



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 10

max 2,700XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

APL 14

max 3,600 XP; 13,200 gp

APL 16

max 4,050 XP; 19,800 gp

✶ **Writings of the Father:** This PC has found and kept a book written by the beholder, Father Eye. Its pages contain information about his kin and the tunnels under the Abbor-Alz. In addition, the book speaks of an abandoned mine buried deep in the desert and infested by undead.

A PC who peruses this work for 10 minutes gains a +2 insight bonus on skill checks relating to beholders for the next 10 minutes. In addition the information in this book may be of use in the future.

Cost 200 gp.

✶ **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:

Adamantine: The PC may purchase any one metal weapon or suit of armor listed in the *Player's Handbook* as an adamantine item. This favor may not be used to upgrade an existing weapon. Alternatively, this favor may be used to replace one part of a double weapon.

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 10

- ❖ *Wand of command* (20 chgs.) (Adventure; 300 gp; DMG).
- ❖ *Wand of glitterdust* (5 chgs.) (Adventure; 450 gp; DMG).
- ❖ *Hat of disguise* (Any; 1,800 gp; DMG).
- ❖ *Cloak of elvenkind* (Any; 2,500 gp; DMG).
- ❖ *Slippers of spider climbing* (Core; 4,800 gp; DMG).
- ❖ *Boots of speed* (Any; 12,000 gp; DMG).
- ❖ *Writings of the Father* (Adventure; 200 gp; see above).

APL 12 (All of APL 10-12 plus the following)

APL 14 (All of APLs 10-12 plus the following)

- ❖ *Bracers of armor +2* (Core; 4,000 gp; DMG).
- ❖ *Cloak of resistance +2* (Core; 4,000 gp; DMG).
- ❖ *Cloak of resistance +3* (Core; 9,000 gp; DMG).
- ❖ *Ring of counterspells* (Core; 4,000 gp; DMG).
- ❖ *Ring of shooting stars* (Adventure; 50,000 gp; DMG).
- ❖ *Boots of speed* (Any; 12,000 gp; DMG).
- ❖ *Amulet of mighty fists +1* (Any; 6,000 gp; DMG).
- ❖ *Staff of fire* (40 chgs.) (Adventure; 14,200 gp; DMG).

APL 16 (All of APL 10-14 plus the following)

- ❖ *+2 studded leather armor* (Any; 4,175 gp; DMG).
- ❖ *Bag of holding* (type II) (Adventure; 5,000 gp; DMG).
- ❖ *Brooch of shielding* (Any; 1,500 gp; DMG).
- ❖ *Dusty rose prism ioun stone* (Core; 5,000 gp; DMG).
- ❖ *Pearl of power* (2nd level) (Any; 4,000 gp; DMG).
- ❖ *Ring of blinking* (Core; 27,000 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