



This is to certify that the character known as

has purchased the following at the
Shopping Spree

Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

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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 _____

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Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Suzie's Doll

Suzie's Doll

This rag doll is made from homespun fabrics and wool yarn, her face has been embroidered into a soft smile. The edges of her lavender and lace dress is singed along the edges, the scent of smoke and burning still emanate from the doll; this scent cannot be removed from the doll by magic or other means. The doll itself also is unable to be burned.

The bearer of this doll gains the following ability:
Burning Magic: Whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the spell's DC). Dousing the creature with water as a standard action grants a +2 bonus on this save, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.

All fire spells you cast while in possession of the doll gain +1 circumstance bonus to their DC, and this stacks with spell focus feats.

Value: 30,000 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
Suzie's Doll

Bloody Violin

This beautifully crafted rosewood violin is always in perfect tune. The sides of the violin have been inlaid with images of swirling leaves and vines with small fey creatures peeking from behind them. The bottom of the violin has been marred with blood, the crimson stain is not actually wet but always appears fresh and cannot be removed.

Anyone who plays this violin gains a +4 competence bonus to Perform (string instrument). A bard that uses this violin adds +2 to the DC of all bardic performance abilities using the violin, and can use bardic performance with the violin for an additional 2 rounds per day.

Value: 31,600 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
Suzie's Doll

Widow's Veil

(eyes)

This is a black birdcage veil is attached to a comb adorned with a fascinator, fashioned into a black lily with a shimmering mother of pearl skull in the center. This mourning veil shades and protects the eyes of the wearer. Some touch of the otherworldly still touches this item, though it protects the wearer at times they catch glimpses of those around them aged and decayed. The veil is all that is needed to be used and can be attached to a hat or headband (eye slot).

While wearing the veil the user is immune to blindness effects and gaze attacks.

Value: 20,000 gp Tradable: Yes
Caster Level: 10th 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
Suzie's Doll

One Way Looking Glass

This mirror measures three by five inches, the edges of it are intricately decorated along the left side is the depiction of a woman of extraordinary beauty while along the right is the image of a skeleton mirroring her pose. When set against a solid surface the true nature of the mirror is revealed, as it becomes a window allowing the user to see through to the other side. No visible evidence of the window appears on the other side of the door or wall in which it is used. No items, sound, light, spells, or spell effects are able to pass through the window; enchantments to enhance the vision of the viewer such as darkvision or *true seeing* will still function. The mirror can penetrate up to one foot of material; if the surface being looked through is too thick the mirror simply does not function.

Value: 25,000 gp Tradable: Yes
Caster Level: 14th 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
Suzie's Doll

The Rake's Flask

This silver flask is dented and tarnished in areas, the front is adorned with the symbol of an overflowing cup of wine. At first it seems to be an ordinary flask that has been used for many years but further inspection finds powerful enchantments upon it. Every 24 hours the flask fills with any alcoholic liquid of the bearers choosing, it will only replenish itself once every day. As long as the bearer drinks at least a sip each day from the flask, five times a day they may imbue their next weapon strike to effect the targeted creature with the after effects of a serious hangover. It's a swift action to imbue the attack with the hangover effect those struck successfully become fatigued and sickened; remaining so until they are able to rest.

Value: 30,000 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
Suzie's Doll

Sophia's Engagement Ensemble

(ring and shoulders)

Sophia's Engagement Ring

This ring is made of fine gold and has been adorned with an expertly crafted gold rose centered with a ruby. Time and some horrors have taken their toll on this once lovely ring, scratches now cover the surface of the gold and ruby within. The inside of the ring has been engraved, "For the one who holds my heart".

Sophia's Engagement Cloak

This cloak is finely crafted and adorned with the image of a gold rose centered within a ruby. Time and some horrors have taken their toll on this cloak with several frayed threads sticking out along the seams. There is a tag on the inside of the cloak with the same message as the ring, "For the one who holds my heart".

Before the gifts were given to Sophia they were enchanted by her beloved to protect her. The ring has the properties of a ring of protections +3, and also provides a constant *endure elements* spell. The cloak has the properties of a cloak of resistance +3 while also allowing the wearer to change the appearance of their clothing or armor into any other kind of clothing or armor at will be expending a standard action. The items can only be traded or sold together, and cannot be upgraded any further.

Value: 35,000 gp Tradable: Yes
Caster Level: 9th 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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Suzie's Doll

Inferno Carpet

This carpet depicts a hellish landscape, colored in blacks and reds the images upon it are almost frighteningly realistic. Those that study the designs upon the carpet will soon find that the images are never exactly the same twice, the posing of the demonic figures and those they persecute change and shift over time, sometimes even while the carpet is being gazed upon. An unsettling scene why anyone would want to decorate a home with it is a mystery, but it's other properties help to make up for it. Though disturbing to look upon the carpet itself also functions as 5ft. by 10 ft. carpet of flying.

Value: 35,000 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
Suzie's Doll

The Nobleman's Great Coat

(body)

This great coat is made out of a fine midnight blue wool, silver trimming along with studded silver buttons complete the look. On the front right of the breast of the coat is a coat of arms depicting a Silver griffon on a field of sable, beneath the griffon's talon is a fallen soldier. Some may recognize the coat of arms as belonging to a noble family from D'Gar.

As well as being well made the coat has also been enchanted to protect the one wearing it. Those wearing the coat are given a +3 luck bonus to fortitude saves. The coat also gives the wearer a resistance of 5 against piercing damage.

Once per day the wearer is also able to use the *burst bonds* spell, using their highest character level as the caster level. They also use their strength or dexterity, instead of wisdom when determining the DC of the saving throw for the spell.

Value: 40,000 gp Tradable: Yes
Caster Level: 16th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____