



This is to certify that the character known as

earned the following in the adventure
A Time For Everything

Ring of the Doppelganger's Fate

(ring)

This plain silver ring was taken from the corpse of a doppelganger sent to assassinate and take your place within Amthydor society. Modified by Tal de'Azer, this *Ring of Mind Shielding* also allows you to cast *alter self* upon yourself for 10 minutes at a time, but you do not get the stat modifiers based on size and you can only take the following forms: doppelganger (darkvision 60 ft), human male/female/10 year old child, high elf female (lowlight vision), half-elf male (lowlight vision), dwarf female (darkvision 60 ft), goblin (darkvision 60 ft), and halfling male. Tal modified the ring so it can only be used by someone possessing a *Card of Fate*.

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

GM Signature _____
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Card of Fate (Upgrade III)

ABADDON

Spirits begins to swirl around the cloaked figure. Black energy crackles around the reaper's scythe, casting ever-changing shadows on the ground beneath the personification of death.

Entropic Smite: Once a day as an immediate action after confirming a critical hit with a melee weapon, you deal additional damage equal to 1/2 your base attack bonus, rounded down. This damage is multiplied based on the critical damage multiplier of the weapon that dealt confirmed the critical hit. If you bring the target's hit point total to 0 or less, the creature turns to dust as per a *disintegrate* 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 III)

THE FOUR OF SWORDS

Runes appear upon all four blades, the ivory blade written in Celestial, ebony in Infernal, crimson in Abyssal, and azure in Common. You instinctively know that all four blades repeat the same phrase and appears in your mind's eye, "As above and as below, Raia is for mortality alone."

Deities' Forbiddance: Whenever you score a critical hit against a creature with the *extraplanar* subtype or a summoned creature, it must make a Will DC (14 + 1/2 your BAB) or be subject to a *dismissal* spell.

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Value: Priceless Tradable: No
Caster Level: NA Rarity: Common
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Card of Fate (Upgrade III)

THE WANDERER

The ranger's pupils elongate like that of a feral cat who has finally stalked its prey and is ready to strike. The hunter crouches, ready to strike unseen for a lethal, final strike.

Leaden-foot Curse: Whenever you score a critical hit after moving at least 5 feet, your target must make a Will save DC (13 + 1/2 your level) or be subjected to a targeted *slow* spell (use the PC's character level in place of the caster level). You automatically deal your *Skirmisher's Damage II* damage against a target slowed by this ability without needing to move.

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

THE TOWER

The tower grows to that of a castle guarded by dozens of guards walking across the battlements.

Castle of Resilience: Once a day, as a move action, you can cast *shield other* on an ally within 50 feet as a supernatural ability spell (use the PC's character level in place of the caster level). You and your target both gain temporary hit points equal to your level when you use this ability.

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 III)

THE TOME

The runes on the pages burn with arcane energy that seems to crackle above the open pages.

Elemental Devestation: When you score a critical hit with a spell, you deal triple damage instead of double 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: No
Caster Level: NA Rarity: Common
Legality: Legal Real Value: \$0

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Card of Fate (Upgrade III)

THE BLACK STAG

An awesome power radiates from the majestic stag, the creature having become an avatar of nature.

Nature's Avatar: Your animal companion gains the advanced template: its natural armor increases by 2 and all ability scores (except intelligence) are increased by 4. If you have a familiar, you gain the Improved Familiar 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
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Card of Fate (Upgrade III)

THE CUP

The wine pouring from the cup has turned into twinkling rubies, falling in a cascade that never seems to end.

Wealth's Blessing: If you cast a conjuration (healing) spell on a target other than yourself, the target of the spell gains Fast Healing for 3 rounds. The amount of damage healed each round by Fast Healing is equal to the spell level of the original conjuration (healing) 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 III)

THE CALIPH

Rows upon rows of kings stand in waiting behind the caliph. The ruler's eyes glisten with the wisdom of ages.

Kingly Presence: You gain the Leadership feat, even if you do not meet the prerequisites. If you have the feat, you get a +2 bonus to your Charisma when determining the cohort's level (and followers). See the Leadership feat in the *Legends of the Shining Jewel Campaign Guide*.

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

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Card of Fate (Upgrade III)

THE RAKE

The desert rogue becomes lean and feral as they stride through a raging sandstorm.

Sand Wraith: Your sand clones become more solid and dangerous to your foes. The clones mimic your moves, striking your targets as if real. Roll a 1d6 for each clone. If the result is a 1, then the clone hits for an additional 1d6 damage. However, the clone dissipates as if it was struck as per 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 III)

THE AHRIMAN

Your eyes are drawn deeper and deeper into the gaze of the spirit, your link to the world of the living growing increasingly ethereal.

Spiritwalker: As a standard action, you can become incorporeal for up to 1 minute a day. You deal only ½ damage to corporeal targets with physical attacks unless you use a *ghost touch* weapon, and all elemental spells deal ½ damage before saves are rolled. Once incorporeal you stay this way for the entire minute.

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 III)

THE SCORPION

The Scorpion grows to a gigantic size, a true king of the desert.

Scorpion's Sting: You can cast *poison* 3/day as a supernatural ability. The saving throw is a Fortitude save DC 10 + 1/2 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: No
Caster Level: NA Rarity: Common
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Card of Fate (Upgrade III)

THE SYLPH

The Sylph dances around a snow covered garden, a smile upon the spirit's face.

Winds of Rage: When you are under the *Winds of Fate* ability, your natural attacks deal an additional 1d4 + your wisdom modifier in 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: No
Caster Level: NA Rarity: Common
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Card of Fate (Upgrade III)

THE BARBER

The ancient doctor stands upon death's doorstep, helping the reaper guide his patients to where they belong, the land of the living or the land of the dead.

Life's Judge: When you cast a spell or use a supernatural ability that uses positive or negative energy that requires dice rolls, treat all dice rolls of 1 or 2 as if they are 3s.

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

THE ALIM

Ioun stones float around the mortar-board that the scholar now wears, a paragon of intellectual pursuits and education.

Resonance: You can shake the very fabric of the universe loose with sound. Whenever you cast a spell, use a magic item, or use a class skill which deals sonic damage, all 1s rolled on the dice are considered 2s. The damage from your *Ruin* ability increases to 1d6.

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

THE SEVEN OF STARS

The stars weave themselves through complex patterns that form ever-shifting patterns of the constellations in Raia's night sky.

Heavenly Strike: 1/day as a free action you can bypass the SR or DR of a creature that you have identified using a Knowledge DC 15 + ATL check (this check is a free action). This effect lasts until the beginning of your next turn.

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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Legends of the Shining Jewel

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Lash of the False God

Once wielded by the slave master of a vile cult, this magical, long-chain flail ends in a wicked spike. This weapon can deal either bludgeoning or piercing damage depending on how the wielder uses the weapon. As a full-round action, the chain extends and you can make a single melee attack up to fifteen feet away.

ATL 5: +1 *Cruel Flail* (value 13,308 gp, CL 10)

ATL 7: +2 *Cruel Ominous Flail* (value 37,308, CL 10)

ATL 9: +3 *Cruel Ominous Flail*, crit range increased to 19-20 x2 (value 77,308 gp, CL 10)

ATL 11: +4 *Cruel Ominous Flail*, crit range increased to 19-20 x2 (value 103,308 gp, CL 12)

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

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Legends of the Shining Jewel

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Ring of Force Shield

(ring)

This golden ring was slightly mangled by the destruction of the cult, but still retains its magical power.

This ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Value:	8,500 gp	Tradable:	Yes
Caster Level:	9th	Rarity:	Common
Legality:	Legal	Real Value:	\$0

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Legends of the Shining Jewel

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Spectacles of Elvenkind

(eyes)

Protected from the destruction of an evil cult in a wooden case, these spectacles act as *Goggles of Elvenkind*.

These spectacles, made of two emerald-hued lenses attached to a thin wire frame, grant the wearer low-light vision and a +5 competence bonus on Spellcraft checks to identify magic auras and items. If the wearer already has low-light vision, it grants the wearer double the normal range for low-light vision.

Value:	8,500 gp	Tradable:	Yes
Caster Level:	5th	Rarity:	Common
Legality:	Legal	Real Value:	\$0

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Boots of Striding and Springing
(feet)

The goblins that had retrieved these boots for you had been courteous enough to remove the single foot remaining within after the demon-god was finished with this follower.

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

Value: 5,500 gp Tradable: Yes
Caster Level: 3rd Rarity: Common
Legality: Legal Real Value: \$0

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Legends of the Shining Jewel



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Figuring of Wondrous Power
Silver Raven

While this crudely carved figurine resembles a bird, the goblin shaman taught you the secret of utilizing this magical item.

This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Value: 3,800 gp Tradable: Yes
Caster Level: 5th Rarity: Common
Legality: Legal Real Value: \$0

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Legends of the Shining Jewel



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Amulet of Natural Armor +3
(neck)

This amulet was once a holy symbol to Zara. The image of the holy flame was scratched out by the cultist who stole the amulet from the goblin tribe's greatest warrior.

Value: 18,000 gp Tradable: Yes
Caster Level: 5th Rarity: Common
Legality: Legal Real Value: \$0

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