



This is to certify that the character known as

earned the following in the adventure
Course Correction

Ring of Spell Storing

(ring)

A *ring of spell storing* contains up to 5 levels of spells (either divine or arcane, or even a mix of both spell types) that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast the spell. The user need not provide any material components or focus to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of 1 standard action.

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than 5. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Value: 50,000gp Tradable: Yes
Caster Level: 9th Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Course Correction

Ring of Air Walking

(ring)

This ring is made of white or sky bluish metal decorated with motifs of billowing clouds. The ring allows the wearer to continually utilize the effects of the spell *air walk*.



Value: 15,000gp Tradable: Yes
Caster Level: 9th Rarity: Uncommon
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Course Correction

Rod of Mind Mastery

This rod is a simple, unadorned piece of clear crystal that has been magically hardened. The wielder of the rod is under a constant *nondetection* effect, as the spell. Furthermore, the rod has the following powers:

- Three times per day upon command, the user of the rod can use it to *detect thoughts* as the spell.
- Once per day as an immediate action, the wielder may determine whether someone is lying to her, as the *discern lies* spell.

Value: 67,000gp Tradable: Yes
Caster Level: 7th 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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Course Correction

Dragon Staff

Made from a large dragon bone, wrapped in scales and topped with the fearsome image of a dragon, this staff radiates power. Each dragon staff is linked to one type of chromatic dragon: black, blue, green, red, or white. All the spells that can be cast using the staff are tied to that choice. If the wielder uses the staff to cast *form of the dragon II*, she must assume the type linked to the staff. Any energy types chosen by spells from the staff must match the type as well (black and green are linked to acid, blue is linked to electricity, red is linked to fire, and white is linked to cold). The staff allows use of the following spells:

- *Fly* (1 charge)
- *Protection from energy* (1 charge)
- *Dragon's breath* (2 charges; *Advanced Player's Guide*)
- *Form of the dragon II* (4 charges)

In addition to these powers, the wielder of the *dragon staff* also receives a +2 natural armor bonus to her AC and the ability to make a bite attack as a primary natural weapon. This bite deals 1d8 points of damage if the wielder is Medium. These bonuses are a polymorph effect and are replaced by those gained from casting *form of the dragon II*, or other similar spells.

Value:	81,000gp	Tradable:	Yes
Caster Level:	13th	Rarity:	Uncommon
Legality:	Legal	Real Value:	\$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



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Course Correction

Robe of Arcane Heritage

(body)

These elegant, dark purple robes are usually decorated with gold stitching suggesting a particular sorcerer bloodline, though some might indicate a family tree. When a sorcerer dons a *robe of arcane heritage*, the stitching pulls itself apart and reweaves to match her particular sorcerer bloodline. The wearer treats her sorcerer level as 4 higher than normal for the purpose of determining what bloodline powers she can use and their effects.

Value:	16,000gp	Tradable:	Yes
Caster Level:	9th	Rarity:	Uncommon
Legality:	Legal	Real Value:	\$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



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Course Correction

Dusty Rose Ellipsoid Ioun Stone

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while sleeping, for example), but she loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5.

The *dusty rose ellipsoid ioun stone* gives the wearer a +2 insight bonus to AC.

Value:	20,000gp	Tradable:	Yes
Caster Level:	12th	Rarity:	Uncommon
Legality:	Legal	Real Value:	\$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



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Scarab of Protection

(neck)

This device appears to be a jade medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing 12 such attacks, the scarab turns to powder and is destroyed.

Value: 38,000gp

Tradable: Yes

Caster Level: 18th

Rarity: Common

Legality: Legal

Real Value: \$0

GM Signature _____

GM Name _____

Convention _____ Date _____



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Course Correction

Blessings of Ardra, Meneon, Pietos

The gods are impressed by the aid that you have given the children and have decided to reward you based upon your actions of help provided. Any action not provided should be crossed out. Any action that has multiple effects that is granted are cumulatively received.

PCs give autographs

Ardra grants you the ability to auto-stabilize three times.

PCs give money

Pietos grants you the ability to reroll a failed saving throw three times.

Ardra grants you the ability to auto-stabilize three times.

PCs give adopt the children, or arrange for them to be adopted

Meneon grants you the ability to automatically hit your target three times.

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

GM Signature _____
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Convention _____ Date _____



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Caster Level: NA Rarity: Uncommon
Legality: Legal Real Value: \$0

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Caster Level: NA Rarity: Uncommon
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Value: Priceless Tradable: No
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GM Signature _____
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Convention _____ Date _____



This is to certify that the character known as

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Course Correction

Lycanthropy

The above named PC has been afflicted with lycanthropy. The PC shows no symptoms (and does not gain any of the adjustments or abilities) until the night of the next full moon, when the PC involuntarily assumes animal form and forgets his or her own identity. The PC remains in animal form until the next dawn and remembers nothing about the entire episode (or subsequent episodes) unless he makes a DC 20 Will save, in which case he becomes aware of his condition.

Following the initial transformation, the PC will change every night of the full moon or whenever the PC is injured. Each time the PC is injured, he has a chance to resist the change by making a DC 15 Will save. Whenever the PC is forced to change form, the GM assumes control of the PC for the duration of the change.

The PC gains the Shapechanger subtype and gains Wis +2 and Cha -2 in all forms. Also, the PC gains the following adjustments upon assuming animal or hybrid form: Str +2, Con +2, DR 5/silver. The PC also gains a bonus to his Natural Armor based on the creature in which he was afflicted by (as checked below):

- Werebull (Nat Armor +6)
- Werecheetah (Nat Armor +5)
- Werehyena (Nat Armor +4)
- Weretiger (Nat Armor +5)

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

GM Signature _____
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 Convention _____ Date _____



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GM Signature _____
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Course Correction

Friend of Aedar

The Mage King was impressed by your actions and has decided to reward you in the following way. He is willing to MODIFY one of your existing magic items, in the following manner based on item type and ATL played. Note that the effects are cumulative, the new item is called (PC Name) and type of item. In addition the item may not be gifted, sold, traded, or donated without incurring the wrath of the Mage King. Once augmented, no further modifications may be made to this item.

Armor

- ATL 13-15: Righteous (Value +27,000gp, CL 10)
- ATL 17+: Vigilant (Value +27,000gp, CL 10)

Shield

- ATL 13-15: Energy Resistance (Value +18,000gp, CL 3)
- ATL 17+: Energy Resistance, Improved (Value +42,000gp, CL 7)

Weapon

- ATL 13-15: Dueling (Value +14,000gp, CL 5)
- ATL 17+: Transformative (Value +10,000gp, CL 10)

Amulet

- ATL 13-15: Dueling (Value +14,000gp, CL 5)
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Bracers

- ATL 13-15: Summoning (cast *summon monster III*) 3x/day (Value +20,000gp, CL 12)
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Boots

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Old item _____ Value _____ CL _____

Abilities Added _____ Value _____ CL _____

New Item _____ Value _____ CL _____

Value: Varies
Caster Level: Varies
Legality: Legal

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

GM Signature _____
GM Name _____
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Caster Level: Varies
Legality: Legal

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Amulet

- ATL 13-15: Dueling (Value +14,000gp, CL 5)
- ATL 17+: Transformative (Value +10,000gp, CL 10)

Bracers

- ATL 13-15: Summoning (cast *summon monster III*) 3x/day (Value +20,000gp, CL 12)
- ATL 17+: Summoning (cast *summon natures ally III*) 3x/day (Value +20,000gp, CL 12)

Ring

- ATL 13-15: Summoning (cast *summon monster III*) 3x/day (Value +20,000gp, CL 12)
- ATL 17+: Summoning (cast *summon natures ally III*) 3x/day (Value +20,000gp, CL 12)

Boots

- ATL 13-15: Energy Resistance (Value +18,000gp, CL 3)
- ATL 17+: Energy Resistance, Improved (Value +42,000gp, CL 7)

Old item _____ Value _____ CL _____

Abilities Added _____ Value _____ CL _____

New Item _____ Value _____ CL _____

Value: Varies
Caster Level: Varies
Legality: Legal

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

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure

Course Correction

Friend of Aedar

The Mage King was impressed by your actions and has decided to reward you in the following way. He is willing to MODIFY one of your existing magic items, in the following manner based on item type and ATL played. Note that the effects are cumulative, the new item is called (PC Name) and type of item. In addition the item may not be gifted, sold, traded, or donated without incurring the wrath of the Mage King. Once augmented, no further modifications may be made to this item.

Armor

- ATL 13-15: Righteous (Value +27,000gp, CL 10)
- ATL 17+: Vigilant (Value +27,000gp CL 10)

Shield

- ATL 13-15: Energy Resistance (Value +18,000gp, CL 3)
- ATL 17+: Energy Resistance, Improved (Value +42,000gp, CL 7)

Weapon

- ATL 13-15: Dueling (Value +14,000gp, CL 5)
- ATL 17+: Transformative (Value +10,000gp, CL 10)

Amulet

- ATL 13-15: Dueling (Value +14,000gp, CL 5)
- ATL 17+: Transformative (Value +10,000gp, CL 10)

Bracers

- ATL 13-15: Summoning (cast *summon monster III*) 3x/day (Value +20,000gp, CL 12)
- ATL 17+: Summoning (cast *summon natures ally III*) 3x/day (Value +20,000gp, CL 12)

Ring

- ATL 13-15: Summoning (cast *summon monster III*) 3x/day (Value +20,000gp, CL 12)
- ATL 17+: Summoning (cast *summon natures ally III*) 3x/day (Value +20,000gp, CL 12)

Boots

- ATL 13-15: Energy Resistance (Value +18,000gp, CL 3)
- ATL 17+: Energy Resistance, Improved (Value +42,000gp, CL 7)

Old item _____ Value _____ CL _____

Abilities Added _____ Value _____ CL _____

New Item _____ Value _____ CL _____

Value: Varies
Caster Level: Varies
Legality: Legal

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

GM Signature _____
GM Name _____
Convention _____ Date _____