



This Certificate Certifies that



COST:  
1 TU

PLAY NOTES: ☐ Leveled this adventure

Current Home Region: \_\_\_\_\_

592 CY  
ADVENTURE  
LEVEL OF  
PLAY:  
(circle one)

APL 2

max XP 150, 479 gp

APL 4

max XP 300, 779 gp

APL 6

max XP 450, 899 gp

APL 8

max XP 600, 1,634 gp

Played by \_\_\_\_\_

Player

RPGA #

Has completed  
*The Envoy Part Two*  
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.

The Envoy is a two part interactive on a continuous timeline so special rules apply:

Both mini-missions must be played at the same APL.

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

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

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

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

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 second part.

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

Some characters are entitled to free upkeep for the duration of The Envoy. 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 BOUGHT

Total

ITEMS SOLD

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