



This Record Certifies that

by _____
Player _____ RPGA # _____

Has Completed
Sleep of Death
A Regional Adventure
Set in Furyondy



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____



Adventure Record#

592 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 4

max 600xp; 400gp

APL 6

max 900xp; 600gp

APL 8

max 1,200xp; 1,200gp

APL 10

max 1,500xp; 1,750gp

Please cross out game effects that don't apply:

Lord Vormar's Disfavor

Based upon their actions in this adventure, the hero has managed to earn the disfavor of Lord Vormar of Brancast Keep. The Lord can be petty and has spread the word that the hero cannot be trusted and that his loyalty is questionable. While the damage to the heroes reputation is fleeting (it expires 6 months from the date of this certificate), the word of Lord Vormar is heard throughout the Kingdom. Heroes that earn his disfavor suffer a -2 circumstance penalty to all Charisma based checks and skills. In addition, the characters are infamous for a short period of time and cannot join any new meta-campaign organizations while the disfavor is in effect, though existing memberships are unaffected.

Knight of the Hart Reward: Specialized Training Opportunity

The hero has managed to impress Sir Jellack DeSavior with their deeds of heroism and sacrifice to the Kingdom. Based upon their actions in this adventure, the heroes have earned the right to train with the Knights or their allies in the art of combat. The hero may select his/her next available feat from any of the feats listed in the Sword and Fist or Defenders of the Faith Guidebooks, provided the hero meets the prerequisite. No additional TU or GP costs are required to learn the feat (although it

still takes an available feat slot as normal). If a feat from the Guidebooks is not selected with the next available feat, this benefit is lost. The selected feat should be written on this adventure certificate and initialed by the DM when the feat is selected.

Feat Chosen: _____ DM's Initials: _____

Whip Dagger: A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger. (You do not need to take a separate feat to use the whip dagger if you already have a feat for the whip.) The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep wounds when accelerated to strike by a proficient user.) Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage. Although you keep it in hand, treat it as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent). Cost 25 gp. Sword and Fist, page 74.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

❖ Whip Dagger (Any; see above)

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost _____

Other Coin Spent _____

Total Coin Spent _____

Items Sold

Total Value of Sold Items _____

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Items _____

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

1 or 2 TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL