

Treasure Summary

Miscellaneous

- * +2 Screaming Bolts [x9] [leftover from destroyed skeletal crossbowmen] (*will be returned to the PCs by Carnell's militia; if they want them*)
- * 48 gp, 102 sp [in rotting belt pouches found with skeleton crossbowmen]
- * Dead Rook Egg (50 gp)
- * Eyes of Doom [x9] (*Phar is hanging onto these for the group*)
- * Heavy Crossbows [x2] (*One lent to Brutus; the other was lent to the local militia*)
 - 3 more that were damaged but have been fixed by Mabon; now being used by the militia
- * Lycia's rough maps of the Malotoch cultist lair
- * Phar's old *Headband of Intellect* +2 (*given to Caerth*)
- * Rusted Tin Container (containing 24 sp and 10 cp)

Odilos's Gear

- * +3 Composite Longbow (*claimed by Aureus*)
- * Amulet of Health +2 (*given to Meridith by Caerth; Wieland inherits this item after her death*)
- * Arrows (poisoned) (x17)
- * Belt Pouch (w/9 pp and 60 gp; ~~plus vial of poison~~ [*vial was given to Aeron to make an antidote*])
- * Cloak of Resistance +1 (*given to Wieland by Caerth; Wieland gave it Scarborax*)
- * ~~Cure Moderate Wounds Potion~~ (already used)
- * Masterwork Spear (*Mabon has removed the poison that was on it for the PCs, so it is available for use now*)
- * Wild "Teleos" Rhino Hide (*claimed by Caerth*)
- * Note in Harqualian (Common): "My bastard of a son is rumoured to be hiding somewhere near this village. Go there and find him and the breeder. Try not to hurt her. Pretend you are mercenary seeking work if the locales become suspicious of you. Try not to kill anyone without good reason. And, no Odilos, hunger is not a good enough reason. And do not infect anyone, at all. Be a shadow not a club. I know that's hard for you, but I must insist! If you get into trouble, I will not send reinforcements. If you must have help, there is one of your brothers in the village. While his blood isn't strong, he could be useful."

The Star Arms

Azurak (w/Angus)

(details still to be added)

Cruel Justice [AL LN; Ego: 22 (23); Int 17, Wis 17, Cha 10; Star Arm (adds to Ego)] > +1 *keen adamantine scimitar* (+9 to Ego) (w/Quinn)

- Speech/Read Language (Axiomatic, Celestial, Common [Harqualian]) (+3 to Ego)
- Telepathy; 120 ft. Darkvision and hearing (+1 to Ego)
- 10 ranks of Intimidate [Lesser Power] (+1 to Ego)
- 10 ranks of Sense Motive [Lesser Power] (+1 to Ego)
- *Zone of Truth* (3/day; CL 6th) [Lesser Power] (+1 to Ego)
- *Detect Thoughts* (At Will; CL 6th) [Greater Power] (+2 to Ego)
- Special Purpose: Defeat/Slay Chaos [The Guilty] (+4 to Ego)
- Dedicated Power: Cut off opponent's hand (Reflex save, DC 17; opponent is automatically disarmed on a successful save)

Kang ("Mercy/Murder" in Orc) [AL NE; Ego: 6 (7); Int 13, Cha 13, Wis 10; Star Arm (adds to Ego)] > +1 *adamantine stiletto dagger* (+4 to Ego) (w/Caerth)

- Empathy; 60 ft. vision and hearing
- *Deathwatch* 30 ft. (Continually Active) [Lesser Power] (+1 to Ego)
- *Hold Person* (3/day; CL 1st, save DC 12) [Lesser Power] (+1 to Ego)

Qi > ("Focus" in Draconic) [AL TN; Star Arm (adds to ego)] +1 *adamantine baton (rod)* (w/Aureus)

- 12 inches long and 1 inch in diameter.

— More to be added

Ambush on the Cultists on Level One of the Temple

Aureus finds four unused torches, four flasks of acid, and four flasks of what smells like rancid water. Each of the dead cultists also had a heavy mace & dagger, chainmail, light metal shield, and an unholy symbol. The weapons are in good shape and so is the armour (but smells slightly of decay).

Brought to Carnell

- * Daggers [x2] *(Aureus has these in her pack)*
- * Dagger *(Aureus left two in the smithy) [stolen]*
- * Flasks of Acid [x4] *(Aureus leaves these with Mabon)*
- * Heavy Mace *(given to Brutus by Aureus; given to Aries by Brutus before the half-ogre died)*
- * Torches [x2] *(Aureus has these in her pack) [two other were used in the cave]*

Left on the Sea Isle *(to be reclaimed later?)*

- * Chainmail [x4] *[smell of decay/mould]*
- * Heavy Maces [x3]

— Aureus put two of them in her pack; Timmins claimed the other to help break up the altar; she left the other two with the dead cultists; and Timmins also left the other mace with the dead cultists, as it weighed him down too much.

- * Light Steel Shield [x4]

The Corridor Fight

Various belt pouches with coins and gems in them: 13 gp, 18 sp, and 23 cp; 15 gems (*Quinn has these items*)

Gems

- * Azurite (7 gp)
- * Blue Quartz (12 gp)
- * Chalcedony (50 gp)
- * Chrysoberyl (70 gp)
- * Citrine (70 gp)
- * Eye Agate (5 gp)
- * Iolite (40 gp)
- * Irregular Freshwater Pearl (11 gp)
- * Lapis Lazuli (7 gp)
- * Moonstone [x2] (30 gp, 40 gp)
- * Red Garnet (160 gp)
- * Rose Quartz (30 gp)
- * Tiger Eye Turquoise (8 gp)
- * Tourmaline (80 gp)

Brought to Carnell

Aries Gear

- * Amulet of Natural Armour +3 (*given back to Aries by Angus*)
- * Chainmail (*given back to Aries by Lady Pendour*)
- * *Cloak of Charisma* +2 [*stolen by Xander; destroyed by Druaga*]
- * Flask of Acid (*given back to Aries by Lady Pendour*)
- * Goggles of Night (*given back to Aries by Wieland*)
- * Gloves of Swimming and Climbing [*stolen by Eike*]
— Aries told the PCs, before he left, that they can have his gloves if they get them back from Eike
- * Heavy Mace (flawed) (*given back to Aries by Lady Pendour*)
- * Symbol of the Soldiers of Iron (*given back to Aries by Lady Pendour*)

Eike's Gear (*currently at Pendour Manor*)

- * Chainmail [*smells of decay/mould*]
- * Dagger
- * Flask of Acid
- * Heavy Mace

Hirasean's Gear (*currently at Bronzethegn's Smithy*)

- * *Magical Longsword*: Its design is intricate but not gaudy. There are no infernal designs or symbols of Malotoch etched on it. [*stolen by Eike*]
- * *Ring of Mind Shielding*

Prelate's Gear (*currently at Bronzethegn's Smithy*)

- * +1 Chainmail (*slightly damaged*): This chainmail detects as magical and is in good shape with no smell of decay. [*could not be repaired by either Maur or Mabon*]
- * *Magical Bracers*: These bracers are made out of studded leather that has been blackened. The bracers have spider motifs on them. [*stolen by Eike*]
- * *Magical Heavy Mace*: This mace is intricately designed w/infernal script on the head of the mace. [*stolen by Eike*]
- * *Magical Heavy Steel Shield* (*slight damage, DC 15 to fix*): This shield detects as magical and is intricately designed/emblazoned with the symbol of Malotoch. [*stolen by Eike*]

Xander's Gear (*was at Bronzethegn's Smithy*)

- * Alchemical silvered bastard sword [*finished by Mabon*] (*claimed by Quinn*)

- * Arcane Scroll with two *fire trap* spells on it (CL 5th) (*given to Phar by Aureus*)
- * ~~*+1 Dwarven Waraxe of Spell Storing*~~: This waraxe detects as magical and is obviously of duergar design. [*stolen back by Xander; destroyed by Druaga*]
- * ~~*Hand Crossbow*~~ [*stolen back by Xander; destroyed by Druaga*]
- * ~~*Leather Apron (armor)*~~ [*stolen back by Xander; destroyed by Druaga*]
- * ~~*Quiver [w/20 crossbow bolts]*~~ [*stolen back by Xander; destroyed by Druaga*]
- * Satchel bag (w/300 gp in it): The bag detects as magical. (*Aureus stored this in the manor's vault for safekeeping*)
- * Velvet bag (w/4 gems in it [a bloodstone; a sardonyx; a carnelian; and a rose quartz]) (*Aureus stored this in the manor's vault for safekeeping*)
- * ~~*Vial of Poison (giant wasp)*~~ [*stolen back by Xander; destroyed by Druaga*]
- * Xander's Spellbook (see below) and Spell Component Pouch (*given to Phar by Maur; since Xander ran, the duergar's spellbook now belongs to Phar*)

Xander's Spellbook

0th – *acid splash*, *amanuensis* [SC], *arcane mark*, *caltrops* [SC], *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *distract* [SC], *electric jolt* [SC], *flare*, *ghost sound*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *silent portal* [SC], *sonic snap* [SC], *touch of fatigue*

1st – *endure elements*, *fist of stone* [SC], *mage armour*, *mage hand (greater)* [SC], *magic weapon*, *Nystul's magic aura*, *shield*, *sniper's shot* [SC], *true strike*

2nd – *arcane lock*, *blur*, *bull's strength*, *fly (swift)* [SC], *spider climb*, *web*, *wraithstrike* [SC]

3rd – *deep slumber*, *explosive runes*, *fireball*, *tremorsense* [SC], *Wanda's crawling force missile*

Wanda's Crawling Force Missile

Evocation [Fear, Force, Mind-Affecting]

Level: Drd 4, Sor/Wiz 3, Insect 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to four creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Will partial negates

Spell Resistance: Yes

A force missile of magical energy darts forth from your fingertip, unerringly strikes its target, and makes the victim believe insects are crawling on her. The force missile deals 1d4+1 points of damage.

No attack roll is required, as Wanda's crawling force missile strikes unerringly, even if the target has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects cannot be damaged by the spell.

After the crawling force missile strikes, the victim must make a Will save or become panicked for 1d4 rounds, as she believes that tiny beetle-like insects are crawling all over her body. A successful save negates this mind-affecting fear effect. A panicked victim suffers a -2 morale penalty on saving throws, and cowers until the effect ends. (See DMG for more information on fear-panicked creatures.)

For every three levels of experience past 3rd, you gain an additional missile. You have two at 6th level, three at 9th level, and the maximum of four at 12th level or higher. You can have them strike a single creature or several creatures. You must designate targets before you roll for SR or determine damage.

Material Component: An arrow painted white.

Left on the Sea Isle (to be reclaimed later?)

- * Chainmail of Dead Cultists [x4] [*smells of decay/mold*]
- * Crossbow Bolts of Dead Cultists [x21] w/3 worn cases
- * Daggers [x16]
- * Heavy Maces [x18]
- * Light Crossbows [x3]

✦ Light Steel Shields [x19]

✦ Aries's Light Steel Shield: This shield has a slightly different style than the shields that were captured from the cultists. He doesn't care about getting it back, as it was part of his cover in the cult.

✦ Hirasean's Chainmail (*ruined*): This set of chainmail was magical before being damaged/ruined. If it is repaired [DC 30], it most likely would have to be re-enchanted. If it isn't re-enchanted, it will only be a normal set of chainmail.

✦ Hirasean's Heavy Steel Shield (*ruined*): This shield was masterwork before being damaged. If it is repaired [DC 25], it would be mundane (not masterwork).

✦ Prelate's Case of 20 Crossbow Bolts: This case could be worth something as an art object.

✦ Prelate's Light Crossbow

✦ Prelate's Masterwork Dagger

Given to the PCs by Lady Pendour

- * +2 Heavy Crossbow *(given to Henry Hawtrey by the PCs)*
- * +2 Heavy Steel Shield *(claimed by Maur)*
- * Arcane Scrolls (CL 5th): magic circle against chaos, slow. *(claimed by Phar)*
- * Divine Scrolls (CL 1st): magic weapon.
- * Divine Scrolls (CL 15th): 6th – cat's grace (mass); 7th – symbol of stunning; 8th – cloak of chaos.
- * Potion of Barkskin +2
- * Potion of Delay Poison
- * Potion of Eagle's Splendour *(claimed by Maur)*
- * Staff of Defence: Lord Pendour meant for this staff to go to his daughter once she's older, but Lady Pendour offered it to the PCs. I can't remember the exact details, but I think the PCs returned it to her.

Battle Against the Undead Horde

Tarrak's Gear

- * +1 *Unruly Humanbane Falchion* (Spinereaver)
- * +2 *Anarchic Adamantine Great Mace* [w/*Rage* ability] (*Azurak*) [Star Arm (intelligent item)] (*captured by Angus*)
- * +2 *Spell Resistance Chainmail* [SR 19]
- * *Belt of Death* (+2 profane bonus to AC; death knell [continuous—10 min./level, cleric (8th)]) [unique item]
- * *Periapt of Wisdom* +2
- * *Phylactery of Malotoch* [unique item] (*destroyed by Angus*)
- * *Profane Mantle of the Caster* (+2 profane bonus to saves; bonus 5th-level spell) [unique item]
- * *Ring of Feather Falling*
- * *Ring of Minor Electricity Resistance*
- * *Unholy Symbol of Malotoch* (silver) [5 XP for destroying]

Crisenth's Gear

- * +1 *Anarchic Thundering Cold Iron Javelin of Returning*
- * +1 *Darkwood Buckler*
- * +1 *Mithral Breastplate*
- * +2 *Unholy Warhammer*
- * *Boots of Landing* [from XPH]
- * Cold Weather Outfit
- * *Potion of Bull's Strength*
- * *Potion of Cure Light Wounds* (already used)
- * *Ring of Feather Falling*
- * *Ring of Protection* +2
- * *Unholy Symbol of Malotoch* (wooden) [5 XP for destroying]
- * *Wand of Cat's Grace* (40 charges)

Galzadar's Gear: After the ritual, Galzadar may have the chance to reclaim these items, if he isn't convicted for his crimes by Lady Pendour and the people of Carnell. I believe, besides the scrolls, all of his items are under lock and key at Pendour Manor.

- * +1 *Dagger*
- * *Amulet of Health* +4
- * Arcane Scroll of *false life* [CL 4] (*given to Phar by Caerth*)
- * Arcane Scrolls [CL 7]: *magic circle against chaos, rage* (*given to Phar by Caerth*)
- * Arcane Scrolls [CL 9]: *magic jar* (*given to Phar by Caerth*)
- * Arcane Scrolls [CL 13]: *charm monster, ethereal jaunt* (*given to Phar by Caerth*)
- * *Blessed Book*
- * *Hat of Resistance* +3 [unique item]
- * *Robe of Protection* (+4 deflection bonus to AC) [unique item]
- * Scholar's Outfit
- * *Shadow Longblade* (+2 longsword) [from Relics & Rituals]
- * *Slippers of Spider Climbing*
- * Watertight Scroll Case

Omen's Gear

- * +1 *Chainmail*
- * +1 *Heavy Mace*
- * +1 *Heavy Steel Shield of Arrow Deflection* [has skull motif on it]
- * *Headband of Intellect* +2
- * Masterwork Dagger
- * *Unholy Symbol of Malotoch* (wooden) [5 XP for destroying]

Phreonsheth's Gear

- * +2 Morningstar
- * ~~Magical Phylactery~~ (destroyed by Angus)

Sisuca's Gear

- * +1 Chainmail
- * +1 Keen Parrying Morningstar of Wounding
- * +2 Undead Controlling Light Steel Shield [has a horrid skull design on it]
- * Cape of the Mountebank (~~damaged~~)
- * Masterwork Dagger
- * ~~Potion of Cure Critical Wounds~~ (destroyed when she fell into the crevasse)
- * ~~Potion of Cure Serious Wounds~~ (destroyed when she fell into the crevasse)
- * ~~Unholy Symbol of Malotoch (wooden)~~ (destroyed when she fell into the crevasse)

Undead Wolf troll's Gear

- * Amulet of Natural Armor +4 (claimed by Caerth [with dice roll])
- * Large Masterwork Ironwood Greatclub

Acolyte Zombies [x24]

- * Each was carrying a heavy mace and wearing mouldy chainmail armour

Given to the PCs After the Undead Horde Battle

Given to Caerth by Syndra's Father

* Masterwork Bugbear Hide: 625 gp; 25 lbs.; Max Dex +4; AC Check -2; AC Bonus +4; Arcane Failure 20%; and Size M. (d20 System source book: Quintessential Fighter [p.49].)

* *Potion of protection from evil*

Given to PCs by Timmins

* *Headband of Intellect +4* (*claimed by Phar*)

* Masterwork Quarterstaff

* *Ring of Sending* [unique item]

* Scholar's Outfit

* *Reynold's Spellbook* (*given to Phar*)

Reynold's Spellbook

0th – all cantrips from the v.3.5 PHB and Spell Compendium

1st – *animate rope*, *babau slime* [SC], *backbiter* [SC], *breath flare* [SC], *corrosive grasp* [SC], *detect undead*, *erase*, *expeditious retreat (swift)* [SC], *hail of stone* [SC], *mage armour*, *magic missile*, *orb of acid (lesser)* [SC], *portal beacon* [SC], *ray of flame* [SC], *shield*, *spirit worm* [SC], *summon monster I*, *summon undead I* [SC]

2nd – *augment familiar* [SC], *command undead*, *darkvision*, *discern shapechanger* [SC], *knock*, *Melf's acid arrow*, *ray of weakness* [SC], *summon undead II* [SC], *wraithstrike* [SC]