



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

RTK8-04— A Deeper Darkness

A one-round regional adventure set in the region of Ratik



### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained
- ☐ Died
- ☐ Was raised, res'd
- ☐ Was reincarnated

Adventure Record#

598 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

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

APL 12

max 1,575 XP; 3,300 gp

APL 14

max 1,800 XP; 6,600 gp

☛ **Captured and Eaten!** You were captured by the mind flayers. If you are a human, you are transformed into a mind flayer through the ceremorphosis process. If not, they eat your brain and process your body as food for their slaves. Tick the "Died" box on this AR. Only a true resurrection can bring you back.

☛ **Githyanki silver sword:** (APL 10-14 only). If you slew Kalifrax the mind flayer during his assault on the Resistance's hideout, you gain access to his sword which appears to have the following properties:

- APL 10: +1 silver greatsword (Adventure, 2,530 gp);
- APL 12-14: +1 silver magebane greatsword (Adventure, 8,530 gp). However, it's githyanki greatsword (MM 128) and can therefore also disrupt psionic powers and sever astral travellers' silver cords. Expect the githyanki to come looking for it...

☛ **Favour of Lord Mandris Ratik:** For freeing Clan Ukakane you are granted limited access to the vaults and gain Regional access to ONE of the following: manual or tome of inherent ability bonus +1 or +2, ioun stone (any from DMG), pearl of power (any from DMG), a ring of invisibility, evasion or freedom of movement, a rod of splendour, a flame tongue, or a frost brand. The item chosen costs its standard price. Until you purchase the item, you gain an Influence Point with the Ratik royal family.

☛ **Thanks of Clan Ukakane:** Your invaluable assistance in throwing off the mind flayer yoke is greatly appreciated by the dwarves of Clan Ukakane. You gain a permanent Influence Point with the Clan. In addition, you gain Regional access to the following:

- stone plate, heavy plate, interlocking scale, interlocking plate, battle plate and mountain plate armour (Races of Stone);
- dwarvencraft items (Races of Stone);
- the blueshine and landing armour enhancements, earthplate armour, least, lesser and greater armour crystal of mind cloaking (MIC), and dwarven plate (DMG);
- the brutal surge, impact, knockback, metalline, quick loading, sundering and terran weapon enhancements, and bladed crossbow, galeb duhr hammer, stonereaver (MIC), and dwarven thrower (DMG) weapons;
- boots of the mountain king (normal and greater), cloak of battle, cloak of stone, gauntlets of giantfelling, helm of battle, rock boots, shirt of ironskin (MIC), and belt of dwarvenkind (DMG).

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 6

- ❖ dampsuit (Adventure, 6910 gp; Lords of Madness 68)
- ❖ wand of resurgence (Adventure, 750 gp)
- ❖ githborn talisman (Adventure, 1800 gp; MIC 105)

### APL 8 (all of APL 4 plus the following)

- ❖ forked metal rods (foci for plane shift – Material Plane and Plane of Shadow) (Adventure, PH 262)
- ❖ scroll of dragonskin (CL 5<sup>th</sup>) (Adventure, 375 gp; SpC 73)
- ❖ infinite scrollcase (Adventure, 2800 gp; MIC 162)

### APL 10 (all of APLs 4-8 plus the following)

- ❖ aberrant sphere (Adventure, 2800 gp; MIC 149);
- ❖ runestaff of night (Adventure, 14,000 gp; MIC 181)

### APL 12 (all of APLs 4-10 plus the following)

- ❖ forked metal rod (focus for plane shift – Far Realm) (Adventure, PH 262)
- ❖ boots, winged (Adventure, 16,000 gp; DMG 250)
- ❖ retributive amulet (Adventure, 9000 gp; MIC 121)

### APL 14 (all of APLs 4-12 plus the following)

- ❖ lesser crystal of acid assault (Adventure, 3000 gp; MIC 64)
- ❖ third eye dominate (Regional, 120,000 gp; MIC 141)

## 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

GP

FINAL GP TOTAL

TU

Starting TU

1 or 2 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