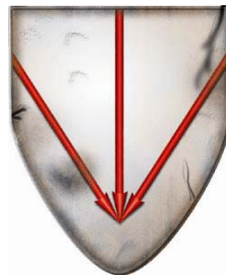




## This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**YEO7-07 Dark Gate Stalkers**  
**A Regional Adventure**  
**Set in the Yeomanry**



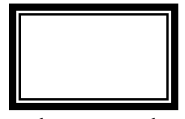
### Play Notes:

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

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

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_



Adventure Record#  
**597 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 2**  
max 900 xp; 900 gp

**APL 4**  
max 1,350 xp; 1,300 gp

**APL 6**  
max 1,800 xp; 1,800 gp

**APL 8**  
max 2,250 xp; 2,600 gp

**APL 10**  
max 2,700 xp; 4,600 gp

**APL 12**  
max 3,150 xp; 6,600 gp

Cross out any game effects this character does not gain.

**Hero of Dark Gate:** Due to your successful resolution of troubles in Dark Gate, you are always welcome there. You receive free Adventurer's Standard upkeep during any adventure set in or around the town of Dark Gate. Furthermore, the townspeople agree to keep items you may need in the future. You may circle any two items to which you have access below and add Frequency: Regional access to those two items.

**The Mother's Necklace:** This ornate necklace is made of painted millipede carapace, bone, and some sort of ceraceous secretion. It was once passed down through generations of worshippers of the Mother, the horrid amoeboid quasi-deity worshipped by the savage and depraved Lerara Suel in the Passage of Slerotin.

The Mother's Necklace functions as a *periapt of wisdom* +2. However, PCs with a powerful divine connection have the ability to increase the power of The Mother's Necklace. If you are able to cast 3<sup>rd</sup> level divine spells, you may spend 6,000 gp and 2 additional TUs to upgrade The Mother's Necklace to a *periapt of wisdom* +4. At any time after making this upgrade, if you are able to cast 6<sup>th</sup> level divine spells, you may spend an additional 10,000 gp and 4 TUs to upgrade The Mother's Necklace to a *periapt of wisdom* +6.

Once it is upgraded beyond a *periapt of wisdom* +2, The Mother's Necklace carries a dire curse. Anyone wearing the upgraded The Mother's Necklace automatically fails any saving throw from a spell or effect generated by an ooze for as long as the upgraded necklace is worn and for 24 hours after it is removed. This includes any saving throw required by the character's attended equipment (such as the Reflex save to avoid having a weapon destroyed by the acid of a black pudding). This effect can only be removed with a *wish* or *miracle*.

Moderate transmutation; CL: 15<sup>th</sup>; Prerequisites: cannot be crafted; Price: 4,000 gp.

### ITEMS FOUND DURING THE ADVENTURE

(Cross off all items **NOT** found)

APLs 2, 4, 6 (all of the following):

- ❖ Amulet of Fortune Prevailing (Adventure; Magic Item Compendium; Limit 1)
- ❖ Armband of Elusive Action (Adventure; Magic Item Compendium; Limit 1)
- ❖ The Mother's Necklace (Adventure; See Above; Limit 1)

APLs 8, 10 (all of APLs 2, 4, 6 plus the following):

- ❖ Cloak of Elemental Protection (Adventure; Magic Item Compendium; Limit 1)
- ❖ Shirt of the Fey (Adventure; Magic Item Compendium; Limit 1)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ Boots of Swift Passage (Adventure; Magic Item Compendium; Limit 1)
- ❖ Skirmisher Boots (Adventure; Magic Item Compendium; Limit 1)

### 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

2 or 4 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