



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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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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Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

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 _____ Date _____



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Spell: _____

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

GM Signature _____

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Spell: _____

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Spell: _____

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

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Legality: Legal Real Value: \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Skin of Tears

Chaldean Artifact Records Excerpt

Following your expedition into the Chaldean vault buried under the Sea of Fire, and your subsequent recovery of their artifact records, the League of Thaumaturgical Studies prepared an excerpt for you specifically covering the 'Skin of Tears', the artifact originally stolen by the mad wizard Elijah Ossryn. It reads:

"The magical artifact known as the 'Skin of Tears' was constructed by ancient Chaldean magisters and slavers, and infused by the power and will of Oblivion himself. Like most artifacts it is reputedly indestructible, save for a specific ritual which is hinted at but as yet unknown.

"Physically the artifact takes the form of a suit of studded leather armor, with chains attached to its waist. The chains are used to hold slaves, which are mentally dominated by the armor and its wearer. The mental domination is completely unbreakable, and is so powerful and precise that the slaves mirror the actions and movements of the wearer with such accuracy that he suffers no negative effects to his movement whatsoever.

"If slaves die while chained to the armor, it consumes their soul and forms a new stud on the armor, in the shape of a teardrop (hence the name). There is no way, short of the Divine Intervention of a god of equal power to Oblivion, to release the slaves from the armor unless the wearer allows it.

"The artifact preserves the wearer, diverting all damage and effects to the slaves first. If one wishes to kill, injure, or even just affect the wearer in any way, they must first kill all of the slaves chained to the armor (and doom their souls in the process).

"The armor causes the slaves within (and presumably the wearer) to regenerate quickly, but does not dull their pain. It also provides magical sustenance and environmental protection to keep the slaves alive, but in a constant state of pain and despair. It also provides immunity (to both the slaves and the wearer) to a wide range of magic, such that the only way to get at the wearer is to use weapons and lethal magic to destroy the slaves as quickly as possible, then kill the wearer."

Value: Priceless 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
Skin of Tears

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

GM Signature _____
GM Name _____
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This is to certify that the character known as

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Skin of Tears

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Value: Priceless 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
Skin of Tears

League Voucher - Adamantine

In appreciation for your help in exploring the lost Chaldean vault in the Sea of Fire, the League of Thaumaturgical Studies has donated some of their adamantine to have one or more items crafted for you. They will only craft the items selected, nothing else, and will not give you any leftover adamantine, though crafted items may be traded or sold for half their final value as normal. Check 1 box for the reward you selected; if more than one box is checked, this cert is void. You may have items crafted from a lower tier than the ATL selected, if you choose, but you are limited to the new tier you select. Indicate on this cert the item that the League has created for you. This cert is only tradable under the following conditions: if the material hasn't been used to create any items, (although the new owner is locked into the previous owners ATL choice), or trading the item(s) that were created (if multiple items were created - either both of them need to be traded together or the owner needs to get it certified at a marketplace)

- ATL 9-11:** 1 suit of Light armor
- ATL 9+:** Any 1 weapon
- ATL 13-15:** 1 suit of Medium armor
- ATL 11+:** 120 pieces of ammunition, or 2 batches of 60
- ATL 17+:** 1 suit of Heavy armor
- ATL 13+:** Any 2 weapons

Item crafted _____ Base value _____
 Item crafted _____ Base value _____

Note: Adamantine armor provides DR; adamantine weapons bypass hardness. *Pathfinder Core Rulebook*, chapter 6.

Value: Varies **Tradable:** See Above
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
Skin of Tears

League Voucher - Mithral

In appreciation for your help in exploring the lost Chaldean vault in the Sea of Fire, the League of Thaumaturgical Studies has donated some of their mithral to have one or more items crafted for you. They will only craft the items selected, nothing else, and will not give you any leftover mithral, though crafted items may be traded or sold for half their final value as normal. Check 1 box for the reward you selected; if more than one box is checked, this cert is void. You may have items crafted from a lower tier than the ATL selected, if you choose, but you are limited to the new tier you select. Indicate on this cert the item that the League has created for you. This cert is only tradable under the following conditions: if the material hasn't been used to create any items, (although the new owner is locked into the previous owners ATL choice), or trading the item(s) that were created (if multiple items were created - either both of them need to be traded together or the owner needs to get it certified at a marketplace)

- ATL 9:** 1 suit of Light armor and any 1 shield
- ATL 11:** 1 suit of Medium armor
- ATL 13:** 1 suit of Medium armor and any 1 shield
- ATL 11+:** Any 1 weapon
- ATL 15:** 1 suit of Heavy armor
- ATL 13+:** Any 2 weapons
- ATL 17+:** 1 suit of Heavy armor and any 1 shield
- Any ATL:** 120 pieces of ammo, or 2 batches of 60

Item crafted _____ Base value _____
 Item crafted _____ Base value _____

Note: Mithral armor reduces penalties; mithral weapons bypass silver DR. *Pathfinder Core Rulebook*, chapter 6.

Value: Varies **Tradable:** See Above
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
Skin of Tears

League Voucher - Hardened Darkwood

In appreciation for your help in exploring the lost Chaldean vault in the Sea of Fire, the League of Thaumaturgical Studies and the Druids' Grove have donated some of their darkwood to have one or more items crafted for you (and enchanted with *ironwood* and *permanency*). They will only craft the items selected, nothing else, and will not give you any leftover darkwood, though crafted items may be traded or sold for half their final value as normal. Check 1 box for the reward you selected; if more than one box is checked, this cert is void. You may have items crafted from a lower tier than the ATL selected, if you choose, but you are limited to the new tier you select. Indicate on this cert the item that the League has created for you. This cert is only tradable under the following conditions: if the material hasn't been used to create any items, (although the new owner is locked into the previous owners ATL choice), or trading the item(s) that were created (if multiple items were created - either both of them need to be traded together or the owner needs to get it certified at a marketplace)

- ATL 9:** 1 suit of Light armor and any 1 shield
- ATL 11:** 1 suit of Medium armor
- ATL 13:** 1 suit of Medium armor and any 1 shield
- ATL 13+:** 1 suit of Heavy armor
- ATL 15+:** 1 suit of Heavy armor and any 1 shield
- ATL 13+:** Any 2 weapons

Item crafted _____ Base value _____
 Item crafted _____ Base value _____

Note: Darkwood items weigh less and may be used freely by druids. *Pathfinder Core Rulebook*, chapter 6. Darkwood items cost as much as masterwork items, +10 gp per pound of the item's original weight. Add +8,160 gp to the Base value of the item(s) crafted, to account for the ironwood and permanency spells.

Value: Varies **Tradable:** See Above
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
Skin of Tears

Armor Enhancement Runestone

Recovered from the ancient vault under the Sea of Fire, this small ceramic tablet is woven with ancient Chaldean magics such that it can pass its latent enchantment onto existing magic items. These runestones are specialized in their uses; this one is designed to enhance the magic of armor or shields.

You may sacrifice this runestone to add +1 to the existing enhancement bonus of a shield or suit of armor, or to add a special ability that is the equivalent of a +1 bonus. The armor or shield must already be at least +1 before this runestone is used.

The runestone's power has faded from age, however, and if you attempt to apply it to an item that is already too powerful, it will fail.

Consult the chart below: the final total enhancement bonus of the item (after the runestone is used) cannot exceed the listed value. If the final total would exceed this value, then the runestone simply fails and crumbles to dust.

- ATL 9-11:** Not to exceed +6
- ATL 13-15:** Not to exceed +7
- ATL 17-19:** Not to exceed +8

Item being enhanced	Value
New Item	New value

Note: Attach the cert of the item you are enhancing to this cert. The total value of a shield or suit of armor is calculated as per Table 15-3 in the PFCRB (pg. 461), plus the cost of any enchantments rated in gp, plus any special materials or masterwork quality of the item, as per Chapter 6: Equipment in the PFCRB.

Value: Priceless 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
Skin of Tears

Weapon Enhancement Runestone

Recovered from the ancient vault beneath the Sea of Fire, this small ceramic tablet is woven with ancient Chaldean magics such that it can pass its latent enchantment onto existing magic items. These runestones are specialized in their uses; this one is designed to enhance the magic of weaponry.

You may sacrifice this runestone to add +1 to a weapon's existing enhancement bonus, or to add a special ability that is the equivalent of a +1 bonus. The weapon must already be at least +1 before this runestone is used.

The runestone's power has faded from age, however, and if you attempt to apply it to a weapon that is already too powerful, it will fail.

Consult the chart below: the final total enhancement bonus of the weapon (after the runestone is used) cannot exceed the listed value. If the final total would exceed this value, then the runestone simply fails and crumbles to dust.

- ATL 9-11:** Not to exceed +5
- ATL 13-15:** Not to exceed +6
- ATL 17-19:** Not to exceed +7

Item being enhanced	Value
New Item	New value

Note: Attach the cert of the item you are enhancing to this cert. The total value of a weapon is calculated as per Table 15-8 in the PFCRB (pg. 468), plus the cost of any enchantments rated in gp, plus the cost of any special materials or masterwork quality of the weapon, as per Chapter 6: Equipment in the PFCRB.

Value: Priceless 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
Skin of Tears

Enhanced Minor Vest of Heat Resistance

(chest)

This fine cloth blazer acts to protect you against heat in all its forms. It provides *energy resistance* against fire, just as a *ring of energy resistance* at the level listed below.

In addition, the wearer is constantly protected by an *endure elements* effect (it protects against cold environments as well because it's classically stylish)..

Finally, the wearer gains the listed non-typed bonus on all saves against heat-related effects, conditions, and spells that deal fire damage (even partially, such as *flame strike*).

- ATL 9-11:** resist energy (fire) 15, +1 on saves vs. fire spells (value: 26,000 gp, CL 5)
- ATL 13-15:** resist energy (fire) 15, +2 on saves vs. fire spells (value: 32,000 gp, CL 6)
- ATL 17-19:** resist energy (fire) 15, +3 on saves vs. fire spells (value: 42,000 gp, CL 9)

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
Skin of Tears

Chaldean Treatise on History

Despite its age, this book is in remarkably good condition thanks to the magic that binds it together. Though it mostly chronicles the history of a world so far gone as to not be terribly relevant anymore, the magic of the book grants its user an uncanny insight into all forms and periods of history.

While in the owner's possession, this book grants a +5 non-typed bonus to the **Knowledge (History)** skill; this bonus increases to +10 if the owner has 10 or more ranks in the skill.

Once per module the owner may consult the book when making a **Knowledge (History)** check and treat the check as if he'd rolled a natural 20; this functions the same as the Bard's *lore master* ability. The potent magic of the book summons relevant information into the margins of the pages, which then vanishes 10 minutes later.

The owner may instead spend 90 TUs studying the book in extreme detail. If he does this, the magic of the book is consumed and transferred to the owner. The owner gains the **Knowledge (History)** skill as a class skill if it isn't already, and the book also grants the owner maximum ranks (at their current level) in the skill and a permanent +2 non-typed bonus to the skill. Excess skill points are wasted, and the book does not grant any more skill points if the user gains levels in the future. If the book is used for this purpose, this cert becomes void, though the book itself is still a decent read.

<i>Value:</i> Priceless	<i>Tradable:</i> Yes
<i>Caster Level:</i> 20th	<i>Rarity:</i> Rare
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

GM Signature _____

GM Name _____

Convention _____ Date _____