



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

Other TUs Spent

TUs Remaining

TU Expenditure Notes

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.

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



This Certificate Certifies that



C O S T :
1 TU

Played by _____
Player _____ RPGA # _____

Has completed
Two if by Sea #3 - The Dark Seas
An Interactive Mini-Mission
set in Onnwal

	TU Expenditure Notes 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.
Other TUs Spent	
TUs Remaining	

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE
LEVEL OF
PLAY:
(circle one)

APL 2

max XP 150, 100 gp

APL 4

max XP 300, 200 gp

APL 6

max XP 450, 300 gp

APL 8

max XP 600, 600 gp

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

ITEMS SOLD

ITEMS BOUGHT

Total

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1. _____

2. _____

3. _____

Consumable Items

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Bought/Sold Amounts

New Starting gp