



This is to certify that the character known as

earned the following in the adventure  
**THE QUICK AND THE DEAD**

*Magic Mushroom of Speed*

This mushroom is infused with the druid spell *longstrider* cast at 7<sup>th</sup> level. It grants the eater a +10 enhancement bonus to her base land speed for up to 7 hours. This mushroom otherwise functions the same as a potion.



**Value:** 350 gp      **Tradable:** Yes  
**Size:** Tiny          **Rarity:** Common  
**Legality:** Legal      **Real Value:** \$0

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GM Name \_\_\_\_\_  
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This is to certify that the character known as

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**Darkhold**

*(armor)*

This full plate armor is stained black and bears the holy symbol of Lord Oblivion prominently on the chest. The qualities and value of the armor varies by ATL as shown below.

- ATL 1: GMW full plate (2,100 gp)
- ATL 3: +1 GMW full plate (3,100 gp)
- ATL 5 - 7: +1 GMW shadow full plate (6,850 gp)
- ATL 9: +1 GMW shadow silent moves full plate (10,600 gp)

Unless the PC spends 100 gp to remove the symbol, he suffers a -4 penalty on all Charisma-based checks and skill checks when dealing with the law-abiding citizens of Amthydor. Check this box when the fee is paid.

**Value:** Varies      **Tradable:** Yes  
**Size:** Large      **Rarity:** Common  
**Legality:** Legal      **Real Value:** \$0

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**Dark Reaver**

This greatsword is stained black and bears the holy symbol of Lord Oblivion prominently on the pommel. The qualities and value of the sword varies by ATL as shown below.

- ATL 1: GMW greatsword (650 gp)
- ATL 3 - 5: +1 greatsword (2,350 gp)
- ATL 7+: +1 vicious greatsword (8,350 gp)

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

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**Dorje of Entangling Ectoplasm**

This slender black crystal is the same size and shape as a wand, but its function is only known to the hidden race of psionicists known as elan. It can be used by a psion to manifest the 1<sup>st</sup>-level power entangling ectoplasm at 1<sup>st</sup> manifester level. The ectoplasmic “goo” appears to be pitch black like a shadow ooze, making the effect particularly unnerving to the victim. The number of charges varies by ATL as shown below. The item has a value of 15 gp per charge remaining; the price shown below is before the PC uses the item.

- ATL 1: 10 charges (150 gp)
- ATL 3: 15 charges (225 gp)
- ATL 5: 20 charges (300 gp)
- ATL 7: 25 charges (375 gp)
- ATL 9: 30 charges (450 gp)

**Value:** Varies      **Tradable:** Yes  
**Size:** Small      **Rarity:** Common  
**Legality:** Legal      **Real Value:** \$0

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*Black Pearl of Power*

This tiny black pearl appears to reflect no light and always feels cool to the touch. Once per day on command, the pearl enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the ATL at which it was acquired, as shown below.

- ATL 1: 1<sup>st</sup>-level spell (1,000 gp)
- ATL 3: 1<sup>st</sup>-level spell (1,000 gp)
- ATL 5: 2<sup>nd</sup>-level spell (4,000 gp)
- ATL 7: 2<sup>nd</sup>-level spell (4,000 gp)
- ATL 9: 3<sup>rd</sup>-level spell (9,000 gp)

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

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*Necklace of Fireballs*

This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a fireball spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals. The number of spheres and the damage they do varies by ATL as shown below.

- ATL 1: 2 globes doing 2d6 damage each (600 gp)
- ATL 3: 2 globes doing 3d6 damage each (900 gp)
- ATL 5: 2 globes doing 4d6 damage each (1,200 gp)
- ATL 7: 2 globes doing 5d6 damage each (1,500 gp)
- ATL 9: 2 globes doing 6d6 damage each (1,800 gp)

**Value:** Varies      **Tradable:** Yes  
**Size:** Small        **Rarity:** Common  
**Legality:** Legal    **Real Value:** \$0

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*Headband of Alluring Charisma +2*  
**(headband)**

This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

**Value:** 4,000 gp      **Tradable:** Yes  
**Size:** Medium        **Rarity:** Uncommon  
**Legality:** Legal        **Real Value:** \$0

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*Potion of Curing*

Check off the box below to indicate the level of healing.

- ATL 1: *Cure light wounds*  
(250 gp, caster level 5<sup>th</sup>)
- ATL 3: *Cure moderate wounds*  
(500 gp, caster level 5<sup>th</sup>)
- ATL 5: *Cure moderate wounds*  
(500 gp, caster level 5<sup>th</sup>)
- ATL 7 & 9: *Cure serious wounds*  
(750 gp, caster level 5<sup>th</sup>)

**Value:** Varies      **Tradable:** Yes  
**Size:** Small      **Rarity:** Common  
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