



This is to certify that the character known as

earned the following in the adventure
Riddle of Fire

Living Steel Weapon

Crafted from darkened steel with an emerald tint, this steel slowly repairs itself over time as per the *Living Steel* material in the *Pathfinder Ultimate Equipment Guide*. Masterwork living steel weapons have 35 hp per inch of thickness and hardness 15. Only weapons made primarily of metal can be made of living steel. Ammunition made from living steel is not destroyed when fired or thrown.

- Living steel masterwork weapon (weapon cost + 500 gp)
- Living steel masterwork double weapon (weapon cost + 1,000 gp)
- Quiver of living steel masterwork ammunition (10) (110 gp)

Item purchased: _____
Cost: _____

| | |
|-------------------------|-------------------------|
| <i>Value:</i> Varies | <i>Tradable:</i> Yes |
| <i>Caster Level:</i> NA | <i>Rarity:</i> Uncommon |
| <i>Legality:</i> Legal | <i>Real Value:</i> \$0 |

GM Signature _____
GM Name _____
Convention _____ Date _____



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

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Riddle of Fire

Living Steel Armor

(armor)

Crafted from darkened steel with an emerald tint, this steel slowly repairs itself over time as per the *Living Steel* material in the *Pathfinder Ultimate Equipment Guide*. This armor can damage metal weapons that strike them, whenever a wielder of a metal weapon rolls a natural 1 on an attack roll against the wearer of the armor, the item must make a Fortitude DC 20 save or gain the *Broken* condition. If the weapon already has the *Broken* condition, it is instead destroyed. Living steel cannot damage adamantine weapons in this way. Greater masterwork living steel armor has 40 hp per inch of thickness and hardness 16, and armor check penalties are reduced by two.

- Living steel greater masterwork light armor, or shield (armor/shield cost + 650 gp)
- Living steel greater masterwork medium armor (armor cost + 1,150 gp)
- Living steel greater masterwork heavy armor (armor cost + 1,650 gp)
- Living steel masterwork armor spikes or shield spikes (weapon cost + 500 gp)

Item purchased: _____

Cost: _____

| | |
|-------------------------|-------------------------|
| <i>Value:</i> Varies | <i>Tradable:</i> Yes |
| <i>Caster Level:</i> NA | <i>Rarity:</i> Uncommon |
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Item purchased: _____

Cost: _____

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|-------------------------|-------------------------|
| <i>Value:</i> Varies | <i>Tradable:</i> Yes |
| <i>Caster Level:</i> NA | <i>Rarity:</i> Uncommon |
| <i>Legality:</i> Legal | <i>Real Value:</i> \$0 |

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Flameborn

The flames of the Plane of Fire have caressed your soul as you were reborn into a new form. You gain the following racial trait.

Flameborn: You take 50% less damage from fire and gain a +4 racial bonus on Fortitude saves against nonlethal damage in hot environments; but you take 50% more damage from cold and receive a -4 penalty on Fortitude saves against nonlethal damage in cold environments. Magical fire, cold and fire/cold based breath weapons are also affected in the same manner.

| | |
|-------------------------|-------------------------|
| <i>Value:</i> Priceless | <i>Tradable:</i> No |
| <i>Caster Level:</i> NA | <i>Rarity:</i> Uncommon |
| <i>Legality:</i> Legal | <i>Real Value:</i> \$0 |

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This is to certify that the character known as

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Card of Fate (Upgrade II)

ABADDON

Blood smears the edge of the figure's cloak and an ebony blindfold encircles the reaper's eyes.

Crushing Critical: You gain a +1 bonus to confirm critical hits. This bonus increases by an additional +1 at 10th and 20th 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: No
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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Convention _____ Date _____



This is to certify that the character known as

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Card of Fate (Upgrade II)

THE FOUR OF SWORDS

A different hued energy crackles around each blade: ivory, ebony, crimson, and azure.

Summoner's Bane: You deal an additional precision damage to all melee or ranged attacks against creatures with the *extraplanar* subtype and summoned creatures. This bonus damage is equal to 1/2 your BAB.

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

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Card of Fate (Upgrade II)

THE WANDERER

The ranger's clothing becomes more tatters...more feral. A predatory glint can be seen in the ranger's eyes.

Skirmisher's Damage II: Whenever the PC moves more than 10 ft in a round, they gain a +2 to attack rolls and deal an additional 2d6 damage. This damage replaces Tier I's damage. This only occurs on the first attack in each round.

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

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This is to certify that the character known as

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Card of Fate (Upgrade II)

THE TOWER

The walls of the tower double in thickness and are made from ivory marble streaked with gold.

Shielded Tower: If you gain an additional 1 hp/level from the Toughness feat.

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

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This is to certify that the character known as

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Card of Fate (Upgrade II)

THE TOME

The pages of the lexicon begin to flip slowly, revealing glorious illustrations surrounded by arcane runes.

Elemental Shift: 2/day you can change the element of one spell to its opposite as a swift action as you cast the spell: fire ↔ cold, electricity ↔ acid, and force ↔ sonic.

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

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Card of Fate (Upgrade II)

THE BLACK STAG

The stags horns grow larger and begin to glow with a crimson light.

Wrath of Nature: Your animal companion or familiar gains the Eldrict Claws feat.

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

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Card of Fate (Upgrade II)

THE CUP

The chalice turns to diamond, twinkling with an inner power.

Overfull Chalice: If you cast a conjuration (healing) spell on a target other than yourself and you completely heal that target of damage, as an immediate action you can redirect any excess healing to another target within 30 feet. You cannot select yourself as the new target. You can use this ability 2/day.

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

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Card of Fate (Upgrade II)

THE CALIPH

Featureless nobles kneel at the feet of the ruler, listening to the ruler's wise words.

Aura of Greatness: Allies within 10 feet of the possessor gain a +1 competence bonus on all skill checks.

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

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Card of Fate (Upgrade II)

THE RAKE

A second figure appears behind the desert rogue, made entirely of swirling sand.

Sand Clone: 2/day you can create an illusory double of yourself as a move action, this double functions as a single *mirror image* and lasts for a number of rounds equal to your character level or until the illusory duplicate is destroyed. You cannot have more than one clone at a time and this ability does not stack with the *mirror image* spell.

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

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Card of Fate (Upgrade II)

THE AHRIMAN

The card becomes uncomfortable to look at as shadows begin to swirl around the spirit.

Beguiling Enchantment: When you make a saving throw against an enchantment spell by 5 or more, you can reflect it back on the owner as if using the *Spellturning* spell.

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

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Card of Fate (Upgrade II)

THE SCORPION

Glowing silver runes appear on the scorpion's carapace.

Endurance of the Sand: You are under the effects of a permanent *Endure Elements* spell.

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

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This is to certify that the character known as

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Card of Fate (Upgrade II)

THE SYLPH

Snow begins to swirl around the spirit's hands.

Wind's Blades: You gain the *Eldritch Claws* feat.

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

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Card of Fate (Upgrade II)

THE BARBER

The physician grows older, giving you a sense of wisdom gained through experience.

Death's Door: When you cast a positive or negative energy spell on a target with the *Dying* condition, that spell is treated as if cast with the Empowered metamagic.

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: No
Caster Level: NA Rarity: Common
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Card of Fate (Upgrade II)

THE ALIM

An academic hood inscribed with arcane runes appears on the scholar's shoulders.

Sonic Feedback: You understand the universal rules underlying sonic attacks and can redirect that damage back to its creator. 1/day as an immediate action when you are hit by an attack that deals sonic damage, you take no sonic damage from the attack and deal 1d4/level sonic damage to your attacker.

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

THE SEVEN OF STARS

The stars begin to circle the card in an ever-changing pattern

Above or Below: You gain Skill Focus in either Knowledge (nature) or Knowledge (planes) as a bonus feat.

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: No
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