Experience Points from Monsters:

Experience Points from Other Actions

* For expecting the attack while gathering ancient ivory, the party gains +100
* For freeing and bringing the Aigosy slaves home: +1000
* For destroying the assorted cursed items in Marta’s quarters: +1000
* For destroying “Henut-tawy”: +250

so, +2,350 xp to each character, except Kerra who gets +350

69,919 xp for everyone except Kerra who gets 47,768

Vargas gets a bonus of +5% of his current XP total and then another +1% bonus after that bonus is applied.

**Coins**

Platinum: 981

Gold: 9,351

Electrum: 10,390

Silver: 11,866

Total = 20,044 gp + 6 sp

**Gems**

60 gem stones: 4 cairngorms (50 gp), 8 zircon (50 gp), 10 turquoise (50 gp), 7 amethysts (100 gp), 7 blue tourmalines (100 gp), 8 beryls (100 gp), and 3 topaz (500 gp). Standing out in the collection is a rainbow pearl of monstrous size (12,000 gp), a flawlessly polished black opal (27,000 gp), and a brilliant cut canary diamond (35,000 gp). = 78,800 gp

11 onyx (50 gp), 8 jade (100 gp), a single star ruby (13,000 gp) = 14,350

8 disks of onyx (75 gp) & 5 chunks of jet (100 gp) = 1,100

**Jewelry & other Valuables**

19 pieces of gem encrusted gold jewelry (mostly necklaces) = 103,300 gp

13 rings of silver and gold studded with gems = 65,000 gp

Small, lead-lined coffer made with alternating slats of brightly colored woods and edged in hepatizon. The wood is carved with knotwork and roses. = 1,400 gp

A single keg of Mockrim's Old Crooked Spider. This is a dark ale with a thick head that sticks to a drinker's lips or beard. This ale makes a person's mouth slightly numb and the lips slightly puffy. It imparts a +1 to Guile rolls and -1 to Dex so long as the drinker is intoxicated. Worth 400 gp. Twice that to the appropriate Dwarf or Gnome.

Trade goods worth 54,000 gp on the open market. Half that if sold to a merchant for resale. Don’t forget to deduct sales tax and market fees if selling yourself. Takes five wagons to move it all.

Four large tusks of ancient ivory. Worth 1,000 gp each as raw material. More if a craftsman is hired to transform them into items.

11 bracelets of silver, ivory, and onyx (350gp each) = 3,850 gp

Silver and jet necklace with a lattice pendant of jet and ivory (2,300gp)

The Inven Jewels: Five enormous Star Sapphires worth 50k each. Cursed by Geryon to engender miserliness and to bring their owner’s soul to serve him in Hell.

Each person will find in their packs or pouches a torc of untarnishing silver adorned with moonstones. It is masterfully crafted. Worth 5,000 gp. It is a gift from Irideth for restoring the cemetery.

**Magic Items**

Potions: ESP x2; Extra-healing x4; Flying x2; Human control x4; Insolence x1

Amulet of Borrowed Years: by Andrew Hamilton from & Magazine #2, p25. This magical item was developed as a defense against magical aging. The amulet has a “life” of 101 years, and when its wearer would be subject to magical aging, the amulet will age instead of the wearer. This magical aging includes attacks by entities such as ghosts, or the effects of magical spells or effects including haste, potions of speed, or wish. As the amulet ages, rather than the wearer, the wearer is not subject to any system shock rolls that would normally be associated with magical aging. The amulet cannot be recharged and when it has “aged” 101 years, it crumbles to dust. Sale price = 15,000 gp

Bag of Devouring

Cubic Gate: Held by Tamsyn. 1) On the banks of the Javan river, an hour walk downstream from Longspear [Oerth] ● 2) Within the confines of the original settlement of Thraa along the banks of the River Ai. The gate is under water during the summer floods. [Earth's Dreamlands] ● 3) Along the river Chionthar, two hours walk upstream from Baldur's Gate [Toril] ● 4) Within sight of the river Reik, two hours walk downstream from Altdorf [Warhammer] ● 5) Below the Moaning river within sight of the Madhouse on Pandesmos ● 6) Within the flow of the slow moving river Lassitude, deep in the Colorless Mire on Hades' first level

“Darkness”: A spear made from the horn and bones of a black unicorn. It counts as a +4 spear. Wounds dealt by the spear heal only slowly (half natural rate) and are resistant (dispel magic test vs level 16) to magical healing. When first hit by the spear in a combat, a foe must save or be paralyzed for 3d6 rounds. The spear has a hunger for the blood of creatures and harbors the spirit of the unicorn from which it was made. The spear could be made intelligent through powerful magics, if desired. Sale price = 19,000 gp

Death’s Grace Ring x6 See El Raja’s Key for description

Death’s Grace Bracelet x3 ibid.

Death’s Grace Bracer x2 ibid.

Death’s Grace Torc ibid.

“Dragon’s Breath”: A +4 large metal shield formed to look like a dragon's head with an open maw. When the bearer forgoes all attacks and prepares himself to take a blow with the shield, Dragon's Breath creates a barrier that prevents all damage from any dragon's breath weapon. The barrier only protects the wielder. This protection only works twice each day. Sale price = 13,000 gp

Emrys Seal: +3 small round shield that gives a +3 on saves vs spells; made of goblin steel with a magical sign made of blue zircon emblazoned across the face. The sign glows when it adds its bonus to a save. Sale price = 9,000 gp

Figurine of Wondrous Power – Clay Phoenix from “Magical Theorems & Dark Pacts” by Dyson. Can be activated 2/week for 1 hour each time. Appears and attacks as a giant fiery eagle with 20' wingspan [HD 4 ● HP 25 ● AC 7 ● Save 14 ● THAC0 17 ● Move 3”, fly 48” (A) ● #Atk 3 (claw/claw/bite) d6/d6/2d6 ● SA: Dive 50' or more adds +4 To Hit and doubles claw damage but no beak ● SD: Exceptional eyesight ● Size M ● Int Avg ● Align N]. It flies but never lands though it can hover. It cannot be used as a mount. On command or when it dies, it explodes in a shower of hardened clay shards causing 6d6 damage to all within 20', save for half. After exploding, all that is left is an egg-shaped lump of clay that turns into the form of a phoenix over the course of a week. Sale price = 4,000 gp

Figurine of Wondrous Power – Mithral Ape (focused on alchemy and places of power) from “Magical Theorems & Dark Pacts” by Dyson. Can be activated 1/week for 8 hours each time. Turns into a metallic looking great ape [HD 4+1 ● HP 33 ● AC 6 ● Save 14 ● THAC0 17 ● Move 12” ● #Atk 3 (claw/claw/bite) d3/d3/d6 ● SA: Rending for d6 ● Size M (6' tall) ● Int Exceptional ● Align N]. The ape can speak the primary language of the creature that activated it. It has an Int and Wisdom of 16. It is also a sage in Alchemy and Places of Power. Finally, it plays a mean game of chess. If used in combat, it will revert to figurine form as soon as the fight has ended. Sale price = 4,000 gp

Figurine of Wondrous Power – Oaken Turtle from “Magical Theorems & Dark Pacts” by Dyson. Can be activated 1/week for 8 hours each time. First command turns into a giant turtle [HD 8 ● HP 54 ● AC 6 ● Save 11 ● THAC0 13 ● Move 6” ● #Atk 1 (bite) 2d4 ● SA: Charge for double damage and 2 more foot stomps at 2d4 each ● Size L ● Int Animal ● Align N]. The second command turns the turtle into a wall of hardened oak, treat as stone, that is 2 ½' thick and covers 200 square feet in surface area. The third command returns the turtle to figurine form from either of the two other forms. Sale price = 8,000 gp

Fire Spear of the Sorcerer Daemons: “A spear made of some dark stone with a bronze head shaped like a flame”; +3 spear, indestructible, on a roll of 17+ wielder can channel a spell through the spear to gain the spell’s level To Hit and Damage until their next initiative roll (one round). Sale price = 17,500 gp

Goblin King’s Ring: Gain a 18 Charisma to all goblins (but not their kin). Goblins seeing the wearer must make a reaction roll. Positive reactions mean they will follow and/or serve the ring wearer. Goblin shamans and chiefs will occasionally get visions or dreams about the ring and send minions to retrieve it. Roll 1d6 each week. On a “1”, a band of goblins will appear to take or steal the ring. These goblins must roll, of course. Sale price = 3,000 gp

Hat of disguises

Halo of Soil: Expanded from the item in “El Raja's Key”

Appears as a 1½' diameter circle made of soil, pebbles, and worms that constantly move about in their orbit. Placed over a person's head, it floats over it like a halo.

Once per day per person, by smearing a wound with earth or soil, the wearer of the halo heals them of 1d6 hp. The healing is temporary, ending at nightfall. At that point, the wounds will become infested with maggots. The maggots immediately cleanse the victim of all diseases or toxins. They also cause 1d3 points of damage every hour. Someone can spend 10 minutes picking out the maggots to avoid the damage. Sunlight will cause the maggots to flee.

Wearing the halo will cause the wearer to start to have nightmares. The nightmares involve being buried alive in the earth or eaten by vermin. A full month of dreams (or 10 successful Int or Wis checks) will allow the wearer of the halo an insight into the nature of the dreams. At that point, the wearer will be aware that there are further powers to be found in the halo. A save can be made every night thereafter. Success means the wearer can access the new powers or figure out a means to acquire them.

After the dreams, the wearer can call forth gobs of earth at night. There is enough soil to coat up to six human sized creatures. A coated creature can walk through earth and stone. Each round traveling in the earth costs the traveler 3 hp of damage.

The halo can be empowered. If done so, the powers gained depend on the method used. Options include: Removal of the damage when traveling through earth; Increasing the healing and/or making it permanent; Maximum strength when standing on the ground; Ignored or favored by earth elementals; Command/Summon vermin; Call pech or xorn; Bury self in earth for fast healing; With appropriate motions of the hands, can dig or move earth with ease, say a 5' cube per round; Entangle; Animate tree as a treant; Tree stride; Improves elemental power of the halo; Rot a corpse and cause the soul of the creature to reincarnate.

Some possible methods of empowerment: Bury yourself alive while wearing the halo for a day or more; Add new worms or other tiny ground-dwelling creatures to the halo; Add rare seeds or (myconid?) spores to the halo; Gain a permanent blessing from an appropriate god or elemental lord; Destroy a ring of earth elemental command or wand of earth & stone and sprinkle the ground up bits into the halo; Gain the favor of a Great Druid or Hierophant; Add crushed stone, minerals, or mud from magic rich places or from the Planes of Earth or Mineral; Make a magical binding oath relating to the earth or living things.

Side effects or malevolent effects are gained when the halo is empowered: Pigpen effect; Gain enmity of birds, followers of sky gods, or djinn; Poisoned by alcohol or salt; Unable to hide tracks made when moving on the ground; Inability to fly for whatever reason and by whatever method.

Sale price = 1,000 gp? Maybe more to the correct buyer but finding them will be a challenge.

Gift of Irideth x6: Found wrapped around a silver torc is a skin of an animal with which the character most identifies. The skin allows the character to transform into that animal for up to 8 hours a day. The character must hold or wear the skin and wish for the transformation. Granted for returning the masks to the chapel.

“Irideth’s Light”: A luminous moonstone the size of a woman’s fist across. The bearer gains ultravision, can see shapechanged creatures and objects for what they are, and can dispel magical darkness with but a thought. This is a relic of Irideth. More powers can be revealed if faith in Irideth is rekindled.

“Kalifa’s Defense”: This small shield is formed into the shape of a lozenge. It is made of some dark wood, maybe teak or black walnut. It is edged and bossed in mithril steel. Flowing symbols of flight, loyalty, and defense ring the central boss and are inlaid with mithral. The shield has a +2 bonus. With a command word, the shield will float around its owner. It provides its protection against a single attacker each round. The owner can designate the attacker with a thought. Sale price = 7,000 gp

“Karnikos”: enchanted giant crab carapace, AC 2, water breathing & swimming for 2 hours a day. Sale price = 10,000 gp

Moon Cloak: This hooded cloak is sized for humans. It has a silver chain and clasp at the neck. The cloth is unusual in texture with a pale grey color that has a faint light green glow. When worn with the hood pulled up, the wearer gains ultravision, the ability to see through magical darkness, and the ability to recognize shapechangers and spirits on sight. These benefits come with a penalty of -2 on saves against light based spells and effects. Whether the hood is up or down, the wearer gains a +10 on stealth rolls.

Necklace of the Sorcerer Daemons: Set with two sapphires; +2 on saves vs Daemonic magic, +2 Wisdom, -2 AC, +10 HP

“Oozing Leathers”: Soft leather armor fashioned from a Babau demon. When donned, the leather oozes a sort of slime which turns slashing blades. Provides base AC 2, half damage from slashing weapons. Sale price = 18,000 gp

“The Pelian Spear”: A 7' spear made of chestnut with a crude looking lozenge shaped head. It is a +3 spear. It will glow with a light whose brightness depends upon the constitution of its wielder. An 18 Con means a 20' radius. Each one point decrease of the wielder's Con means 2' less in the radius of the light. Ancient legends suggest that there is a means by which a warrior can bond with the spear though it comes at a cost of the warrior's vitality. Sale price = 15,000 gp

Pouch of accessibility

“Pussbile’s Scepter”: +2 morningstar dedicated to Incabulos; those hit must save or catch a random disease; corpses still harbor the disease. Sale price = 7,500 gp

Ring of the Bound: Summon a 8 HD dungeon elemental 1/day for 1 hour. Sale price = 5,000 gp

Ring of Mammal Control

Sacrificial Dagger of Nar from “Daemonic & Arcane” by R. Kuntz. Obsidian dagger with no inherent magical combat bonuses. On a natural To Hit roll of 18, the dagger does +3 damage. On a 19, damage is increased by +6. On a natural 20, damage is increased by +9 and a small chip flakes off and starts tunneling towards the victim's heart. In 24 hours, the chip will kill the victim unless a remove curse spell is cast upon them. Ever growing chest pains start at the 20th hour until death. Sale price = 3,000 gp (maybe hard to find a non-evil buyer)

Selenite Dagger: This dagger is 18” long and a cinqueda in form. The blade is made of a dull grey metal with silvery flecks. It sheds a pale light in a 5' radius. The dagger is +2, +3 versus shape changed creatures. Shapechanged creatures must make a saving throw each time they are struck. Failure means they revert to their true form for three rounds. Sale price = 3,000 gp

Serpent Skin: A great coat, gauntlets, and high boots made of the layered skins shed from a monstrous elder serpent of antiquity. The pattern on the scales looks like a giant diamond back rattlesnake. When all parts are worn, it provides an armor class of 0. The wearer is also immune to poison. The armor is non-bulky, weighs but 10 pounds, and counts as leather armor. Snakes and related creatures will attack the wearer in preference of all others. Sale price = 20,000 gp

Talisman of Pure Good

Thrashing Staves x3: From “El Raja's Key” by R. Kuntz

These are +1 quarterstaves. They are made of a dark wood with red streaks throughout. Speed factor is reduced by 1 as these staves are about half as thick as a normal quarterstaff, but far stronger.

Each staff can hold up to 3 charges. Charges last for three days or until used. A charge is generated by practicing with the staff for 20 minutes.

Using one charge, after striking a foe, causes the staff to thrash. The other end of the staff comes around and strikes the foe automatically. Using a second charge in the round after the first carries a 10% chance of destroying the staff. Using a third charge in the round after the second carries a 20% chance of destroying the staff. In both cases, the thrashing attack happens before the staff is destroyed.

Using all three charges at once is an option. It destroys the staff. The thrashing attack happens but carries with it a stunning effect for 2d4 rounds. Foes can save at -4 to avoid the effect.

Sale price = 1,100 gp each

Thundering Bracers: These metal bracers are marked with runes and symbols of wind and storm. They will resize to fit a wearer between halfling to ogre size. Once per turn, the wielder may smash the bracers together to create an area of deafening thunder in a 50' cone. Those in the cone take 2d8 (sonic) damage and must save or be deafened for 1 turn. The wielder is immune to the effect. Sale price = 18,500 gp

Ushabti Porter: Command word causes statue to grow to a 5’ human-ish figure. The porter will carry up to 500 pounds. It can be used no more than 40 hours a week, 8 hours each day. Named “Nodwick”. Sale price = 1,000 gp

**Items of Interest (but not necessarily monetary value)**

A collection of 13 richly, if oddly, decorated skulls. All are complete. Most are human with two elves, one gnome, and one hob-goblin skull rounding out the collection. Speak with Dead is possible with all of them.

Three former slaves of the Aigosy who lived in the Holds of the Sea Princes. They don’t want to go back but have nothing with which to build a new life. Currently waiting at the Shade Tree inn over in Stag Hollow.

Journal from a “scholar” written in Old Oeridian. Documents finds from the sacred caverns with commentary. Heavily biased against the Flan who used the cavern. Frequent praise for Pholtus and St. Cuthbert.

A stuffed cockatrice.

A trio of crystal skulls: one human, one hob-goblin, and one orc. They radiate faint magic. The crystal of each skull looks dirty and occluded. To properly clean the skulls and awaken their magic, they must be washed in the flowing waters of a magic rich river. The best choice, as revealed through legend lore, runs through the Valley of the Mage.

Small piece of folded parchment with the word “Tsalagi” seared on it.

Bastard sword taken the rib cage of a giant. The sword radiates a faint magic. Freeing it from the petrified wood will cause it to shatter. Reforging the sword will take effort and a magical forge, but it can be done.

Location of a portal to the Asphodel Field

The Broken Blade of Alculus:

Biography of Saveli the Entombed: Takes place in a nation that is unknown to current scholars of Flanaess history. Perhaps a work of fantasy? The classic story of noble warrior meets girl; girl wraps warrior around her finger; warrior performs increasingly vile deeds to impress girl; girl tires of warrior; warrior murders girl, her family, and several passersby. Among the deeds done was a duel with prince Alculus and the theft of the Inven Jewels. The theft led to the Jewels being cursed by Geryon, Lord of the Fifth.

Gift of Irideth x6: A map marked in moon runes that can be read just by the character for which it is intended. It will lead the character to a single magic-item of less than artifact level that the character desires. The magic item could also be a magic site such as a spring, Fading Land, or gate. Granted for destroying Incabulos’ fane in the netherworld.

**Notes**

Destruction of two altars dedicated to Incabulos has gained the party (Erich in particular) the enmity of Incabulos. Retribution will be coming.

Kerra will have qualms about becoming a henchman to Erich for his episode at the defixio pit. That and the almost palpable aura of chaos and evil that surrounds him. And Quick the Cold is too much of a jerk. If asked, she would work with Gerard, Obal, or Vargas.