



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 _____
GM Name _____
Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
Riddle in the Bones

Marrowstrike

This T-shaped +1 greater-masterwork punching dagger fits comfortably in your palm, allowing the serrated blade to emerge several inches from the center of your closed fist. If the wielder makes a sneak attack with Marrowstrike, it provides a +1 on the wielder's attack and damage rolls for every sneak attack die they can roll (maximum +4). Marrowstrike is considered a +2 weapon for the purposes of further enchantment.

Value: 4,608 gp Tradable: Yes
Caster Level: 6th 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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Riddle in the Bones

Greater Masterwork Full Plate

(armor)

This suit of greater-masterwork full plate was once owned by the high priestess of Mordana who ruled over a temple in the Northern Wastes. This heavy armor has been lacquered to a deep amethyst hue and gives a +9 armor bonus, +1 Maximum Dex Bonus, -4 Armor Check Penalty, 35% Arcane Spell Failure Chance, and has a harness of 11 and 50 hp against being sundered.

It costs 600 gp to have this armor resized to fit you. Log # _____

Value: 1,500 gp Tradable: Yes
Caster Level: 5th 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
Riddle in the Bones

Zxutab's Skull

Zxutab was a goblin shaman who specialized in necromatic magics when alive. Sometime after his death, someone took his skull and drilled a hole through the top of the creature's skull so they could string a short chain with a handle through it. Then a small bit of the goblin's soulstuff was bound within the empty skull and set aflame. This soulstuff burns without any heat and produces a bluish light that turns the skull into a bullseye lantern.

Priestesses of Mordana further modified the skull so it can channel the spirits of the dead through the skull. This ability is treated as Speak with Dead (CL 5th), but unfortunately no matter what language the dead creature spoke with in life, the creature only understands and replies to questions spoken in Goblin. This ability can only be used five times before this power fades and the skull continues to act as a bullseye lantern.

□ □ □ □ □

Value: 3,000 gp Tradable: Yes
Caster Level: 5th 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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Riddle in the Bones

Traveler's Any-Tool

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

Value: 250 gp Tradable: Yes
Caster Level: 3rd 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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Riddle in the Bones

Rogue-Bane Bullets

Within a musty canvas bag are a half-dozen masterwork sling bullets inscribed with hundreds of tiny runes. Instead of dealing damage when they strike a creature, the bullets explode into fine dust that covers the target from head to foot. This dust is highly combustible, causing the target to take an additional +1 fire damage per die the next time the target takes fire damage.

These bullets are dangerous for foes who rely upon Evasion for protection against fire: against the next fire attack the target is treated as if they didn't have Evasion or Improved Evasion.

The dust can be washed off with one gallon of water.



Value: 250 gp/bullet 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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Riddle in the Bones

Swift-foot Greaves

(feet)

These knee-high greaves are made from red-copper and are decorated with beaten silver images of an elk fighting against a wolf. When worn, these greaves give their wearer a +2 competence bonus on all initiative checks.



Value: 2,500 gp Tradable: Yes
Caster Level: 5th Rarity: Common
Legality: Legal Real Value: \$0

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GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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Riddle in the Bones

Card of Fate (Upgrade I)

ABADDON

The scythe on your card now glows with a faint crimson aura.

Dust on the Wind: You gain a +1 bonus to all Sunder CMB checks. This bonus increases by +1 at 5th level and every 5 levels after that.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
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

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Riddle in the Bones

Card of Fate (Upgrade I)

THE FOUR OF SWORDS

Jewels upon the hilts of the four blades take on an azure hue.

Conjurer's Shield: 3 times per day, whenever a summoned creature strikes you in combat, it takes 1/2 your BAB (rounded down, minimum 1) in force damage.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
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

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Riddle in the Bones

Card of Fate (Upgrade I)

THE WANDERER

Looking at the card, it seems the wandering ranger is now surrounded by leaves blown upon an invisible wind.

Skirmisher's Damage I: Whenever the PC moves more than 20 ft in a round, they gain a +1 to attack rolls and damage rolls.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
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

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Riddle in the Bones

Card of Fate (Upgrade I)

THE TOWER

The banner of Galvant upon this card is now surrounded with a golden glow, like that of a rising sun.

Physical Fortification: You gain 2 permanent hit points and a +1 divine bonus to fort saves.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
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Card of Fate (Upgrade I)

THE TOME

The tiny runes inscribed within the lexicon on this card now glow with an emerald fire.

Arcane Might: +2 bonus to overcome SR.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
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

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Riddle in the Bones

Card of Fate (Upgrade I)

THE BLACK STAG

The stag's coat grows darker, drawing your eyes deeper and deeper into the card.

Shielded Companion: 1/day you can cast *Shield Other* as a swift action, but you can only target your animal companion or familiar.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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

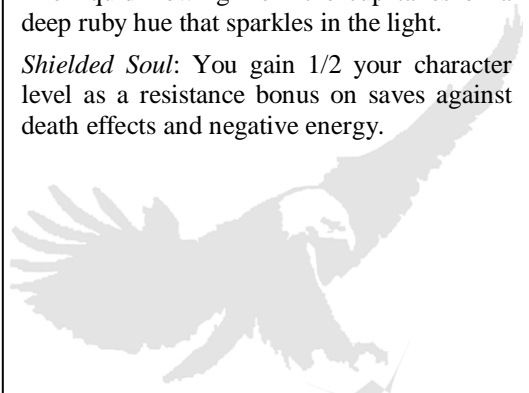
earned the following in the adventure
Riddle in the Bones

Card of Fate (Upgrade I)

THE CUP

The liquid flowing from the cup takes on a deep ruby hue that sparkles in the light.

Shielded Soul: You gain 1/2 your character level as a resistance bonus on saves against death effects and negative energy.



This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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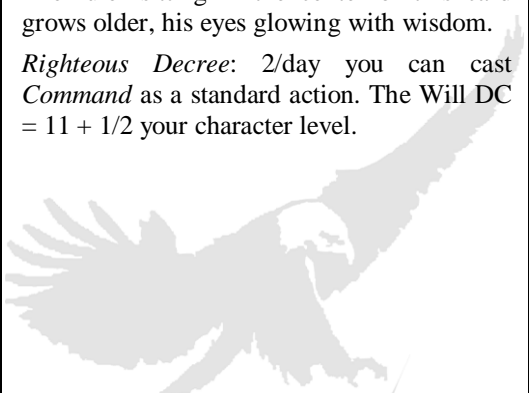
earned the following in the adventure
Riddle in the Bones

Card of Fate (Upgrade I)

THE CALIPH

The ruler sitting in the center of this card grows older, his eyes glowing with wisdom.

Righteous Decree: 2/day you can cast *Command* as a standard action. The Will DC = 11 + 1/2 your character level.



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Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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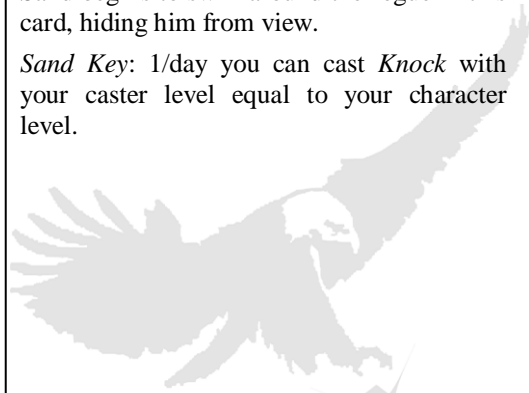
earned the following in the adventure
Riddle in the Bones

Card of Fate (Upgrade I)

THE RAKE

Sand begins to swirl around the rogue in this card, hiding him from view.

Sand Key: 1/day you can cast *Knock* with your caster level equal to your character level.



This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
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Riddle in the Bones

Card of Fate (Upgrade I)

THE AHRIMAN

The spirit's eye begins to glow a vicious crimson.

Raging Ego: You gain a +1 bonus on saves against enchantment spells. This bonus increases by +1 at 5th level and every 5 levels after that.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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Card of Fate (Upgrade I)

THE SCORPION

The scorpion's carapace takes on a blazing red hue, like that of the overhead sun.

Strength of the Sun: You gain Great Fortitude as a bonus feat. If you already have Great Fortitude, you instead gain Improved Great Fortitude.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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GM Name _____
Convention _____ Date _____



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Card of Fate (Upgrade I)

THE SYLPH

The air spirit within this card begins to smile, her eyes twinkling with mischief.

Thickened Hide: When you are under the effect of *Winds of Fate*, your Natural Armor goes up by 1 point. At 10th level this increases to +2, at at 20th level it increases to +3.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

Value: Priceless Tradable: Yes
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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Card of Fate (Upgrade I)

THE BARBER

A pure white glow surrounds the physician's hands, as if he's channeling curative magic into the child.

Physicians Bonus: When you cast a spell or use a supernatural ability that uses positive or negative energy, you gain a +1 bonus on each die rolled.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

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Caster Level: NA Rarity: Common
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Card of Fate (Upgrade I)

THE ALIM

The equations upon the card begin to move, solving themselves before moving on to another question.

Fragmentize: You can cast *Shatter* 1/day as a standard action, DC = 12 + 1/2 character level. Your caster level is equal to your character level.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

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Caster Level: NA Rarity: Common
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Riddle in the Bones

Card of Fate (Upgrade I)

THE SEVEN OF STARS

The stars begin shedding a silvery light that illuminates the forest below.

See the Hidden: You can cast *See Invisibility* 1/day, with your caster level equal to your character level.

This upgrade cert must be attached to the base card cert of the same type in order to be valid otherwise this cert is voided

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Caster Level: NA Rarity: Common
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