



This Record Certifies that

played by \_\_\_\_\_

Player

RPGA #

Has Completed  
TSS4-04 Crossfire

A Meta Regional Adventure  
Set in the United Kingdom of Ahlissa



#### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died \_\_\_\_\_
- ☐ Was raised/res'd \_\_\_\_\_
- ☐ Was reincarnated \_\_\_\_\_

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #



Adventure Record#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

☛ **Favor of the Ahlissan Military:** By providing the Ahlissan army vital support during the prison rebellion at the Calling Mines you have earned their favor. This favor can be used once for the following:

- ❖ Remove the wanted status gained during TSS3-06 The Prisoner, or reduce punishment for a crime committed in Ahlissa as described in the Wanted AR.
- ❖ Gain access to the Tactical Soldier prestige class from the *Miniatures Handbook*.
- ❖ Gain one time access to one item costing 16,000 gp or less from the following *Dungeon Master Guide* tables: 7-2, 7-5, 7-6, 7-9, 7-14, 7-15, 7-17, 7-23, 7-24, 7-26, 7-27 and 7-28.

☛ **Favor of the Jade Mask:** In addition to the standard uses for a favor with this secretive organization, you can use it as a minor favor at the Royal Court of Sunndi (granting you one favor with any Count with a seat at the Congress to be used to become a squire or knight or for a promotion at the Sunndian army).

☛ **Respect of the Faith of Trithereon:** By risking live and freedom for those robbed of their freedom you have earned the respect of the faithful of Trithereon. You gain a +2 circumstance bonus on Bluff and Diplomacy checks with the faithful of Trithereon in the Splintered Sun region. On the other hand you have earned the ire of the Ahlissan authorities and gain a -2 circumstance penalty on Bluff and Diplomacy checks with them.

In addition this counts as one favor with the Temples of Trithereon within the Splintered Sun region. Exact use of the favor depends on the region, and in some regions without such a temple it might have no impact.

It can be spent for one time access to one of the following items:

- ❖ Upgrade one suit of armor up to +3 (no special enhancements).
- ❖ One of the following weapon enhancements: *axiomatic*, *flaming*, *mighty cleaving* or *thundering*.
- ❖ Upgrade a *cloak* or *vest of resistance* up to +3.
- ❖ Upgrade an *amulet of health* or a *periapt of wisdom* to +4.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 4** (all of APL2 plus the following)

- ❖ *Boots of striding and jumping* (Adventure, DMG)
- ❖ *Circlet of persuasion* (Adventure, DMG)
- ❖ +2 *full plate* (Adventure, DMG)
- ❖ +1 *mithral shirt* (Adventure, DMG)
- ❖ *Wand of cure light wounds* (Adventure, DMG)
- ❖ *Wand of mage armor* (Adventure, CL 1, DMG)
- ❖ *Wand of magic missile* (Adventure, CL 1, DMG)

**APL 6** (all of APLs 2-4 plus the following)

- ❖ *Elixir of fire breath* (Adventure, DMG)
- ❖ *Pear of Power, 1<sup>st</sup> level* (Adventure, DMG)
- ❖ *Wand of Remove Fear* (Adventure, DMG)

**APL 8** (all of APLs 2-6 plus the following)

- ❖ *Cloak of resistance* +2 (Adventure, DMG)
- ❖ *Ring of sustenance* (Adventure, DMG)
- ❖ *Wand of light* (Adventure, DMG)
- ❖ *Wand of magic missile* (Adventure, CL 3, DMG)

**APL 10** (all of APLs 2-8 plus the following)

- ❖ *Horn of Fog* (Adventure, DMG)
- ❖ +2 *heavy wooden shield* (Adventure, DMG)
- ❖ +1 *keen dagger* (Adventure, DMG)
- ❖ +1 *mighty {+2} composite longbow of frost* (Adventure, DMG)
- ❖ *Ring of protection* +2 (Adventure, DMG)

#### Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

#### Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

#### Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

1 TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL