



This Record Certifies that

by _____ Played _____
Player RPGA #

Has Completed

CORS5-02 Mines of the Eye
A Core Special Adventure
Set in (and under) the Abbor-Alz



Play Notes:

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

Home Region _____



Adventure Record#

595 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

❖ **Of the Discovery and Loss of Azak-Zil:** This leather-bound tome was written by Folinaar Ironforge of Irongate and recounts somewhat melodramatically the expedition to discover the legendary Pits of Azak-Zil, the operations by the Clan Ironforge there, as well as the ultimately tragic and vain attempts of the members of the clan to discover what became of the mines, when all contact was subsequently lost with them. The tome is illustrated with a number of detailed maps showing the location of Azak-Zil. Rary's apprentice Turav has made some notes detailing an inventory of equipment required for an overland expedition to Azak-Zil.

Lady Karistyne will purchase this book from the PCs for the sum of 200 gp.

❖ **Disfavor of Lady Karistyne:** The bearer betrayed their mission and their companions to the minions of Rary the Traitor. As a result, they are not welcome in Castle Karistyne or in the company of any who serve her. This cancels any previously held favors of Karistyne and may have other effects in future adventures.

❖ **Sanghahaar of the Cnuchrua:** The bearer successfully rescued Curadae of the Cnuchrua from the Mines of the Eye. In gratitude, Curadhae has made them her sangahaar or blood kin. As a result, the PCs can have free Adventurer's Standard upkeep for any adventure that starts in the Abbor-Alz. This reward may have other effects in future adventures.

❖ **Precious Metals Found:** During the assault on the Mines of the Eye several small caches of precious metals were found and carried away. The PC may in the future purchase any one of the options listed below:

Mithral: The PC may purchase any one metal suit of armor or shield listed in the *Player's Handbook* as a mithral item. This favor may not be used to upgrade an existing weapon.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Earthsilk rope (50 ft.) (Adventure, 12 gp gp, *Races of Stone*)
- ❖ Shield sheath (Adventure, 25 gp gp, *Races of Stone*)

APL 4 (All of APL 2 plus the following)

- ❖ +1 dwur warpike (Adventure, 2,345 gp, *Races of Stone*)
- ❖ +1 large warhammer (Adventure, 2,000 gp, DMG)
- ❖ wand of melf's acid arrow (Adventure, 4,500 gp, DMG)

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

- ❖ +2 breastplate (Adventure, 4,350 gp, DMG)
- ❖ wand of magic missiles, (1st level) (Adventure, 750 gp, DMG)
- ❖ dust of disappearance (Adventure, 3,500 gp, DMG)

APL 8 (All of APL 2-6 plus the following)

- ❖ +2 dwur warpike (Adventure, 8,345 gp, *Races of Stone*)
- ❖ +2 greataxe (Adventure, 8,320 gp, DMG)
- ❖ +2 heavy pick (Adventure, 8,308 gp, DMG)
- ❖ +2 large warhammer (Adventure, 8,312 gp, 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

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