

# Night Hag

## Periapt

- The XP/GP value of the periapt is 2,250 XP / 16,250 GP.<sup>1)</sup>
- A “usage” for decay purposes is any time saving throw is made or disease is cured, regardless of if the +2 was material to the save passing or not.

<sup>1)</sup>  
Extrapolated from the value of *periapt of health* plus one-half the value of a *ring of protection* +2.

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