made it back. While his loss is regrettable, Celia Mayweather survived to return the crucial information Elgrun died to obtain.
- Disfavor (Celia dead): You managed to save Elgrun, but Celia was lost during the process. Her death especially affects Elgrun, who feels responsible. Celia's son Devon will remain in the custody of the League until he comes of age.
- Disfavor (both dead): What a disaster! Not only did you fail to rescue Elgrun, but Celia was lost as well. The League will not soon forget your abject failure.

Keep this cert for future use.

Value: NA Tradable: No
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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Caster Level: NA 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

DESCENT

Mantle of Fiendish Blade Turning

(chest)

This garment appears to have been crafted from the tanned hides of greater devils. Though not necessarily evil, it is still detrimental to good creatures. Any good creature wearing the vest gains one permanent negative level that cannot be overcome in any way as long as the vest is worn.

If worn over medium armor, light armor, or no armor, it grants damage reduction against weapon attacks, though at a price. The item does not function if worn over heavy armor (including mithral heavy armors). This damage reduction stacks with any existing damage reduction from other sources.

When worn, tiny barbs slip past armors and fabrics to penetrate the flesh of the wearer, draining a small amount of blood. As long as the vest is worn, you permanently lose some HP from your current and maximum totals. This loss cannot be prevented or recovered in any way as long as the vest is worn.

☐ **ATL 9 - 11:** DR 1/adamantine. -5 HP. CL: 7th. Value: 18,000 gp.

☐ **ATL 13 - 15:** DR 1/- . -8 HP. CL: 10th. Value: 20,000 gp.

☐ **ATL 17+:** DR 2/- . -12 HP. CL: 13th. Value: 26,000 gp.

Value: varies Tradable: Yes
Caster Level: varies 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

DESCENT

Shroud of Bonded Warding

(chest)

This vest has been crafted from thin strips of silvery metal sewn onto a velvet backing. When worn, it provides an armor bonus to AC in the same manner as *bracers of armor*.

It may be taken off if desired (or the owner can wear a different vest entirely), but it will not leave the owners' possession, always reappearing if discarded, sold, or given/taken away, in a manner similar to a cursed item. This item can be upgraded through the *craft wondrous item* feat, though it requires additional effort.

Since it cannot leave the owner's possession, if the owner wants someone else to upgrade it then both the owner and the caster must spend additional TUs: the caster because the magic is tricky and non-standard, and the owner to stay with the caster throughout the process. To upgrade from +5 to +6 costs 36 TU, +6 to +7 costs 49 TU, and +7 to +8 costs 64 TU. These TU costs are cumulative with each other and replace any other time requirements, though gold costs must still be paid as normal. This bond cannot be overcome in any way.

☐ **ATL 9 - 11:** armor +5. Value: N/A (25,000 gp for crafting purposes)

☐ **ATL 13 - 15:** armor +6. Value: N/A (36,000 gp for crafting purposes)

☐ **ATL 17+:** armor +7. Value: N/A (49,000 gp for crafting purposes)

Value: varies Tradable: No
Caster Level: 7th 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

DESCENT

Bombardier's Jacket

(chest)

This light cloth jacket can be worn over armor or normal clothing. If worn by non-almchemists, its various pockets and pouches can be used to safely store and retrieve alchemical splash weapons. The jacket can store up to 8 vials (alchemist's fire, acid, potions, or similarly sized items). Retrieving such an item is a Swift action. The magic of the vest prevents the items stored in it from being damaged or broken, but does not protect other similar items not stored within the vest.

If worn by an alchemist, the vest provides its normal capabilities, though with more pockets: an alchemist can store up to 10 vials or similarly sized items. It also allows the alchemist to throw 2 additional bombs per day, as if he had a higher Intelligence bonus.

Value: 14,000 gp Tradable: Yes
Caster Level: 12th 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

DESCENT

Vest of Greater Spell Resistance

(chest)

This vest seems to have been stitched together from the flayed skins of various kinds of devils. Though not necessarily evil, it is still detrimental to good creatures. Any good creature wearing the vest gains one permanent negative level that cannot be overcome in any way as long as the vest is worn.

Once per day, the wearer of the vest may speak a command word as a Swift action to provide protection against magic to the same degree as the devils whose skins it has been crafted from.

ATL 9 - 11: SR 21. CL: 9th. Duration: 9 minutes. Value: 18,000 gp.

ATL 13 - 15: SR 24. CL: 12th. Duration: 12 minutes. Value: 24,000 gp.

ATL 17+: SR 27. CL: 15th. Duration: 15 minutes. Value: 30,000 gp.

Value: varies Tradable: Yes
Caster Level: varies Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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DESCENT

Party Hat

(head)

This headgear appears to be a wide-brimmed helm made of hardened leather and curved plate, such as would be worn by construction workers seeking to prevent head injuries. It includes two leather holsters on its sides capable of holding one potion, extract, or similarly sized item each. A flexible leather tube extends from each of the holsters to a clip positioned on a strap near the wearer's mouth.

Once per day as a Standard action the wearer may drink up to two potions, extracts, or similar liquids that function upon being imbibed, provided they are stored within the leather holsters of the hat. Both items have their full effect and do not interact or interfere with each other.

If the magic of the hat is expended for the day, the wearer may still load vials into the holsters, but readying the tube to drink becomes a Move action and drinking 1 of the stored vials becomes a Standard action.

This item also boosts the wearer's Intelligence score in the same manner as a *headband of vast intelligence*. Due to its rather comical appearance, the wearer takes a -2 penalty on Diplomacy and Intimidate checks.

ATL 9 - 11: +2 Intelligence. Value: 6,000 gp.
Skill _____

ATL 13 - 15: +4 Intelligence. Value: 18,000 gp.
Skills _____, _____

ATL 17+: +6 Intelligence. Value: 40,000 gp.
Skills _____, _____, _____

Value: varies Tradable: Yes
Caster Level: 10th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

