



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

GM Signature _____

GM Name _____

Adventure _____ Date _____



This is to certify that the character known as

earned the following in the adventure
RIGHTS OF PASSAGE

+1 Merciful Battleaxe

This well-crafted magical battleaxe has the ability to strike for nonlethal damage without the standard -4 to hit penalty. It also does 1d6 extra non-lethal damage when used to subdue.

Value: 8,310 gp **Tradable:** Yes
Size: Medium **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
RIGHTS OF PASSAGE

Leather Armor

(armor)

This magical leather armor has been dyed black. The magical bonus varies by ATL.

- ATL 5: +1 leather armor (1,160 gp)
- ATL 7: +2 leather armor (4,160 gp)
- ATL 9-11: +3 leather armor (9,160 gp)

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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- ATL 5: +1 leather armor (1,160 gp)
- ATL 7: +2 leather armor (4,160 gp)
- ATL 9-11: +3 leather armor (9,160 gp)

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

GM Signature _____
GM Name _____
Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
RIGHTS OF PASSAGE

Chainmail

(armor)

This suit of magical chain mail is a bit run down looking but still serviceable. The magical bonus varies by ATL.

- ATL 5: +1 chainmail armor (1,300 gp)
- ATL 7: +2 chainmail armor (3,300 gp)
- ATL 9-11: +3 chainmail armor (9,300 gp)

| | |
|------------------------|-------------------------|
| Value: Varies | Tradable: Yes |
| Size: Medium | Rarity: Uncommon |
| Legality: Legal | Real Value: \$0 |

GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

earned the following in the adventure
RIGHTS OF PASSAGE

Bracers of Armor

(wrists)

This set of bracers is carved in a reptilian motif and provides an armor bonus. The magical bonus varies by ATL.

- ATL 5: +1 bracers of armor (1,000 gp)
- ATL 7: +2 bracers of armor (4,000 gp)
- ATL 9-11: +3 bracers of armor (9,000 gp)

| | |
|------------------------|-------------------------|
| Value: Varies | Tradable: Yes |
| Size: Medium | Rarity: Uncommon |
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GM Signature _____
 GM Name _____
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| | |
|------------------------|-------------------------|
| Value: Varies | Tradable: Yes |
| Size: Medium | Rarity: Uncommon |
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GM Signature _____
 GM Name _____
 Convention _____ Date _____



This is to certify that the character known as

*earned the following in the adventure
RIGHTS OF PASSAGE*

Pouch of Resinous Goop

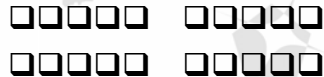
This bag is about the size of a large belt pouch. Reaching inside the pouch allows you to withdraw a palm sized glob of sticky resinous like goop (a move action that does not provoke an AoO) that you can hurl as a thrown weapon (ranged touch attack with a 10' increment) or apply to a willing person or object.

If the glob hits a target, it stretches and spreads to encase the target in a cocoon. The resin spreads and fully hardens after 3 rounds and then holds the target helpless.

The target is considered entangled for the 3 rounds while the goop hardens (-2 on attack rolls and -4 on dexterity), and can attempt to break free with strength checks on its turn - DC 15 on round 1, DC 18 on round 2, and DC 21 on round 3.

Once held in the hardened goop, the target needs to be cut free to escape. The goop cocoon has hardness 8 and 20 hit points.

The pouch holds enough goop for 20 uses.



Value: 225 gp/charge **Tradable:** Yes
Size: Small **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ **Date** _____



This is to certify that the character known as

*earned the following in the adventure
RIGHTS OF PASSAGE*

I Got a Hickey

You were captured and held in a xill breeding pen on the ethereal plane. Finally, after some time, another rescue mission from Amthydor found you and brought you back.

The city has seen to your healing and removing any unwanted guests from your person. But you still have the mental scars and a mark in your armpit that looks like a hickey which just won't go away.

Your experience has cost you 45 TUs.

Value: Priceless **Tradable:** No
Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ **Date** _____



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Size: Tiny **Rarity:** Uncommon
Legality: Legal **Real Value:** \$0

GM Signature _____
GM Name _____
Convention _____ **Date** _____



This is to certify that the character known as

earned the following in the adventure
RIGHTS OF PASSAGE

Mithral Item

(varies)

For bringing back the people of the city, (and finding a bunch of raw mithral) the Merchant's Guild has given you this voucher to have a mithral item created.

The Guild will fully pay for any mithral item up to 5,000 gp value or put up a 5,000 gp credit toward an item of higher price.

Enhancement costs are extra and must be done at a Mystical Marketplace.

Item purchased _____

Total gp value _____

Total gp paid _____

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

GM Signature _____
GM Name _____
Convention _____ Date _____



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