



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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This is to certify that the character known as

earned the following in the adventure
A Priest's Plea

Mirrored Vision

Although protected from the worst of the Mirror Dimension, you have returned changed from the malevolent plane. The pupils of your eyes have changed to a silvery-hue.

This change is permanent and persists through death, polymorph effects, reincarnation, resurrection, and cannot be dispelled. Your eyes are unsettling and you receive a -1 to all Diplomacy checks, but you get a +1 bonus on all saving throws against scrying and mind-reading effects that allow saving throws.

The penalty and bonus increase by one for each *Mirror-touched* cert the PC possesses.

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

GM Signature _____
GM Name _____
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Value: 0 gp Tradable: No
Caster Level: N/A 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
A Priest's Plea

Rubber Ducky

"My brave and valiant protector when I'm forced to take a bath!"



Value: 1 cp
Caster Level: N/A
Legality: Legal

Tradable: No
Rarity: Common
Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

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A Priest's Plea

Mirror Wine

This bottle of wine looks like liquid silver when poured. This opulent wine smells sweet with a hint of grapes that reminds you of a warm summer day.

Weakened away from the fireflies found in the wine-cellar, anyone who drinks the wine must make a Fortitude DC 15 save or become Fascinated for 1 hour. You can pour four glasses from this bottle, but they all have to be used at the same time.

Value: 1,000 gp Tradable: Yes
Caster Level: 10th Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
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Convention _____ Date _____



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MUFFINS!

"Wow, these muffins are so good that they're almost sinful...."

Tim the Sage has apprenticed you for the next 33 TUs to learn how to bake muffins. You gain either **Skill Focus (Craft: baking)** or **Culinary Infusion** as a bonus feat. You must spend the TUs immediately and have the GM circle which feat that you learned.

Unfortunately Tim also taught you the forbidden baking techniques of the Infernal Dukes; you take a -5 penalty to all Diplomacy check with all Devils and a -10 penalty with Pit Fiends.

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

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

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This is to certify that the character known as

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A Priest's Plea

Red Glass Slippers

(feet)

"They kill my feet, but they really let you cut the rug." -Tim

Stronger than they look, this pair of heels made from glass are beautiful to behold. Once per day the wearer can begin dancing as a standard action (Perform: Dance) that does not provoke an attack of opportunity.

A target within 30 feet must make a Will save (DC to negate = Perform: Dance roll) or begin dancing as per *Irresistible Dance*. The target must be able to see you, otherwise the dance ends immediately.

Unlike the spell, as long as the wearer continues to dance (a move action), the target will be forced to continue to dance.

Value: 38,400 gp Tradable: Yes
Caster Level: 5th Rarity: Rare
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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A Priest's Plea

99 Rules of Adventuring

This palm-sized picture-book is filled with 99 images of adventurers poking/prodding/angering things they really shouldn't have poked/prodded/angered.

When carried on your body, this book acts like a *Stone of Good Luck*.

Value: 20,000 gp Tradable: Yes
Caster Level: 5th 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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A Priest's Plea

Fantasma

This encyclopedia sized book details the interaction of shadows upon the material world and how to bend them to your will. If this book is held while casting any Illusion spell, the spell DC is increased by +2.

Value: 10,000 gp Tradable: No
Caster Level: 5th 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
A Priest's Plea

Gratitude of Sha Shari

Paying back a favor long owed, the Sha Shari have improved **ONE** of your items with the power of the Mirror Dimension. These improvements count against the total enchantment modifier increases the items value. Because of the improvement, the items can no longer be traded or sold without angering the Sha Shari.

If the item is a weapon, shield or suit of armor, add the appropriate ability and then write the new item on the appropriate line

Melee or Ranged Weapon: *Bane: Mirror-touched creatures*

Armor: *Deathless* armor enchantment

Shield: *Mirrored* shield enchantment (works even on wooden shields)

The improved item and its value need to be written below this line.

_____ If the item is a ring, bracers, or necklace, the Sha Shari will transform that item into a similar item from the mirror dimension called Sha Shari's gift that has the abilities of the old item as well as a 20% miss chance (as the *Blur* spell). Please write the abilities of the Sha Shari's gift below.

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

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

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Caster Level: Varies *Rarity:* Common
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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

A Priest's Plea

Krähe

An ancient weapon that has reviling in trickery and misdirection, this is a potent tool in the correct hands. The six-foot long spear is made from twisting shadows wrapped within the grip of tightly woven amethyst-hued wire. When holding the spear, you gain a +4 bonus on saves against spells with the Law descriptor and weapon glows with a violet hued light only visible to the wielder and to other creatures of shadows (20' radius).

There are 2 different versions of Krahe, both of which grow with the combat prowess of the wielder. You must choose which version you wish and once chosen, it cannot be changed. Krahe can be freely gifted to another PC, but will disappear (voided) if attempted to be sold or traded for another item.

Melee

BAB (Base Attack Bonus)

- 0-4** +1 chaotic aligned spear of spell storing (5,811gp, CL 12)
- 5-8** +2 chaotic aligned spear of spell storing (12,811gp, CL 12)
- 9-12** +1 chaotic aligned brilliant energy spear of spell storing (35,211gp, CL16)
- 13-16** +2 chaotic aligned brilliant energy spear of spell storing (50,611gp, CL16)
- 17-20** +3 chaotic aligned brilliant energy spear of spell storing (89,811gp, CL16)

Value: varies gp, CL: varies, Legality: Legal, Tradable: Yes, Rarity: Rare, Real Value: \$0\$

Spellcaster

BAB (Base Attack Bonus)

- 0-4** +1 chaotic aligned metamagic rod of bouncing spell lesser (damage 1d8, x2 crit) (7,924gp)
- 5-8** +3 chaotic aligned metamagic rod of bouncing spell (24,374gp)
- 9-12** +5 chaotic aligned metamagic rod of bouncing spell greater (60,949gp)

Value: varies gp, CL: 17, Legality: Legal, Tradable: Yes, Rarity: Rare, Real Value: \$0\$

Value: Varies
Caster Level: Varies
Legality: Legal

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

GM Signature _____
GM Name _____
Convention _____ Date _____