

game 1

- 1000 gp + cookies from the Volsteads, for saving Violet.
 - **200 gp each character**
- The Ring of Greater Pulchritude
 - **Claimed by Gwynnith**
 - A plain electrum ring.
 - Cast Charm Person 1x/day.
 - Cast Friends 1x/day.
 - The bearer gains the Diplomat skill feat (<http://dnd5e.wikidot.com/feat:diplomat>).
 - Wearer can Disguise Self as long as it's wearing the ring.
 - The bearer can speak and understand Common. ("Language. The bearer can speak and understand a language of the DM's choice while the item is on the bearer's person" DM guide page 143.)
- The Ward of Ajana
 - **Claimed by Faile**
 - The Ward of Ajana is a pendant with a finely-crafted electrum figurine, about 2 inches high. The figure basically looks like a little Oscar. The wearer can cast the Shield spell as a reaction 1x/day without using a spell slot.
 - A Religion check with Merrick suggested the figure might represent Ajana.
- The Talisman of Ajana
 - **Claimed by Modalye**
 - The Talisman of Ajana is a pendant with a finely-crafted electrum figurine, about 2 inches high. The figure basically looks like a little Oscar. Gives the wearer +1 to AC.
 - A Religion check with Merrick suggested the figure might represent Ajana.
- Amulet of Ajana's Asylum
 - **Claimed by Vesper**
 - The Amulet is a string necklace with a simple iron ring pendant, 1 inch in diameter. The Amulet has been passed down to each Keeper of the Chapel of Ajana since Gradskan times. The wearer can cast Sanctuary 1x/day as a standard or bonus action, or as a reaction, without using a spell slot. If cast as a reaction, it applies to the triggering attack.

game 2

- The Necklace of the Cool Appraising Stare
 - **Claimed by Faile**
 - A simple electrum necklace.
 - Cast Suggestion 1x/day.
 - Cast Friends 1x/day.
 - The bearer gains the Diplomat skill feat (<http://dnd5e.wikidot.com/feat:diplomat>).
 - The wearer can Disguise Self as long as it's wearing the ring.

- The bearer can speak and understand Common. (“Language. The bearer can speak and understand a language of the DM’s choice while the item is on the bearer’s person” DM guide page 143.)
- *Naturalis Historia, Abridged*
 - **Claimed by Modalye**
 - The *Naturalis Historia, Abridged* is the greatly condensed digest of Gregor the Naturalist’s encyclopedic *Naturalis Historia*. It’s small with a leather cover, handy for the field. This copy is well-used - the leather cover is beaten and the pages are filled with Gregor’s own pencil annotations.
 - The *Naturalis Historia, Abridged* gives the bearer +1 to Nature checks.
- *Naturalis Historia, Edible and Inedible Fungi of the Tolland Wood*
 - **Claimed by Roland Gray**
 - This volume of Gregor’s unabridged *Naturalis Historia* gives the bearer +1 to Survival checks.
- Piece of Fulgurite
 - **Claimed by Modalye**
 - The Piece of Fulgurite is a one-use item that casts 5th level Thunderwave as an action.
- Goodberries
 - **Claimed by Modalye**
 - 10 Goodberries, given to Modalye by the dryad Parvati for Mending her oak.

game 3

- From Gregor the Naturalist
 - **250 gp (50 gp / character)**
 - Wand of Herblore
 - **I believe claimed by Vesper.**
 - The Wand of Herblore gives +1 Medicine.
 - *Naturalis Historia, Ruminants and Ungulates of Northern Anhalt, and the Domestication Thereof*
 - **I believe claimed by Roland.**
 - This volume of Gregor’s unabridged *Naturalis Historia* gives +1 to Animal Handling checks.
- From Mia and Luther Hollinshed
 - **1000 gp (200 gp / character)**
 - Coca Powder
 - **Claimed by Roland**
 - A small corked bottle of white powder.
 - The bearer gets +1 to Investigation.
 - Mia Hollinshed says that Hollinshed House has long traded in opium, and now they’ve distilled a new medicine from coca leaves, which stimulates the mind and heightens powers of deduction.

- Free travel to any reasonably sized city on the Bellem Sea, on the Hollinshed's trade ships.
- From Zoe Shaw
 - **2000 gp (400 gp / character)**
 - Free travel to any reasonably sized city on the Bellem Sea, on Shaw House trade ships.
 - Tells the party that the Hollinsheds, Shaws, and Volsteads can all help the party with Company Board votes
- From Aurora
 - Love-in-idleness and wormwood plants, worth 500 gp at Chamber the Apothecary's **(125 gp / character)**
 - Gives Faile an extra Eldritch Invocation, Agonizing Blast (or any other Invocation that Faile prefers) **Fail**
 - Aurora tells Faile that two people in Braddock can help her in her own search: Pale Moon at the Winter Wolf weapon shop, and the rogue trader Kasskar, who lives in a room at the Mooncalf. **Fail**
- Black Cabaret
 - Cankerblossom's Counterpoint spell - **taught to Gwynnith and Vesper**
 - Counterpoint
 - 1st-level abjuration
 - Casting Time: 1 reaction, which you take in response to a song
 - Range: 120 feet
 - Components: V, S
 - Duration: 1 round
 - As a reaction, interrupt any ability or spell that's a song, and replace it with your own spell, by beating the caster in a Performance ability check contest. See Ability Checks, Contests, Player's Handbook p. 174.
 - Lore. Counterpoint is Cankerblossom's invention, and he will sometimes teach it to others as a reward.
 - Quite Flattering Broach
 - **Claimed by Roland**
 - A simple electrum necklace.
 - Cast Dominate Person 1x/day.
 - Cast Charm Person 1x/day.
 - The bearer gains the Diplomat skill feat (<http://dnd5e.wikidot.com/feat:diplomat>).
 - The wearer can Disguise Self as long as it's wearing the ring.
 - The bearer can speak and understand Common. ("Language. The bearer can speak and understand a language of the DM's choice while the item is on the bearer's person" DM guide page 143.)
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- In Catacombs forge
 - unfinished jewelry with gold, silver, jewels worth 100 gp **(20 gp / character)**
 - 10 crossbow bolts, made of a strange metal alloy you don't recognize

- **claimed by Modalye**
 - breastplate, made of a strange metal alloy you don't recognize
 - **claimed by Gwynnith in Game 4**
 - Gwynnith put it on right away
 - In Catacombs spell lab
 - jade circlet found among material spell components, worth 1500 gp (**300 gp / character**)
 - Black Lung spell tome
 - **claimed by ?**
 - Make a ranged spell attack. On success, the target can't breath and is incapacitated for 60 seconds. The spell ends if the target makes a CON save.
 - Death Spiral spell tome
 - **claimed by ?**
 - Pick a point you see within a range of 120 feet. Any target within a 60 foot radius of the point fails all Death Saves for 60 seconds.
 - 2 Detect Fey scrolls
 - **claimed by Roland in Game 4**
 - One used in Game 4 to show that Laurel is a fairy
 - 5 encoded tomes
 - **claimed by Roland in Game 4**
 - Roland discovers that cipher word to decode them is "ishild"
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 - cipher disk
 - **claimed by Roland in Game 4**

game 4

- Catacombs
 - Various ingredients from the Coven catacombs apothecary, worth 500 gp (**125 gp / each character**)
 - originally I described these as "love in idleness" and "wormwood" but that doesn't make sense since those are basically fairy exclusives
- Astrid/Lena's house
 - ~~Penance Stone~~ → destroyed
 - Astrid/Lena's backpack with scroll(s)
 - **currently with Modalye's owl Greg, dismissed to pocket dimension at end of Game 4**

game 5

- Aeris

- Shirt of Heroic Effort
 - Once a day: +4 to any attack or save, which you can add after the roll.
 - Lore: Aeris took the shirt from the hell-town Bruegel on Hilde.
 - **Claimed by....? Suitable for anyone.**
- Orb of Contravention
 - Appearance: the orb is cloudy, almost metallic grey ball about the size of a crystal ball. During an encounter, the orb glows with a warm orange and hums quietly, but crackles loudly when it's properties are used.
 - Properties
 - +2 orb: +2 to spell attack rolls and their damage rolls.
 - Afterclap: once a day, turn an enemy's successful save into a failure as a free action.
 - Lore: Aeris took the Orb of Contravention from Krohn 17 years ago.
 - **Claimed by...? Suitable for Faile or Modalye?**