



This is to certify that the character known as

earned the following in the adventure
Against All Odds

Heroes of Amthydor Trading Cards

Collector's Set #1 - First Printing

In appreciation for your efforts in helping to clear several prominent members of Amthydor's adventuring population, the Lord Monarch has arranged for you to receive a silver tin with 8 cards in it. Each of the cards has an image of one of the adventurers you helped to clear and has been an enchanted to provide the following benefit when drawn. Each card can only be drawn once per day and will last for the duration of the encounter (if drawn during combat, it is considered a move action). Only one card may be active at any given time.

- Bob:** An image appears of Bob the monk hitting an opponent 7 times in 1 attack causing it to stop moving. This card grants you 1 additional attack at your highest BAB.
- Calla:** An image appears of Calla spending time with Mouse. This card can be used to summon 1 wolf as per the *summon nature's ally II* spell.
- Grimey:** An image appears of Grimey the gnome travelling through the city on his flying carpet passing out free donuts to any and all takers. This card grants you a +2 competence bonus to Fortitude saves to resist poison
- Gurge:** An image appears of Gurge the gnome charging into battle against an opponent 3 times his size. This card grants you a +2 competence bonus to Will saves to shrug off fear effects.
- Neandra:** An image appears of a courtroom where Neandra is using her skills as one of Amthydor's premier barristers to clear her clients. This card grants you a +2 competence bonus to Diplomacy skill checks, +4 if hagglng for payment.
- Smith:** An image appears of the halfling Smith stalking his prey only to have a tree "dodge" in front of his arrows when he shoots. This card grants you a +2 competence bonus to all Survival checks to track your quarry.
- Tarl:** An image appears of Tarl instructing initiates at LoTS how to position their hands to properly cast spells, This grants you a +2 insight modifier to the DC of your spells.
- Windford:** An image appears of Windford instructing initiates at the temple of Sorena on how to recognize different spells, This grants you a +2 insight modifier to Spellcraft and Knowledge (arcana) to identify a spell.

Value: 6,000gp Tradable: Yes
 Caster Level: 15th Rarity: Common
 Legality: Legal Real Value: \$0

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Figurine of Druidic Summoning

The Druid's Grove has arranged a special gift for you. This crystal figurine of an animal with sparkling emerald eyes (chosen below and indicated on the cert) can turn into an actual animal of that type for 1 hour per day. When the figurine is held and the proper command word spoken, the figurine turns into an animal of that type. The animal functions as if it were a summoned animal obeying the commands of its owner and uses the stats of that type of animal companion from the PFCRB. If the crystal figurine is destroyed

Check the box of desired animal type. Void if either more than type is chosen, or no box is selected

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> Ape | <input type="checkbox"/> Badger |
| <input type="checkbox"/> Bear | <input type="checkbox"/> Constrictor Snake |
| <input type="checkbox"/> Crocodile | <input type="checkbox"/> Dog |
| <input type="checkbox"/> Horse | <input type="checkbox"/> Pony |
| <input type="checkbox"/> Viper Snake | <input type="checkbox"/> Wolf |

Value: 10,000gp Tradable: Yes
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