



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, (1<sup>st</sup> 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**