

Kelly writes:

“I vaguely remember the magic shield I've got as a Bracers of Defense, but I only remember using it a few times ages ago so I thought I'd check with you in case I'm making that up. Also, I've got a few magic items I'd like to sell, how much do I get back? I think 4e normally has you get 20% back unless you use the disenchant ritual for 50% of its value in residuum. If I decide to sell the phoenix sword, how much is it worth?”

- This was the “Asmund House Shield,” right? In my notes I have: “Asmund House Shield (same as Bracers of Defense): Daily, immediate interrupt. Reduce the damage from a melee attack by 10.” So, Bracers of Defense would be right.
- Selling items: PH p. 223 says: “...the sale price of a magic item, or the value of residuum get from disenchanting it, is only one-fifth the normal price of the item.” In contrast, D&D essentials says that mundane items get 20% back, uncommon items get 50% back, and rare items get 100% back. But, given the amount of gold that players get at each level, and the fact that the magic items they get at that level have costs much higher than the gold, it doesn't make sense that players would be able to sell their magic items for full (or even half) price. So, let's assume you can get 20%.
- Phoenix Feather Sword: According to my notes, you got that at level 4, and at level X, players get magic items of level X + 1 through X + 4. So, let's treat it as a level 7 magic weapon, which would be worth 2,600.

If you find a magic item you don't want to keep, or you find an item that replaces an item you already have, you might end up either selling the item or disenchanting it (with the Disenchant Magic Item ritual; see page 304 of the *Player's Handbook*). This isn't a favorable transaction for you—the sale price of a magic item, or the value of *residuum* you get from disenchanting it, is only one-fifth the normal price of the item. That means selling an item gives you enough money or *residuum* to buy or enchant an item that's five levels lower than the original item.

DMG guideline

“...during the course of gaining [a] level, expect a group of five characters to acquire four magic items ranging in level from one to four levels above the party level. In addition, they should find gold and other monetary treasure equal to the market price of two magic items of their level.”

Treasure/stuff the players would like

- Add in a scenario like the one Keith described with street contacts.
- Kasskar: mentioned before that he can deal damage but doesn't have much protection, would maybe like a +1 ring.
- Aeris: Orbs are good

Treasure by character

Unclaimed by any character

- “Turn Extraplanar” necklace from game 15
- Rockets, which they got from Ammiral’s marines

Aeris

- Level 1
- Level 2
 - In Bruegel, Aeris found a +1 AC shirt that gives Heroic Effort.
- Level 3
 - Mound Amulet
- Level 4
 - Origami armor
 - Laurel Crown
- Level 5
- Level 6
 - Orb of Contravention

Beowolf

- Level 1
 - Beowolf took Muninn’s pelt, which he made into a Wolf Helmet +1.
 - Beowolf found a Threatening Reach 2 halberd in the survivors’ camp.
- Level 2
 - Beowolf found Aria, a portal guardian’s +1 sword (and likely other unknown powers)
- Level 3
- Level 4
 - Harpoon Hosingen
- Level 5
 - House Lanning hide armor from Belwe, +2 hide armor

Jennish

- Level 1
 - Jennish found a Cunning of the Insane rod in the survivors’ camp.

Kasskar

- Level 1
 - On the Durst, Kasskar found a +1 daggar that gives an extra off-hand attack as an encounter power.
- Level 2

- Kasskar took a garrote from the defeated Hobnail attackers that stuns the target on a successful hit as an encounter power.
- Kasskar got Haas' Ring of Glamour, +1 charisma.
- Level 3
 - Mound Chipped-Stone Dagger
- Level 4
 - Word Without Warning
- Level 5
- Level 6
 - Horst's +3 Cloak of Protection
 - Horst's personal emblem, which gives Stand Tough
 - Kasskar found 3600 which I intended to be split with the entire party. However, keeping in character he decided to keep all of it. :) So, on levels 7 and 8, I'm giving Kasskar only another 200 gp, but I'm giving the other characters 3800 in jewels or something to even it out.
- Level 8
 - Blackmail information recovered from Enfield House's safe.

Prosper/Ord

- Level 1
- Level 2
 - Krill told Prosper of his family's armor in the City of the Dead but it hasn't been investigated yet.
 - Ord found Isra, a portal guardian's +1 sword (and likely other unknown powers)
- Level 3
 - Asmund House Shield
- Level 4
 - Phoenix Feather Sword
 - Isra gains the power "Challenge to Single Combat."
- Level 5
- Level 6
 - Isra gains the power "Immortal Slaying"

Level 1

Game 1 -- Lofton Castle

- The party found several fine weapons in Lofton Castle's foundry, which I think they sold. Maybe they kept some of it?
 - +1 broadsword: 70 pennies; can sell for full
 - 100 pennies worth of jewels and gems
 - +1 chainmail: 120 pennies; can sell for full
 - +1 AC ring; 360 pennies; can sell for 1/5th
 - Wand of Herblore: Gregor's cut
 - +1 rigid leather armor: 75 pennies; can sell for full
 - five +1 arrows: 10 pennies each, can sell for full
- Jennish found a reflecting circle.

Game 2 -- Meade Hospital Morgue

- Jennish found a broken machine with a pump in the morgue.

Game 3 -- The Hedgepeth

- On the Durst, Kasskar found a +1 dagger that gives an extra off-hand attack as an encounter power.
- Delayed to Game 7: The party got 140 gp / character when Krill sold the Durst.

Game 4 -- Muninn

- Beowolf took Muninn's pelt, which he made into a Wolf Helmet +1.

Game 5 -- The Dowager

- Beowolf found a Threatening Reach 2 halberd in the survivors' camp.
- Jennish found a Cunning of the Insane rod in the survivors' camp.

Total for Level 1

- 140 gp / character = 700 gp
 - + The items from Lofton Castle foundry were sold for how much?
- 4 magic items -- Beowolf 2, Jennish 1, Kasskar 1

DMG Guideline for Level 1

- 720 gp

- 4 magic items
 - 1 +1 item
 - 3 +1 items w/ additional power
- Verdict: Quite close, except for the crazy number of +1 weapons from the foundry.

Level 2

Game 6 -- Highpyre

- In Bruegel, Aeris found a +1 AC shirt that gives Heroic Effort.
- Krill told Prosper of his family's armor in the City of the Dead but it hasn't been investigated yet.
- Delayed to Game 7: Ammiral paid the party an amount equal to what Krill paid them I think, double check, 140 gp?

Game 7 -- The Whipsaw

- Kasskar earned about 25 gp and 25 silver p. from selling seats at the Whipsaw.
- Kasskar took a garrote from the defeated Hobnail attackers that stuns the target on a successful hit as an encounter power.

Game 8 -- Haas

- Kasskar got Haas' Ring of Glamour, +1 charisma.
- I don't know how much money the characters got from Haas, I don't seem to have a record of the actual amount.
 - Keith's notes say "150gp each" - that's a good chunk of gold.

Game 9 -- Ignatius

- I don't think any treasure was found in Game 9.
- I was supposed to see what equipment there was for Haas in the resurrection room in the hospital. These were my notes from Game 9:

The characters should come into the top floor of Meade in room A, and then the L should be the resurrection room. Ignatius should be in Z, which they will have to go through if they're going to find the Ignatius brothers.

When the characters go back to the hospital, Haas leads them to the room where this all happened. The map of the top level of the hospital is the map from Invincible Overlord.

There, they find the scene of the resurrection:

- It's a small utility room, lined with dirty white tiles and lit with harsh, bright light.
- In the middle of the room, there's a cast iron tub filled with some kind of salt solution.
- There's one translucent window that slides down, open a crack at the bottom so that a wire can run from outside into the room, it splits into a bunch of copper leads to go to a body and also to a big ledyn-jar capacitor
- As Haas described before, there are machines "he had never seen or imagined before" here, with tubes and apparatuses running from them
- There's an operating table off to the side with a naked body on it -- its head is shaved and it has

scars and stitches similar to Haas.

Aeris can come back here later and take some of the equipment / body to study. Some of the pieces of equipment should be a +1 for some necromancy-related power.

Game 10 -- The Brothers Volker / The Oracle

- Beowolf found Aria, a portal guardian's +1 sword (and likely other unknown powers)
- These should be heritage weapons, meaning they accumulate powers as they're used for great deeds
 - powers yet to be discovered by the players:
 - Teleports from anywhere to your hand when you call its name.
- Ord found Isra, a portal guardian's +1 sword (and likely other unknown powers)
 - powers yet to be discovered by the players:
 - ? sucks souls? powers against lawful characters? powers against friends? intoxication of battle?

Total for Level 2

- 700 gp from Ammiral -- any from Haas?
- 6 magic items including the Krill family armor that hasn't been retrieved yet
- Item distribution: Aeris 1, Beowolf 1, Kasskar 2, Ord 1, Prosper 1

DMG Guideline for level 2

- 1040 gp
- 4 magic items
 - 3 +1 items w/ additional powers
 - 1 +2 item
- Verdict: Gave out too many magic items.

Level 3

Game 11 -- The Mooncalf

In Ishild's safe, the party found:

- 1202 gp.
- A bound volume of math; Aeris took that volume and the other 100 (lesser?) volumes on Ishild's shelves.
- +1 AC silver ring but it turned out to be unusable, because it's shild's focus.

Game 12 -- Heath Prison

No treasure.

Game 13 -- Tolland Wood

No treasure.

Game 14 -- Shear Pass

- Asmund House Shield (Ord)
 - A troll hide heavy shield, painted white with a red circle in the center
 - Heirloom of the Mound Clan's Asmund House faction
 - Magic: Bracers of Defense power; or if he prefers Kelly's choice of any "Arms Slot" items on PH pages 244-5, up to level 8;
 - It doesn't have the normal heavy shield penalties: you can use your shield hand, and it doesn't have the -2 penalty to skill checks
- Mound Chipped-Stone Dagger (Kasskar)
 - +2 dagger, with a finely constructed, chipped-stone
 - Any magic weapon ability from PH up to level 6.
- Mound Amulet (Aeris)
 - Stone amulet
 - Preserves a body for reanimation indefinitely as the Embalm ritual, without having to do the ritual and without having to remove organs
 - It's probably a good opportunity for Aeris to leave the amulet on the current body if he wants to resurrect it and talk to the stone-age king later.

DMG Guideline for Level 3

- 1360 gp
- 4 magic items
 - 2 +1 item w/ additional powers

- 1 +2 item
 - 1 +2 item w/ additional powers
- Verdict: Roughly correct.

Level 4

Game 15 -- Damadara

- In the unspoiled sarcophagus that Kasskar was able to open, the party found regalia:
 - Two burial masks, an outer on top of an inner on top of the face. They are made of thin copper, now green.
 - Elaborate copper bracelets, now green.
 - A silver cylindrical seal. When you roll it over wax it imprints a scene about 4 cm x 4 cm of this warlord fighting necaratu.
 - When sold this stuff would come to 840 gp.
- Also, in the sarcophagus
 - Turn Extraplanar necklace: Same as Cleric Turn Undead, except functions against extraplanar and summoned creatures.
- Isra gains the power "Challenge to Single Combat." This is the same as the Paladin Divine Challenge power, except that the damage is 3 + [max of your ability modifiers] if the creature attacks someone else.

Game 16 -- Inkling

- Phoenix Feather Sword, went to Ord
 - +1 sword
 - In addition to working as a normal sword, as a minor action can swing it to push all enemies 3 squares or to eliminate any area affect (be it physical or magical) within 2 squares of him
- Origami Armor, went to Aeris
 - +2 cloth armor
- Laural Crown, went to Aeris
 - power of any head slot item up to level 9

Game 17 -- Word Without Warning

- Word Without Warning, went to Kasskar
- Harpoon Hosingen, went to Beowolf

Game 18 -- Prosper

- Lab equipment went to Aeris

DMG Guideline for Level 4

- 1680 gp
- 4 magic items

- 1 +1 item w/ additional powers
 - 1 +2 item
 - 2 +2 item w/ additional powers
- Verdict: Only gave out half the gold but gave maybe 1.5x or 2.0x as many magic items as prescribed.

Level 5

Game 19 -- The Inkeri

- Lanning Clan hide armor from Belwe, +2
- 1000 gp from selling Belwe's mundane stuff
- Equipment for Aeris

Game 20 -- Lahar

Game 21 -- Knarr Clan

Game 22 -- Kerava Glacier

- dragon hide the Beowolf can use for his armor
- The four animal spirits will stand in for items for level 5.

DMG Guideline for Level 5

- 2000 gp
- 4 magic items
 - 1 +2 item
 - 3 +2 item w/ additional powers

Level 6

Game 23 -- Krohn

Game 24 -- Phyla House

- 150,000 worth of greencake -- this is 42x what DMG guideline for level 6 gold.
- Ord: Isra gains the power Immortal Slaying -- additional +2 against immortals.
- Aeris: Krohn had the Orb of Contravention. The Orb of Contravention is a +2 orb with the daily power Afterclap. Afterclap turns an enemy's successful save into a failure as a free action. Outside of an encounter, the orb is cloudy, almost metallic grey. During an encounter, the orb glows with a warm orange and hums quietly, but crackles loudly when the +2 or Afterclap is used. Or, Aeris can instead choose any magical orb from the PH up to level 10.

Game 25 -- Aeris

Game 26 -- Horst

- Kasskar: Horst's +3 Cloak of Protection.
- Kasskar: Standing in for one of the +2 item at this level: Horst's personal emblem (handheld -- ask Keith if he'd like to design it), which gives the warloard level 6 utility exploit "Stand Tough."
- Horst and his allies were carrying 3600 gp.

DMG Guideline for Level 6

- 3600 gp
- 4 magic items
 - 3 +2 item w/ additional powers
 - 1 +3 item

Level 7

Game 27 -- Morning Star Observatory

- Rockets -- never detailed what these were.

Game 28 -- Royal Mummy Cache

Game 29 -- The Phylactery

Game 30 -- God in a Jar

- Lots of Greencake
- Firestorm, Yawning Graves
- Thunderstatement wand -- this can stand in for one of the items for this level.

DMG Guideline for Level 7

- 5200 gp
- 4 magic items
 - 2 +2 item w/ additional powers
 - 1 +3 item
 - 1 +3 item with additional powers
- Verdict: If we count the geencake, Firestorm, and Yawning Graves as quest items that effectively aren't treasure, the characters were really robbed of treasure on this level. But, that's because it was the evil party that was playing these adventures. So, if the players tell me they looted the evil party of specific items they were carrying, we'll let that stand in for the items from this level.
- I'm having the party find gems in the Enfield House patriarch's room that will be the gp's for levels 7 and 8.

Level 8

I think the characters got very little treasure over Level 8.

Game 31 -- Firestorm

Game 32 -- The Admiralty Forge

Game 33 -- Mikal

- Kasskar or somebody: recovered Enfield House's notes on who they were blackmailing.

Game 34 -- al-Watan

DMG Guideline for Level 8

- 6800 gp
- 4 magic items
 - 1 +2 item w/ additional powers
 - 1 +3 item
 - 2 +3 items with additional powers
 - Verdict: I'm having the characters find 4 magic items of their choice corresponding to these level magic items in the Grotosquery in al-Watan.
 - I'm having the players find gems in the Enfield House patriarch's room that total up to the gold for levels 7 and 8.

