



This Certificate Certifies that



C O S T :
1 TU

PLAY NOTES:

Current Home Region: _____

592 CY
ADVENTURE
**LEVEL OF
PLAY:**
(circle one)

APL 2

max XP 150, 400 gp

APL 4

max XP 300, 200 gp

APL 6

max XP 450, 300 gp

APL 8

max XP 600, 600 gp

Played by _____
Player RPGA #

Has completed
Two if by Sea #2 - A Port of Call
An Interactive Mini-Mission
set in Onnwal

| | |
|-----------------|---|
| | TU Expenditure Notes |
| Other TUs Spent | This is a Mini-Mission. Characters may not spend extra Time Units to practice professions after this adventure. |
| | Out of region characters must spend an extra Time Unit to play. |
| TUs Remaining | |

Two if by Sea is a three part interactive on a continuous timeline so special rules apply:

All three mini-missions must be played at the same APL.

A separate Adventure Certificate is issued for each of the three parts.

Experience and Treasure awards are made at the end of each mini-mission.

Characters may not increase in level until the third part has been completed.

All wounds and effects that a Character may be suffering from at the end of one part carries over to the next.

Spellcasters may not recover spells already cast or change spells between the end of one part and the start of the next.

All magical effects in operation upon a Character carry over from one part to the next if of sufficient duration.

No buying and/or selling of equipment is permitted after the start of part one until the completion of the third part.

Interactive Mini-Missions do not count as Regional Adventures for the purposes of Warcompany benefits.

Two if by Sea counts as Military Service for members of the Free State Marines and for members of the Free State Navy.

Military pay for all three Time Units is applied at the end of part three.

Some characters are entitled to free upkeep for the duration of Two if by Sea. If you are one of those then please fill in the blanks below:

Level of Free Upkeep: _____ Reason for Entitlement: _____

Event _____ Date: _____

DM: _____
Signature RPGA #

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: 7 gp masterwork, 1 gp sil-
ver, 40 gp +1, 160 gp +2, 360 gp +3, 640
gp +4, 1000 gp +5

Starting XP

XP Gained

XP Spent

New XP

Starting gp

Gp Gained

Gp Spent

End of Adventure gp
and
New Starting gp

EQUIPMENT LIST

SEE PREVIOUS
ADVENTURE
CERTIFICATE

Consumable Items - List Usage Below