



This is to certify that the character known as

_____ has purchased the following at the
SHOPPING SPREE

Potion / Scroll

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Spell: _____

__ Potion __ Scroll Value: _____

Value: See above **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____

GM Name _____

Adventure _____ Date _____



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Legality: Legal **Real Value:** \$0

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GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
SMOKE AND MIRRORS

Apprentice Application

**This cert
is void for
all play
after
8/11/2009.**

Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



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Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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SMOKE AND MIRRORS

Mirrored Shield
(shield)

This is a scale of the Smoke Dragon Ventrue. Due to the hook on the back it can be used as a shield. This large shield is lightweight, weighing only half as much as a normal large steel shield, and is of masterwork quality, suitable for enchantment. The user may look at creatures using mirrored surface to gain a 50% chance to be unaffected by gaze attacks. The shield is +2 to AC; -1 Armor Check Penalty; 5% Spell Failure; Wt 7.5 lb.

Value: 450 gp **Tradable:** Yes
Size: Large **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



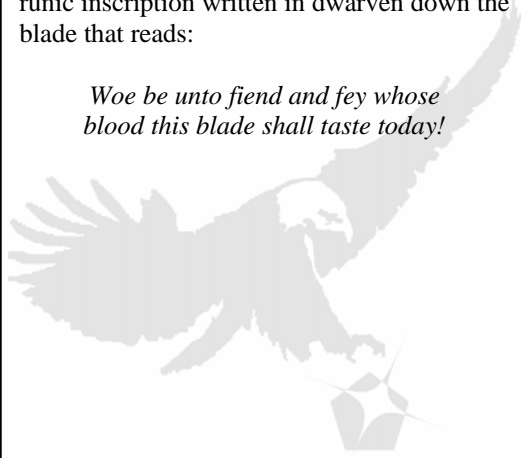
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SMOKE AND MIRRORS

Cold Iron Bastard Sword +1

This bastard sword is cold-forged from iron. It has a lizard-shaped pommel and bears a runic inscription written in dwarven down the blade that reads:

Woe be unto fiend and fey whose blood this blade shall taste today!



Value: 4,670 gp **Tradable:** Yes
Size: Large **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



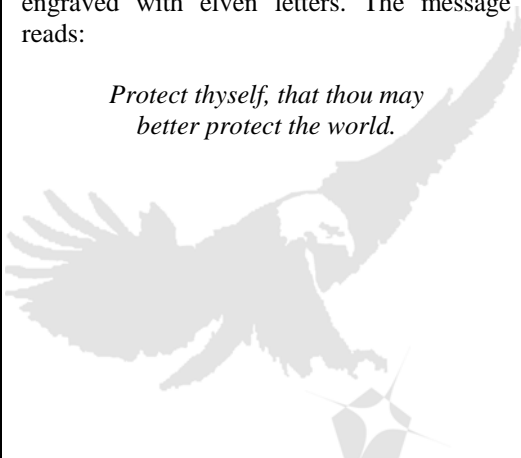
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SMOKE AND MIRRORS

Ring of Protection +2
(ring)

This silver ring is fashioned to look like an entwined dragon swallowing a ruby. It is engraved with elven letters. The message reads:

Protect thyself, that thou may better protect the world.



Value: 8,000 gp **Tradable:** Yes
Size: Tiny **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

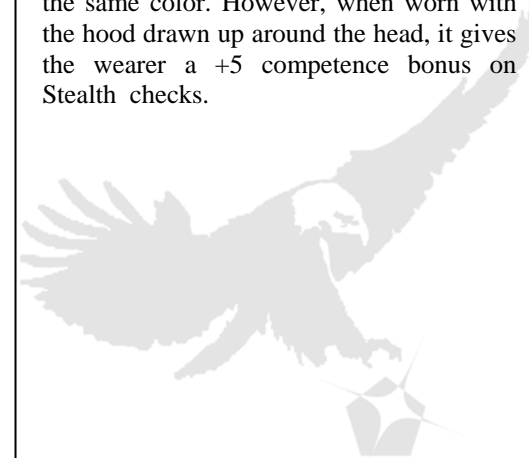


This is to certify that the character known as

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SMOKE AND MIRRORS

Cloak of Elvenkind +2
(shoulders)

This cloak of neutral grey cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Stealth checks.



Value: 2,500 gp **Tradable:** Yes
Size: Medium **Rarity:** Common
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

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SMOKE AND MIRRORS

Boots of Elvenkind

(feet)

These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.



Value: 2,500 gp Tradable: Yes
Size: Small Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____

Legends of the Shining Jewel



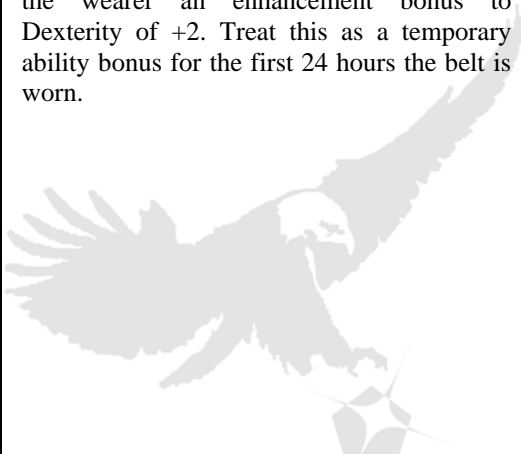
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SMOKE AND MIRRORS

Belt of Incredible Dexterity +2

(belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.



Value: 4,000 gp Tradable: Yes
Size: Small Rarity: Common
Legality: Legal Real Value: \$0

GM Signature _____
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Convention _____ Date _____

Legends of the Shining Jewel



This is to certify that the character known as

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SMOKE AND MIRRORS

Robe of Useful Items

(robe)

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. The robe has the following patches left (each usable once):

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Hemp rope (50-foot coil)
- Ladder, wooden (24 ft. long)
- Mule (with saddle bags)
- Rowboat (12 ft. long)
- 10-foot pole
- Sack

Value: 100 gp/patch Tradable: Yes
Size: Medium Rarity: Rare
Legality: Legal Real Value: \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

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SMOKE AND MIRRORS

Favor of the Professor

This PC has the privilege of having a spell cast by the noted magic user known as the Professor (18th level caster). The PC may, during a module, seek out the Professor at his home outside the city to have this spell cast. The spell must be a wizard spell no higher than 4th level, non-evil, from the Pathfinder Core Rulebook. Once used, this cert is void.



Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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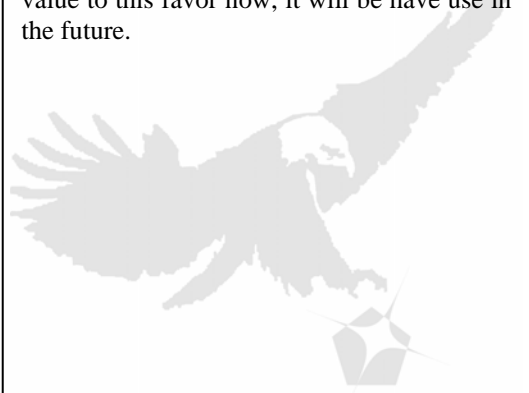


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SMOKE AND MIRRORS*

Favor of Captain Carter

The above-named PC earned the favor of Captain Abraham Carter of the Diamond Legion by performing a reconnaissance mission for him. While there is no known value to this favor now, it will be have use in the future.



Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

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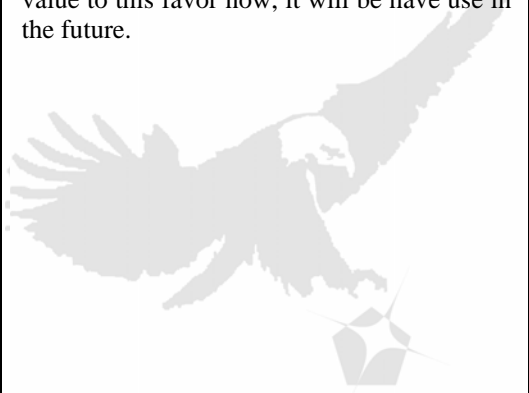


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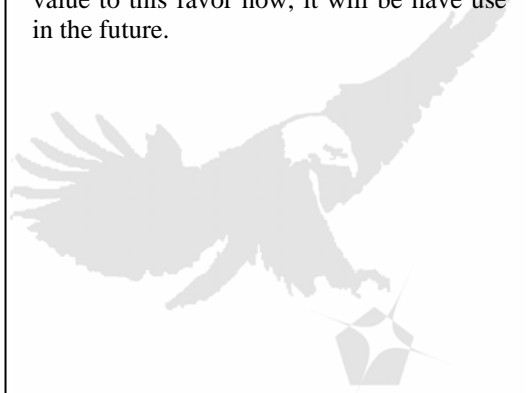


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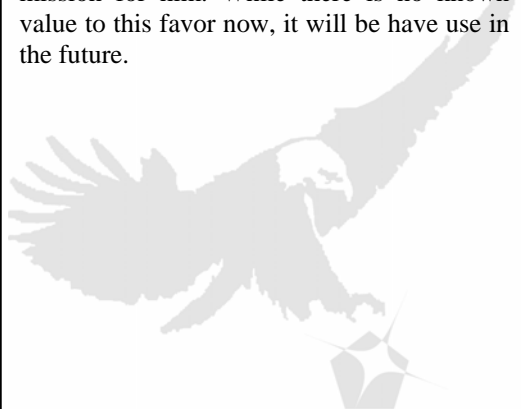


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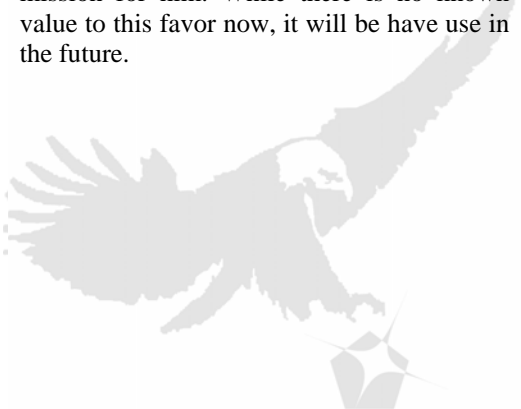


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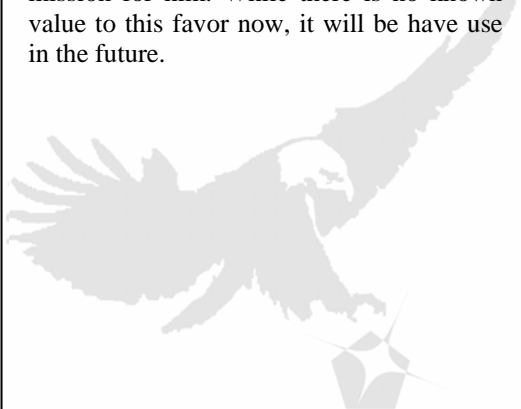


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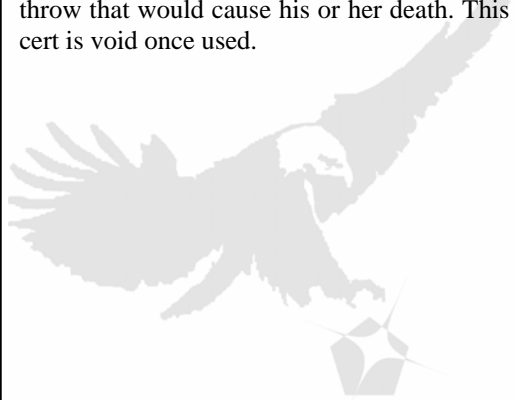


This is to certify that the character known as

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SMOKE AND MIRRORS

Favor of the Sha Shari

The PC listed above has been accepted as a member of the Sha Shari tribe. The PC feels as if he is being watched over by them. The PC automatically succeeds at the next saving throw that would cause his or her death. This cert is void once used.



Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
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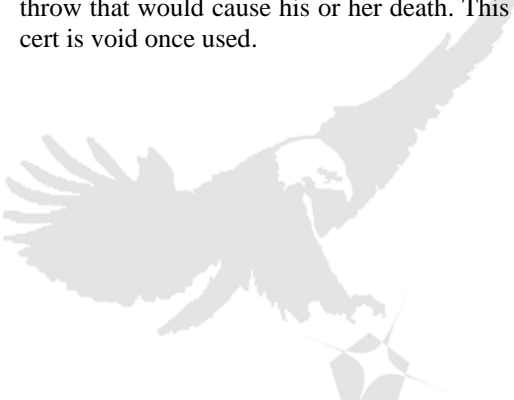


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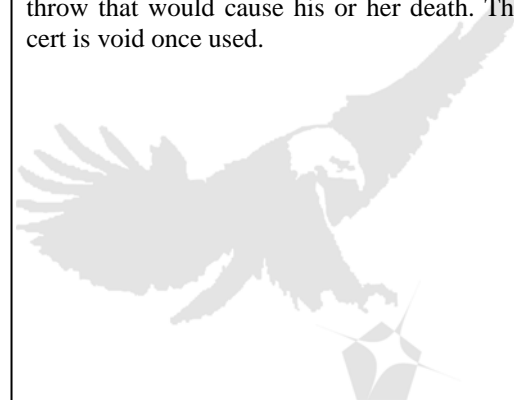


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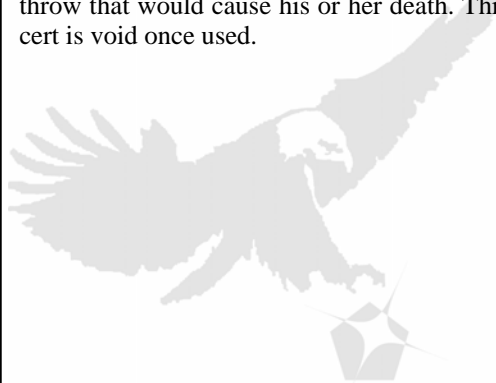


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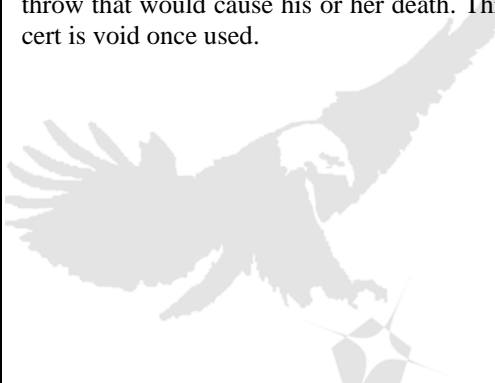


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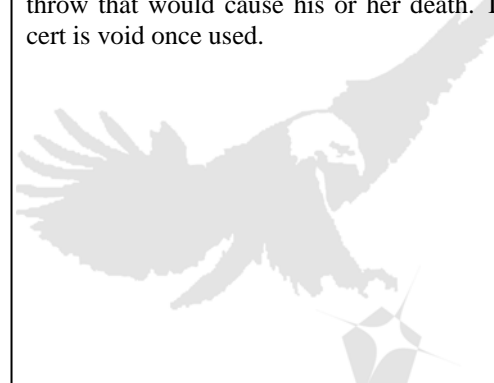


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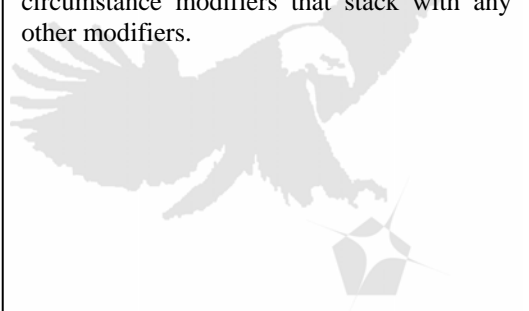


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SMOKE AND MIRRORS

Mirror-Touched

It seems you are still marked by your trip to a strange mirror land. Parts of your skin are shiny, almost reflective. This effect lasts for the next 4 modules this PC plays. Because you are reflective in an odd way, you suffer a -1 modifier to all Charisma-based rolls and -2 to Stealth skill checks. These are circumstance modifiers that stack with any other modifiers.



Value: Priceless **Tradable:** No
Size: N/A **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
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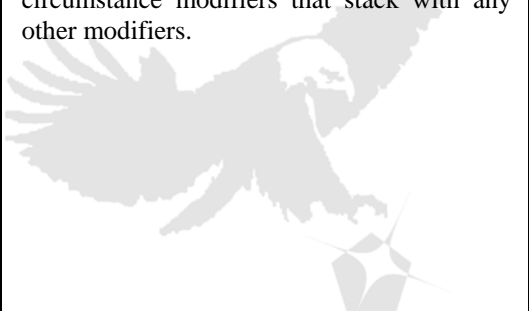


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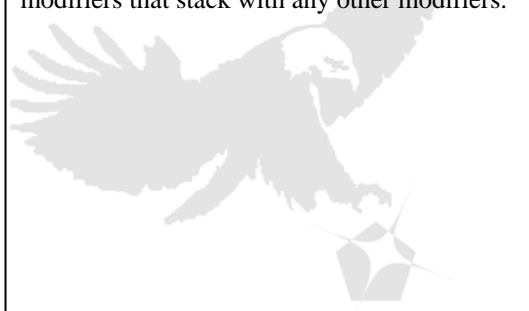


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