

Rise of the Runelords Session Summary 07/20/2008

Attendance

Ernest (Valgrim) proclaims, “I’m all ready to summon something completely horrible, provided we have three days to burn.” *Patrick* (Maru Maru) points out, “You can do what you want, I’m spending the time in the Luscious Hallways of Lust.” *Paul* shudders and tells him, “I’ll just tell you right now that I don’t want to know what kind of reechy things you’ve been doing with your weekend.” *Bruce* (Yenneck Grumman) shoots back, “And I’ll have you know that this is an *American* gaming session – we have no place for needless Shakespeare references here.” *Matt* (Vaelyn) mumbles, “I’m waiting in Shattrath, just waiting on a summons...” *Chris* (Roscoe Dillon) grumbles, “First we have references to dead English playwrights and now we’ve got players going off into Never-Never Land. I’m going off to assuage my sorrows by downloading huge numbers of pirated RPG books!” *Chuck* (Phiravno) cautions him, “Let’s not be irrational, here! Pirating RPG books is a serious crime! Besides, have I told you about my Level 40 Blood Elf Rogue?” *Chris* howls and makes clawing gestures towards his eyes. *Paul* wonders why *Chris* isn’t going for his ears instead..

<i>Character</i>	<i>Player</i>	<i>Race</i>	<i>Class & Level</i>	<i>Notes</i>
Yenneck Grumman	Bruce	Human	Ranger 9, Warblade 4	Another Chelaxian, a Black Arrow
Roscoe Dillon	Chris	Human	Cleric 11, Warblade 1	Shoanti, Skull tribe. Cleric of Gorum
Phiravno	Chuck	Human	Swordsage 5; Swashbuckler 4; Rogue 4	Varisian. Recently killed by a lamia, hopefully soon back with us.
Artkel Certor	Ed	Human	Fighter 9	Shoanti, Spider clan.
Maru Maru	Patrick	Human	Monk 8, Tattooed Monk 5	Shoanti, Sun clan
Valgrim Battlehorn	Ernest	Dwarf	Conjurer 3; Master Specialist 2; Paragnostical Apostle 1; Malconvoker 6	Fascinated by all manner of unusual creatures.
Vaelyn	Matt	Human	Gold Dragon Shaman 13	Shoanti, Sun clan

Dangerous, Dangerous Summonings

Valgrim Battlehorn announces, "I'm going to spend three days summoning a malfeshnee! It is a hideous twenty-foot high mix of ape and boar, and it weighs eight thousand pounds! These creatures serve as the judges of the damned in the Abyss."

Maru Maru whines, "This thing sounds both loud and smelly. Why did we have to get a loud and smelly one?"

Valgrim ignores him as he negotiates with the malfeshnee on the subject of terms required to destroy the succubus *Delvahine*. During the conversation, *Yenneck Grumman* cannot help but notice that the malfeshnee is wearing a tiny set of gold-rimmed spectacles. Eventually, the malfeshnee agrees to do what Valgrim wants. *Phiravno* notices that one of the terms of the contract seemed to suggest that the malfeshnee might be allowed to take Delvahine as his wife at the end.

Down The Tunnel of Lust. Ahem.

The characters make their way into the Cathedral of Lust. The entry chamber is a huge rectangular chamber with a domed ceiling ninety feet high decorated with frescoes of various creatures engaging in all manner of carnal behaviours. Cages and ten-foot blocks of stone alternate around the perimeter of the chamber. Most of the cages are occupied by skeletons that must be ten thousand years old. Yenneck surmises that he is looking at the rather unimpressive retirement package offered to cage dancers around here. In one corner of the chamber, one caged body desperately clings to life. A massive pavilion occupies the center of the chamber.

More to the point, there are four near-naked women with red skins, pointed horns, delicate hooves and bat wings lurking in the corner. They size up the characters, then grasp their ranseurs and take to the air.

Valgrim recognizes them as alu-demons, the offspring of a succubus. He offers up, "We're here for your boss!"

His efforts at deception are trumped when the malfeshnee booms out, "And take her to hell!"

The alu-demons screech out, "Not what we had in mind!" They fly to the attack.

Phiravno flings a *Cold Iron Returning Dagger +1* at one of the alu-demons. It gouges a burning wound into the creature then leaps back to his hands. She howls, "They

bear cold iron! Cold iron! Kill that one first!” Vaelyn attempts to follow up by roasting her with his wand of *Scorching Ray*. He hits, but is quite disappointed to see that the alu-demon’s well-known resistance to fire is quite effective.

Valgrim quickly casts *Slow* to head them off and is very disappointed when all of the alu-demons avoid the spell.

One of the alu-demons attempts to seduce Roscoe Dillon into removing his armor, but the cleric’s unbending faith and love for his wife keep his resolve strong. Vaelyn and Yenneck Grumman think differently and succumb to their charms. Yenneck immediately falls back upon the courting techniques he learned as a criminal conscript to the Black Arrows: he yells out that he’s loaded and knows a place to get gin that probably won’t make you blind.

The alu-demon doesn’t seem impressed.

Valgrim orders his malfeshnee to attack the alu-demons, then he summons two abishai. The creatures curl out of the black hells; one unleashes a *Wrack* at an alu-demon. The creature giggles disturbingly as it wriggles away from the abishai’s power.

Roscoe Dillon casts a *Mass Resurgence*, pulling Yenneck and Vaelyn out of the demons’ charms. One alu-demon, apparently not realizing this, swoops down to pick up Vaelyn. She offers, “You’re coming with me, cutie!” Vaelyn growls seductively, purses his lips, and sends a gout of flame across the alu-demon’s face.

Phiravno calls up, “Dude! They’re demons! This is like foreplay to them!”

Vaelyn notices that alu-demons are quite resistant to fire. Then he grapples her wings, sending both of them crashing to the ground. She wriggles free then claws him fiercely. Vaelyn shudders involuntarily: her claws are so strong and purposeful! Then she flies away from Vaelyn and the pile of characters who had converged upon them.

Valgrim casts *Fly* on Maru Maru, sending him into combat with one of the alu-demons. Maru Maru’s devastating martial strikes give her a bad nosebleed. The demoness wipes some azure ichor away with the back of her hand. She looks at the smear dreamily and tells the monk, “Blood... so beautiful. Now let’s see some of yours!” Maru Maru responds by pummeling her into unconsciousness, then watching as she falls limply to the ground.

Phiravno approaches the alu-demon downed by Vaelyn's grapple and slashes her with an *Obscuring Shadow Veil*. Hideous nightmare shadows flit around the alu-demon's head, confusing her vision.

Roscoe attempts to hammer down one alu-demon. He notices that her damage resistance absorbs most of his attack. He mourns, "We're going to be here all day."

Phiravno flings his cold iron dagger at the escaping alu-demon and offers, "I'm working on that problem, slowly."

Meanwhile on the other side of the combat the malfeshnee and Maru Maru are grappling and double-teaming another alu-demon. The malfeshnee grabs hold of the alu-demon and *squeezes*. She goes unconscious.

The last two alu-demons crow out, "To the Mistress! To the Mistress!" They *Dimension Door* out. The two defeated alu-demons carried:

- 2 masterwork ranseurs
- 2 *Bracers of Armor* +3
- 2 *Rings of Protection* +2
- 2 *Amulets of Health* +2

Roscoe and Yenneck each claim a *Ring of Protection* +2. Both provide *Rings of Protection* +1 back into the common kitty in return.

Delvahine Speaks

The succubus Delvahine mentally contacts the characters, "Why have you come and assaulted my daughters?"

Maru Maru explains, "We seek the Weapons of Lust!"

Delvaphine answers, "I will give you something imbued with my power if you leave the pretty one in return."

The Prisoner

Maru Maru examines the surviving caged figure. He is a pathetic human specimen, overwhelmed and broken. He grovels at the characters and offers himself: his mind is clearly shattered.

Roscoe Dillon watches as the characters play with him. Yenneck pulls him out of the cage and demonstrates that he responds well to Animal Handling attempts. Then he

casts *Heal* and removes the man's insanity. Ten thousand years of memories of being tortured by demons come crashing back into his mind. He screams and shrinks back into a horrified crouch.

At this point, Delvahine comes back in, "When I offered to let you take one of my toys, I didn't mean Mister Mutt. Though I do appreciate that you restored his sanity: he will be much more entertaining now.

The Pavilion

The characters step into the pavilion to find six long-dominated stone giants waiting for them. Valgrim casts a *Confusion*, affecting three of the giants, then sends his malfeshnee in to the attack. The giants respond by clubbing the malfeshnee. Yenneck runs in and slashes one giant. The giant responds by clubbing him harshly. Yenneck staggers back. Maru Maru dashes into the opening and claws at the creature.

A *Confused* stone giant flings a rock at Valgrim while his *Confused* companions fall to fighting amongst themselves.

Vaelyn pulls out his *Giant-Bane Earthbreaker* and charges the stone-throwing giant, delivering a kidney-pulverizing blow. The giant roars in anger and pain. It sets to pulverizing Vaelyn in detail.

Phiravno moves up to attack the giant that Maru Maru and Yenneck have engaged, just in time to see Maru Maru literally run up the giant's flanks and kick in his mighty skull. Maru Maru drops to the ground with a flourish as the stricken giant thunders down.

A giant slams his great club upon Vaelyn, shattering the dragon shaman's shoulder and breaking his ribs. Vaelyn gasps with the impact, but refuses to cry out. He remembers back when he was a child and another student found a young fox in the fields. Against the rules, the student brought the fox in to his class underneath his robe. During the session the fox became desperate to escape and clawed his way through the student's body. But even though he was slowly being disemboweled, the student never once cried out in pain for he knew that to do so would bring dishonor upon the school and his family. Vaelyn draws strength from this memory, and from the five vicodins he swallowed just before the fight. He hefts his earthbreaker and sends it straight and true,

breaking through the giant's ribcage and sending great splinters of bone into the giant's lung.

Phiravno moves on the last clear-minded giant and executes a *Strength-Draining Strike*. His scarf rakes down the giant's muscles, drawing out the creature's vitality in his free-flowing blood. Maru Maru follows up with a dual-fist strike that crushes the creature's kneecap and tears his tendons. The giant falls, leaving Yenneck to cut his throat.

Phiravno moves on to help Vaelyn. He slashes the creature, downing it with an elegant strike.

Only two giants remain standing. The characters converge upon them. They don't last long. Valgrim and Yenneck make some bets on which one would stand longest; Valgrim manages to pick up five gold from Yenneck. This is sadly the most valuable thing about the fight: the giants have nothing for loot.

The Lair of the Succubus

The characters move through the pavilion until they come upon a perfumed room decorated with four iron-posted beds and a padded iron throne. A censer in the corner spreads pleasing vapors into the room. The succubus Delvahine lounges upon her padded throne, her whip close to hand. Her two surviving daughters stand nearby.

Delvahine purrs, "You may have defeated by brute giants and dominated my daughters, but you have not dealt with me. I could still offer you what you want, for only a brief dalliance. What do you say, priest?"

Roscoe demurs, "I've seen some of your rooms. I don't think so."

"Then maybe you have some valuable magical items?"

Roscoe answers, "You don't know how magical items are distributed in this group. I don't have anything of any value."

"Perhaps you could offer me some jewels or gemstones equal to your worth in bed?"

The characters start adding up various bits and pieces of jewelry. The characters hand over a fairly substantial pile of gemstones and jewels. She agrees to accept their offer, then provides in return an adult item with needles on the inside. Yenneck isn't exactly sure how the device is supposed to be used, so Roscoe and Valgrim demonstrate

for him. Yenneck shudders: even his experiences as a soldier did not prepare him for the function of the device.

The characters thank Delvahine and take their leave. They make sure to take Mister Mutt with him. As soon as he leaves the Cathedral of Lust, he disintegrates into dust.

The Shimmering Veils of Pride

The characters make their way into the rippling and shimmering Veils of Pride and quickly become tired of the wide variety of mirrors and flowing walls. Fearing that the more-impressionable characters will be charmed by the effect, Valgrim tries casting an *Obscuring Mist* to deal with the problem.

The characters manage to make it into a t-intersection. As they walk in, duplicates of the characters step out of mirrors on either end of the crossing corridor. Valgrim and Yenneck are the first. Phiravno moves in on one end of the corridor, only to see a duplicate of him show up from *each* end of the corridor. He speaks for all the others when he says, “Fuck.”

One of Phiravno’s duplicates moves in to engage him. Phiravno tries to dodge, but his duplicate’s *Shadow Blade Technique* is too strong. He feels the bitter chill of death rake down his side. Warm gouts of blood ooze from the wound. Phiravno’s second duplicate runs to slash at Yenneck with *Sapphire Nightmare Strike*, but Yenneck is able to avoid the blow. Yenneck’s duplicate moves in and unleashes the *Bonecrusher* upon his original. The real Yenneck matches the duplicate blow-for-blow, slashing in at the original twice.

Valgrim’s duplicate lays his sights on his primary and casts *Feeblemind*. Valgrim resists, then summons a gargantuan fiendish centipede to destroy one of the mirrors. The instant the centipede appears, a duplicate of it shows up in the mirror. The duplicate doesn’t last long: the summoned centipede destroys the mirror.

On the other side, Roscoe quickly casts *Dispel Magic* at the surviving mirror. He manages to turn it off, at least for the minute.

One of the duplicate Phiravnos attacks Vaelyn, taking full advantage of all manner of special powers and abilities to shatter the dragon shaman’s defenses and leave him horribly bloodied. The other duplicate Phiravno attacks Yenneck, ripping huge

gaping wounds across his torso. Yenneck staggers, leaving an opening for his own duplicate to strike twice, tearing him open and leaving him frantically stuffing intestines back inside. He withdraws from the fight.

Vaelyn pulls out his wand of *Lightning Bolts* and destroys the second mirror, injuring the duplicate Valgrim.

Valgrim sends his summoned centipede at one of the duplicate Phiravnos. Phiravno treats the monstrous creature as more of an irritation than a serious threat. Then the malfeshnee tries a *Greater Dispel Magic* over the area to see if the simulacra can be dispelled. It turns out that they can't, but the monstrous fiendish centipede can be. It vanishes with an unnatural howl.

Valgrim rolls his eyes in irritation and casts *Haste* on most of the party.

Phiravno moves in on one of his duplicates with *Burning Blade Technique*. He leaves a wound that smolders and suppurates, but his duplicate survives. The duplicate Phiravno mocks him, "I still live! Hah! Now your friends will come under my knife, and I will wipe their seed from the earth forever!" The simulacrum moves on Vaelyn.

Vaelyn screams, "No! I'm already hurt and now he's quoting *Last of the Mohicans* at me!" The duplicate's strike goes underneath the edge of Vaelyn's helm, gashing his throat and leaving him on the verge of death. Vaelyn gurgles out the command word for his wand of *Lightning*, striking down the simulacrum Valgrim, then moves to the safety of the malfeshnee.

Valgrim decides that now is the time to start summoning things. He brings in a pair of vor-yugoloths. The creatures unleash a series of attacks against one of the duplicate Phiravnos, landing only one actual hit.

Two duplicate Vaelyns move on the real Phiravno, smashing him twice with their earthbreakers. Phiravno staggers, but remains standing. He lashes out against his duplicate and destroys it.

Roscoe casts *Heal* upon Yenneck, instantly bringing him back into good health, then moves up to support Vaelyn. Vaelyn heals himself. Yenneck moves on past him to engage one of the duplicate Vaelyns. Valgrim helps out by flinging an *Acid Splash* at the other duplicate Vaelyn, shattering him. Vaelyn finishes things by crushing the last false Vaelyn.

Maru Maru glares at the surviving Phiravno image. The Phiravno image glares back, then launches a *Sapphire Nightmare Strike* that leaves the monk dripping blood. Then the vor-yugoloths move in and crush the false Phiravno.

The Cathedral of Illusions

The corridor opens up into an immense vaulted cathedral chamber some hundred feet high. At the end of the chamber a polished dais holds a carved peacock the size of a wyvern. A voice in Thassalonian proclaims, “The master is in study now and may not be disturbed! Please keep your screaming to a minimum while you are punished for your insolence.”

Aided by *True Seeing*, Valgrim and Roscoe are unable to see the peacock but they are able to see four flawlessly-attired identical magicians standing upon the corners of the dais. He is also unable to see the peacock. Valgrim leads the way, summoning two *amnizu* along the way. Roscoe gapes as the two monsters flap forward: they are a hideous combination of winged gargoyle, dog and pig. And they come equipped with *Quickened Fireballs* that they launch forward at the mages, killing two of them. Valgrim’s *malfeshnee* follows along with a *Greater Dispel Magic* that peels away several of the mages’ defenses and reveals one of them.

One surviving simulacrum mage launches a *Fireball* of his own, singeing two demons and leaving both Vaelyn and Maru Maru completely unhurt. The two *amnizus* respond with a second wave of *Quickened Fireballs*, finishing the surviving simulacrums. The characters loot the bodies, finding:

- 4 masterwork daggers
- 4 *Headbands of Intellect +2*
- 4 *Cloaks of Resistance +2*
- 4 *Rings of Protection +1*
- 4 badly burned noble’s outfits
- 4 badly burned spellbooks containing spells appropriate to a 9th level caster

Maru Maru and Yenneck Grumman each claim one *Cloak of Resistance +2*. The *malfeshnee* starts systematically destroying all of the wonder and magic of the room by *Greater Dispelling* every illusion he can find.

At this point, the characters recognize that there are no other visible exits from the chamber, at least until Roscoe finds a secret door behind one of the mirrors at the back of the room. Beyond it is a small chamber with a musty smell. The place looks like a magician's workroom. The incense stick clutched in the beak of a golden peacock only partially covers the scent of ancient decay from the skeletal body slumped over the desk in front of an open book. A quill pen is clutched in the body's hand.

Maru Maru examines the book and concludes that it is written in draconic. Vaelyn exclaims with glee, "I can read draconic! Woot! Woohoo!" He starts reading through entries until Roscoe reminds him that time is of the essence. The characters move into the further rooms, finding that the chambers' beauty was sustained only through illusion. The only interesting find is the small chamber containing over two hundred identical human skeletons, evidence of the many generations of simulacra who sustained memory of the Master of Illusions.

By the time the characters return from their explorations, Vaelyn has determined that most of the books are religious tomes, primarily meditations upon the peacock spirit. Maru Maru remembers that the peacock spirit is a long-forgotten mystical power that was once the center of a substantial religion practiced even by the ancient Thassalonian Emperors. Other gear in the room includes:

- *An Evil Robe of the Archmagi*
- *A Headband of Intellect +6*
- *A Cape of the Mountebank*
- *A Ring of Protection +2*
- *Braxeris' Spellbooks*, including the enchantment spell *Unconscious Agenda*
- A golden peacock worth 800 gold pieces
- *Braxeris' Quill*, not worth much except as a historical curio.

Valgrim instantly seizes upon the *Headband of Intellect +6* and *Braxeris' Quill*. Valgrim also claims the *Evil Robe of the Archmagi* and (later on) arranges to swap it for a *Good Robe of the Archmagi* in Korvosa.

Excerpts from Braxeris' Journal

Braxeris wrote extensively of the early signs of Runelord *Karzoug's* reascendence. Most relevant, he reveals that fragments of the mirrors in his chambers will serve to provide instruments of Pride for purposes of creating Rune-Forged weapons that can be used to reach Xin-Shalast.

He also provides sufficient notes to allow a motivated magician to re-create his powerful *Improved Clone* spell. This spell allowed him to enjoy serial immortality by occupying a series of cloned bodies.

The Weapons of Lust and Pride

The characters combine the Elements of Lust and Pride into the Runewell. The first weapon immersed in the pool is transformed into a Rune-Forged weapon – several Thassalonian runes are permanently etched into the blade. But before the characters can immerse the second weapon, the statue of *Karzoug* animates and instructs the characters that they will surely die in Runeforge rather than bring any of their new weapons to Xin-Shalast.

Phiravno chirps out, “Who’s got the *Golem-Bane Scarab*?”

Maru Maru offers, “I think it’s in my bag of holding...”

Vaelyn notes, “Actually, I’m wearing it right now.”

The others wonder exactly how they could have missed a thing like that, until Yenneck points out, “Hey, the statue’s wielding a burning glaive, except that it’s part of the statue so it’s not actually burning.”

Valgrim isn’t having anything to do with random bickering: he summons a pair of fiendish monstrous centipedes to flank the statue. The statue has eyes only for Vaelyn. Vaelyn rushes towards the statue and attacks with his Rune-Forged weapon. He finds that it breaks the statue as if the weapon were made from adamantine.

The *Karzoug* golem unleashes a *Slow* effect that captures Vaelyn, Maru Maru and both of the summoned centipedes. Vaelyn discovers that he can use his Rune-Forged weapon to negate the effect. Then the golem slams its stone ranseur down upon Vaelyn. The others hear bones crack and flesh splinter.

Valgrim summons a zong-yong (sonic energon) directly above the Karzoug golem. All of his summoned entities pile on to the thing in a failed attempt to grapple the creature.

Phiravno and Yenneck both immerse their weapons into the Runewell, drawing back Rune-Forged weapons. Roscoe casts *Heal* upon Vaelyn to restore his health and enable him to stand against Karzoug's next onslaught.

Valgrim and his zong-yong unleash another volley of attacks, finally creating some noticeable injury upon the Karzoug golem. Maru Maru and Vaelyn move in on their own, inflicting Rune-powered damage upon the golem. Roscoe pulls out an *Adamantine Hammer +1* and helps out. The golem takes critical damage from the characters' attacks. The zong-yong's final attack is enough to destroy the creature utterly.

As the statue's head falls, it speaks one last time: "This is not the last. Come then, heroes. Seek me atop Mar-Massif if you value your lives so poorly. You should be honored to be the first to fall before the wrath of Xin-Shalast in ten thousand years!"

The characters return to the great circle to leave Runeforge and proceed to Xin-Shalast.

Domineering Weapons

The materials of Lust and Pride combine to produce Domineering weapons. A Domineering weapon:

- Grants a +2 morale bonus on saves against transmutation effects;
- Grants a -2 penalty to Diplomacy rolls, because the weapon brings out the domineering aspects of the wielder's own personality.
- Has the ability to absorb three hostile transmutation effects per day
- Acts as a Bane weapon against Transmuters and Shapechangers.

Other combinations of materials (e.g., from different sins) would provide different types of weapons.

The End of the Session

The session ends with the characters leaving Runeforge for Xin-Shalast. 12th level characters gain 8150 experience points. 13th level characters gain 6283 experience points. This is sufficient to bring everyone to 13th level, but nobody to 14th level yet.

Distribution of Loot

With the characters back in civiliation, they are able to sell off a large pile of treasure accumulated through the last several sessions. Each share value is worth 24,165 gold and 1 silver, not counting the value of various spellbooks seized from defeated magicians.

Item	Source	Qty	Unit Value	Disposition	Rate	Total Value
<i>Adamantine Warhammer +1</i>	6/1/2008	1	5012	Valgrim	0%	0
<i>Belt of Giant Strength +4</i>	6/1/2008	1	16000	Phiravno	0%	0
<i>Belt of Giant Strength +2</i>	Phiravno	1	4000	sell	50%	
<i>Chime of Opening (5 charges)</i>	6/1/2008	1	1500	Valgrim	0%	0
<i>Cloak of Resistance +3</i>	6/1/2008	1	9000	Roscoe	0%	0
Copper pieces	6/1/2008	39500	0.01	cash	100%	395
<i>Darkwood Buckler</i>	6/1/2008	1	205	Roscoe	0%	0
<i>Flametongue</i>	6/1/2008	1	20715	Yenneck	0%	0
Gold pieces	6/1/2008	3500	1	cash	100%	3500
<i>Greater Dragonslaying arrow (DC23)</i>	6/1/2008	2	4057	sell	50%	4057
<i>Half Plate +3 with a wolf motif</i>	6/1/2008	1	9750	sell	50%	4875
Ivory set of <i>Lesser Bracers of Archery</i>	6/1/2008	1	5000	Yenneck	0%	0
Masterwork arrows	6/1/2008	14	7	sell	50%	49
Masterwork suit of full plate decorated with onyx ravens on the shoulders	6/1/2008	1	1650	sell	50%	825
<i>Mithril Chain Shirt +1</i>	6/1/2008	2	5100	Phiravno	0%	0
<i>Pearl of Power (1st level)</i>	6/1/2008	1	1000	Roscoe	0%	0
Pile of empty healing potion bottles	6/1/2008	1	0	sell	50%	0
Platinum pieces	6/1/2008	250	10	cash	100%	2500
<i>Potion of Cure Light Wounds</i>	6/1/2008	13	25	Distribute	0%	0
<i>Potion of Resist Energy (20, cold)</i>	6/1/2008	1	700	Maru Maru	0%	0
<i>Potion of Resist Energy (20, cold)</i>	6/1/2008	1	700	Roscoe	0%	0
Scroll of <i>Globe of Invulnerability</i>	6/1/2008	1	1650	Valgrim	0%	0
Scroll of <i>Heal</i>	6/1/2008	1	1650	Roscoe	0%	0
Scroll of <i>Remove Blindness/Deafness</i>	6/1/2008	1	375	Roscoe	0%	0

Item	Source	Qty	Unit Value	Disposition	Rate	Total Value
Silver pieces	6/1/2008	9418	0.1	cash	100%	941.8
Tapestries, furniture, and various other items	6/1/2008	1	16000	sell	50%	8000
Teak box containing six <i>Thunderstones</i>	6/1/2008	1	180	sell	50%	90
Vial of <i>Frozen Holy Water</i>	6/1/2008	6	25	Roscoe	0%	0
Wand of <i>Bear's Endurance</i> (38 charges)	6/1/2008	1	3420	Roscoe	0%	0
Wand of <i>Cure Light Wounds</i> (46 charges)	6/1/2008	1	690	Roscoe	0%	0
<i>Amulet of Natural Armor +2</i>	6/15/2008	1	8000	Yenneck	0%	0
<i>Belt of Giant Strength +2</i>	6/15/2008	1	4000	Roscoe	0%	0
<i>Breastplate +2</i>	6/15/2008	6	4350	sell	50%	13050
<i>Chainmail +1</i>	6/15/2008	6	1300	sell	50%	3900
<i>Flaming Ranseur +1</i> (not a glaive!)	6/15/2008	1	8310	sell	50%	4155
Gem-encrusted torc	6/15/2008	6	600	Donated	0%	0
<i>Gloves of Dexterity +2</i>	6/15/2008	1	4000	sell	50%	2000
<i>Great Axe +1</i>	6/15/2008	6	2320	sell	50%	6960
<i>Greatsword +1</i>	6/15/2008	8	2350	sell	50%	9400
<i>Headband of Intellect +2</i>	6/15/2008	1	4000	Roscoe	0%	0
<i>Longsword +1</i>	6/15/2008	2	2315	sell	50%	2315
<i>Mithril Breastplate +4</i>	6/15/2008	1	20200	Yenneck	0%	0
<i>Mithril Chain Shirt +2</i>	6/15/2008	4	5100	sell	50%	10200
<i>Mithril Chain Shirt +2</i>	6/15/2008	1	5100	Phiravno	0%	0
<i>Mithril Chain Shirt +2</i>	6/15/2008	1	5100	Vaelyn	0%	0
<i>Ranseur +1</i>	6/15/2008	2	2310	sell	50%	2310
<i>Ring of Protection +2</i>	6/15/2008	1	8000	Maru Maru	0%	0
<i>Ring of Resistance +3</i>	6/15/2008	1	9000	Phiravno	0%	0
Spell component pouch	6/15/2008	1	5	sell	50%	2.5
Spellbook	6/15/2008	1				0
Spellbook crammed full of spells appropriate to fifth-level Evokers;	6/15/2008	6				0
Wand of <i>Clairvoyance/Clairaudience</i> (31 charges)	6/15/2008	1	6975	Vaelyn	0%	0
Wand of <i>Lightning Bolts</i> (CL 10, 24 charges)	6/15/2008	1	10800	Vaelyn	0%	0
Amythyst grapes	7/6/2008	12	300	sell	100%	3600
<i>Bracers of Armor +5</i>	7/6/2008	1	25000	Maru Maru	0%	0
<i>Bracers of Armor +4</i>	Maru Maru	1	16000	sell	50%	
<i>Chain Shirt +3</i>	7/6/2008	1	9250	sell	50%	4625
<i>Chainmail +1</i>	7/6/2008	6	1300	sell	50%	3900
<i>Contingency Statuette of Kazzavan</i>	7/6/2008	1	2000	sell	50%	1000
<i>Eversmoking Bottle</i>	7/6/2008	1	5400	Valgrim	0%	0
gem-encrusted torcs	7/6/2008	6	600	Donated	0%	0
Gold leaf and gems from a	7/6/2008	1	800	sell	100%	800

Item	Source	Qty	Unit Value	Disposition	Rate	Total Value
sarcophagus lid						
Gold pieces	7/6/2008	7000	1	cash	100%	7000
<i>Golem-Bane Scarab</i>	7/6/2008	1	2500	Maru Maru	0%	0
<i>Headband of Intellect +4</i>	7/6/2008	1	16000	Roscoe	0%	0
<i>Headband of Intellect +2</i>	Roscoe	1	4000	sell	50%	2000
<i>Human Bane Dagger +2</i>	7/6/2008	1	18302	Phiravno	0%	0
Kazzavan's personal spellbooks (set 2)	7/6/2008	1				0
<i>Kazzavan's Spellbooks.</i>	7/6/2008	1				0
Masterwork daggers	7/6/2008	8	302			0
Research notes on how to achieve various states of undeath, providing a +5 bonuses to Knowledge (arcane) and Knowledge (religion) checks involving necromancy.	7/6/2008	1				0
<i>Ring of Protection +2</i>	7/6/2008	1	8000	Phiravno	0%	0
<i>Ring of Protection +1</i>	Phiravno	1	2000	sell	50%	
Set of necromantic alchemy books, weighing 100 lb.	7/6/2008					0
Spellbooks that Kazzavan has claimed from enemies and fallen allies, including some unique ancient Thassalonian spells like <i>Swipe</i> and <i>Covetous Aura</i> .	7/6/2008	11				0
<i>Staff of Hungry Shadows</i> (43 charges)	7/6/2008	1		Phiravno	0%	0
Star sapphire eyes	7/6/2008	2	1000	cash		2000
Surgical equipment made from silver and gemstones	7/6/2008	1	1200	sell	50%	600
masterwork ranseurs	7/20/2008	2	300	sell	50%	300
Bracers of Armor +3	7/20/2008	2	9000	sell	50%	9000
Ring of Protection +2	7/20/2008	1	8000	Yenneck	0%	0
Ring of Protection +2	7/20/2008	1	8000	Roscoe	0%	0
Amulets of Health +2	7/20/2008	2	4000	sell	50%	4000
Ring of Protection +1	Roscoe	1	2000	sell	50%	1000
Ring of Protection +1	Yenneck	1	2000	sell	50%	1000
masterwork daggers	7/20/2008	4	300	sell	50%	600
Headbands of Intellect +2	7/20/2008	4	4000	sell	50%	8000
Cloak of Resistance +2	7/20/2008	1	4000	Maru Maru	0%	0
Cloak of Resistance +2	7/20/2008	1	4000	Yenneck	0%	0
Cloaks of Resistance +2	7/20/2008	2	4000	sell	50%	4000
<i>Rings of Protection +1</i>	7/20/2008	4	2000	sell	50%	4000
badly burned noble's outfits	7/20/2008	4	0	sell	50%	0
badly burned spellbooks containing spells appropriate to a 9 th level caster	7/20/2008	4				0
Evil Robe of the Archmagi	7/20/2008	1		Valgrim	0%	0

Item	Source	Qty	Unit Value	Disposition	Rate	Total Value
Headband of Intellect +6	7/20/2008	1		Valgrim	0%	0
Cape of the Mountebank	7/20/2008	1	10080	sell	50%	5040
Ring of Protection +2	7/20/2008	1	8000	sell	50%	4000
Braxeris' Spellbooks, including the enchantment spell <i>Unconscious Agenda</i>	7/20/2008	1				0
A golden peacock worth 800 gold pieces	7/20/2008	1	800	cash	100%	800
Braxeris' Quill, not worth much except as a historical curio.	7/20/2008	1		Valgrim	0%	0

Total Value	146790.3
Shares	6
Share Value	24465.1