

Blue: possible future purchase (with a bigger paycheck)

Black: settled purchases

Orange: purchase under consideration / questions pending

Red: settled expenditures / sale

Purple: sale / expenditure under consideration / pending

Fire Hawks Company

~~1 immovable rod (from shipping company)~~ 0 remaining

~~650 gold (from shipping company)~~ Just under 200 gold remaining

~~2000 gold worth of bonds~~ 800 remaining

1 portable magic garden

2 reincarnations

1 stone tablet, druidic letter of introduction

1 immovable rod (to druids)

450 gold paid out to party members

1200 gold worth of bonds (payment for the magic garden)

Room and board (single digits gold)

(1) chainmail tunic, (4) rusty swords (1 broken), (7 6) teak wood kite shields, and (3) polearms no one is using. (Unless someone wants to hang on to the shields to activate their deflection enchantment later)?

Maru

Pipeweed

Other drugs?

1 silver (and up); Brass knuckles (no frills version, or customized?)

25 gold; Elbow-length gloves with mage armor

Perhaps a more expensive version of those gloves that bypass some DR or do something else useful in addition to protecting me and hitting harder; maybe even decorated with symbols of Calistria?

Metal Covering for horns and/or helm (under concealing wrapping)

10 gold per one-ounce dose; 8-scream devil powder. (Not clear how many doses)

Gold -> XP conversion

Jewelry looted in Ekton

Leads on her Orcish family

Hore

Gold -> XP conversion

Axe with silver handle

25 gold; portable door (Might not want a personal one now that we have the team garden)

"sharpening stones"

More throwing knives and/or gardening tools

Triple flail

Better armor of some kind

Daviste

250 gold (maybe less with Azarthraine's help); Materials needed for Esmeraude to construct the magic item she owes

Alchemical perception-boosting potion

16 gold; Starmetal main gauche

34 on the breastplate upgrade / barrier jacket combo (effect: luminescent butterflies when struck for Viste, ??? for Davina)

Vos

Gold -> XP conversion

5-ish gold; A spear similar to Oldaric's axe (probably water or tentacles for the inlay rather than wind) (M-iron coated silver, or Silver coated M-iron?)

Armor option that doesn't interfere with swimming or grappling? (sparkly jacket might work?)

Ji

137.5 gold; infinite canvas scroll

Less than 5 silver times at least 50; replenished brass balm

Enchanted spidersilk wrappings / robes (sparkly jacket, effect not specified)

Remainder to a budget for alchemical/medicinal supplies

Tscochar communicator

Azarthraine

Low profile armor, in the form of elegant silk robes with a heavy protective enchantment

A pair of force-field bracers similar to the ones Maru Red was looking at, but without the associated gloves.

15 silver; backpack with quick-release straps,
2 gold; magic-conducting staff
3 gold; some very basic sorcerous paraphernalia and note-taking materials.

Oldaric

Alter-self magic item (make the sergeant an orc and possibly male)

25 gold; Ritual tea set

10 gold; clothes and a full suit of elven-style impact-resistant chainmail (enchanted) and some miscellaneous personal kit including first aid supplies and a knife with the change left over

5 gold; fully loaded masterwork axe: silver-plated meteoric iron head, textured inlay all down the handle which both improves grip and artfully resembles swirling winds

10 gold; deflection on one of those teakwood shields reactivated

Maria and Daniel

Gold -> XP conversion

More spidersilk / sparkle jacket armor?

Anything else in-character