



This is to certify that the character known as

earned the following in the adventure
Has Anyone Seen My Baby

Dress of Armor

(body)

This violet dress is long sleeved with lavender cuffs and neckline. It provides protection for the wearer and becomes more powerful as the wearer does too. It can only be worn by those who can cast spells. The dress must be worn for 24 hours before it has any effect. This dress can only be gifted or taken from the wearer's dead body.

- PC level 1-4:** +4 Dress of Armor
- PC level 5-8:** +5 Dress of Armor
- PC level 9-12:** +6 Dress of Armor
- PC level 13+:** +8 Dress of Armor

<i>Value:</i> Priceless	<i>Tradable:</i> No
<i>Caster Level:</i> 16th	<i>Rarity:</i> Uncommon
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

GM Signature _____
 GM Name _____
 Convention _____ Date _____



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Slippers of Stepping

(feet)

These eggplant slippers are soft and incredibly comfortable. They provide the wearer with the ability to move gracefully, while allowing the wearer to increase their five-foot step movement to 10 feet 3 times a day. These slippers can only be gifted or taken from the wearer's dead body.

- PC level 1-4:** +5 to Acrobatics and Perform Dance
- PC level 5-8:** +10 to Acrobatics and Perform Dance
- PC level 9-12:** +15 to Acrobatics and Perform Dance
- PC level 13+:** the slippers' five-foot step ability increases to 15 feet 3 times a day

<i>Value:</i> Priceless	<i>Tradable:</i> No
<i>Caster Level:</i> 10th	<i>Rarity:</i> Uncommon
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

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Staff of Swiftess

This royal purple staff gives the wielder the ability to attack two extra times at the highest attack bonus, but at reduced damage. The damage goes up as the wielder becomes more adept with weapons. This staff can only be gifted or taken from the wielder's dead body.

- PC level 1-4:** *Minor Staff of Swiftess* 1d3 damage
- PC level 5-8:** *Lesser Staff of Swiftess* 1d4 damage
- PC level 9-12:** *Staff of Swiftess* 1d6 damage
- PC level 13+:** *Major Staff of Swiftess* 1d8 damage

<i>Value:</i> Priceless	<i>Tradable:</i> No
<i>Caster Level:</i> 5th	<i>Rarity:</i> Uncommon
<i>Legality:</i> Legal	<i>Real Value:</i> \$0

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Umbrella of Flight

When open and activated, this black umbrella allows the wielder to fly per the spell for the wielders level hours per day at a speed of 60.

At 5th level, the wielder can have a medium creature fly with them by holding the wielder's hand.

This increases to two additional medium creatures at 9th level and four additional medium creatures at 13th.

A large creature equals two medium creatures and one medium creature equals two small creatures. This umbrella can only be gifted or taken from the wielder's dead body.

Value: Priceless Tradable: No
Caster Level: 12th Rarity: Uncommon
Legality: Legal Real Value: \$0

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Die of Luck

Every now and then you must leave things up to fate and this die does the job. This green six-sided die can change the odds of any die roll. It is usable by the owner only. The number of uses per day is based on the owner's level. This die can only be gifted or taken from the owner's dead body.

- PC level 1-4: 2 times per day
- PC level 5-8: 3 times per day
- PC level 9-12: 4 times per day
- PC level 13+: 5 times per day

Roll	Result
1	-2 on all rolls for the next 10 rounds
2	-1 on all rolls for the next 10 rounds
3	Nothing changes
4	+1 on all rolls for the next 5 rounds
5	+2 on all rolls for the next 5 rounds
6	Next roll is an auto-success!

Value: Priceless Tradable: No
Caster Level: 10th Rarity: Uncommon
Legality: Legal Real Value: \$0

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This is to certify that the character known as

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Top Hat of Animals

(head)

This orchid colored top hat provides the wearer with control over the animals listed below. However, there is the possibility of pulling out a member of the wearer's own party. This places the party member directly adjacent to the wearer. To activate the hat, the wearer must say, "Watch me pull a rabbit out of my hat. Nothing up my sleeve. Presto."

The animals become more powerful as the wearer becomes more powerful. At 5th level, the second animal listed is what appears. At 9th level, double the number that appears at level 5 appears. At level 13+, four of the higher-level animals appear. Only one type of creature can be out of the hat at a time. If it is a party member pulled, the wearer can pull again as a swift action in the next round. This hat can only be gifted or taken from the wielder's dead body.

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| PC Level 1-4: | PC Level 5-8: |
| 1 Rhinoceros (B1, p 235) | 1 Woolly Rhinoceros |
| 2 Tiger (B1, p 265) | 2 Dire Tiger |
| 3 Lion x2 (B1, p 193) | 3 Dire Lion x4 |
| 4 Bear (B1, p 31) | 4 Dire Bear |
| 5 Another party member (rolled randomly) | 5 Another party member (rolled randomly) |
| 6 Crocodile (B1, p 51) | 6 Dire Crocodile |
| 7 Hippopotamus (B2, p 157) | 7 Behemoth Hippopotamus |
| 8 Giant Tortoise x3 (B4, p 263) | 8 Immense Tortoise |
| 9 Walrus (B4, p 271) | 9 Emperor Walrus |
| 10 Polar Bear (B5, p 41) | 10 Dire Polar Bear |

PC Level 9-12: Double amount per animal listed on Level 5 table
PC Level 13+: Four of animal types 7-10 listed on Level 5 table

Value: Priceless Tradable: No
Caster Level: 15th Rarity: Uncommon
Legality: Legal Real Value: \$0

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