Living Greyhawk

This Certificate Certifies that

_____

Played by _____
Player RPGA #

Has completed

Two if by Sea #3 - The Dark Seas

An Interactive Mini-Mission set in Onnwal

COST: 1 TU

Other TUs Spent

TUs Remaining

PLAY NOTES: ❑ Leveled this adventure

Current Home Region: _____

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

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

Starting XP

XP Gained

XP Spent

New XP

/ Starting gp

/ Gp Gained

/ Gp Spent

/ End of Adventure gp

/ Bought/Sold Amounts

/ New Starting 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 seperate 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 silver, 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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