



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 4

max XP 600, 388 gp

APL 6

max XP 840, 766 gp

APL 8

max XP 1100, 1080 gp

APL 10

max XP 1400, 1320 gp

Played by _____
Player _____ RPGA # _____

Has completed
Three Days from Sunset
A Regional Adventure
set in the Duchy of Urnst

	TU Expenditure Notes
Other TUs Spent	
	TUs Remaining

Amulet of Stone: Found in the heart of an earth elemental, this amulet can turn the wearer's skin as hard as granite. Unfortunately, it may stay that way forever. The amulet currently has two charges of *stoneskin* (a newly crafted amulet has five), and may be used as a spell trigger item by any character that has *stoneskin* on their class spell list. Each time it is activated, there is a 25% chance that it malfunctions, turning the wearer to stone (Fortitude save, DC 16 to resist). If the save succeeds, the amulet shatters otherwise it remains functional (with one less charge) if the wearer is returned to flesh.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, *stoneskin*, Alchemy 10 ranks; Market Price: 2100 gp (420 gp per charge); Weight 1/2 lb.; Frequency Adventure.

Starting XP
XP Gained
XP Spent
New XP
/
Starting gp
/
Gp Gained
/
Gp Spent
/
End of Adventure gp
/
Bought/Sold Amounts

Event _____ Date: _____
DM: _____
Signature _____ RPGA # _____

ITEMS BOUGHT

Total

Upkeep: ☐ none; ☐ Adventurers' Standard (12 gp x TU);
☐ Rich (50 gp x TU); ☐ Luxury (100 gp x TU).

Consumable
Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wondrous item: market value.
arrow or bolt: 5 cp normal, 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1. _____

2. _____

3. _____

Consumable Items

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New Starting gp



has acquired the following in the scenario
Three Days from Sunset

Favor of the Green Bar Teranors

By your actions, the lands of House Teranor have been restored to a distant branch possessed of honor and virtue. The new house Teranor will meet your expenses during a single Duchy of Urnst adventure (Regional or Adaptable) of your choice, providing you with Luxury lifestyle for the duration of the adventure. This offsets costs for the first time unit of the adventure only. Additional time units are at the player's expense. Accepting their aid, expends the favor, otherwise, the favor expires two years after the date it was earned. Note the use of the favor in the Play Notes for the adventure it is used in, and have your Dungeon Master initial and void this favor entry when it is used.



GP Value: 0 gp
Weight: n/a
Use Restriction: Unusual
Tradeable: YES
Total Bonus:

Judge Signature _____
RPGA # _____ Date _____
Convention _____

If this certificate is traded, a full record of the transaction must appear on the back. The record must include the player name, character name, and RPGA number of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate disqualification from play.

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has acquired the following in the scenario
Three Days from Sunset

Minor Enmity of the Noble Houses of Urnst

By presenting evidence against them, you have earned the wrath of many of the houses of the Duchy of Urnst. They seek to make life difficult for you. For your next six adventures set in the Duchy of Urnst (Regional or Adaptable), your purchase limit for buying items is cut in half, and opportunities that would normally be available are closed to you. You may circumvent these problems for a single adventure by spending a favor from a Duchy of Urnst noble house or by spending an additional time unit tracking down sellers. After the sixth adventure, this penalty is no longer in effect, have your game master initial and void this entry. Note each adventure that qualifies against the limit in the Play Notes section of the appropriate adventure certificate. The purchasing penalty is considered in effect for purchases made after Three Days from Sunset, but this adventure does not count against the six-module period. It is also in effect for interactives set in the Duchy of Urnst, but interactives do not count as adventures for purposes of ending the effect.



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