

## **WARLAND'S YARD**

The shop contains:

- 50 feet of rope
- a single box of nails
- a hammer
- four pints of oil
- a dozen torches
- 10 feet of simple iron chain
- enough wood to barricade at least six doors or windows
- a small barrel of flammable tar (which can cover four 5-foot squares and burns for 4 hours)
- two barrels of fresh water
- six large bolts of cloth
- a crate with 50 arrows

## **PICK & PINT STORAGE**

Just inside the storage room stands a large crate including:

- a saw
- a few hammers
- a chisel
- a box of nails
- 70 feet of rope
- a small barrel of lamp oil containing 20 pints

# LEDGER AT THE PICK & PINT

*A month ago:*

... those three threw a big party, after the body was found. Weird time for a celebration, but we can use the gold – even if it's from refugees.

*A week ago:*

...supplies are dwindling.

*Days ago:*

The end  
is coming

# DAWNLIGHT

## ITEM 3

This shining symbol of Sarenrae depicts the goddess with her arms held wide. In the center of the symbol is a crystal reliquary with a perfect feather floating inside, glowing bright as a candle with the light of the goddess. **Activate** Cast a Spell; **Frequency** once per day for each spell; **Effect** The dawnlight casts 1st-level *disrupt undead* or *light*. The dawnlight's spell attack roll and counteract modifier are +7, and any spell with the light trait is treated as though its counteract level were 1 higher for counteracting darkness.

**Usage** held in 1 hand; Bulk L

# LADY'S CHALICE

## ITEM 3

This silver chalice bears the symbol of Pharasma, a swirling cloud that transforms into a flight of whippoorwills that encircle the top. The chalice can be activated in one of two ways, though only once per day total.

**Activate** [one-action] envision; **Frequency** once per day; **Effect** The chalice fills with a single vial's worth of holy water. The water loses its potency after 1 day if poured into any container other than a font specifically sanctified by a cleric of Pharasma. It similarly loses its potency 1 day after being removed from such a font.

**Activate** [one-action] Strike; **Frequency** once per day; **Requirements** The Lady's chalice is full of a vial's worth of holy water; **Effect** The chalice splashes a spiral of holy water into an adjacent space. This is a simple thrown weapon with a range of 5 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it. If it hits, it deals 2d6 good damage and 2 good splash damage.