

Equipment

Main Inventory

Qty: 1 **Backpack**
 Qty: 1 **Eye Slash**
 Qty: 1 **Wayfinder**

Qty: 20 **Bolts**
 Qty: 1 **Grappling Hook**

Backpack

Qty: 1 **Bedroll**
 Qty: 10 **Chalk**
 Qty: 2 **Rations**
 Qty: 1 **Soap**
 Qty: 1 **Waterskin**

Qty: 6 **Blood Sap**
 Qty: 1 **Flint and Steel**
 Qty: 1 **Rope**
 Qty: 5 **Torch**

Backpack

Item 0

A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

PC1

Bedroll

Item 0

No description

PC1

Blood Sap

Item 1

Alchemical Consumable Drug Ingested Poison

This potent drug is distilled from a certain tropical vine into a deep-red syrup that, over time, stains the user's lips and teeth a vivid shade of red.

Saving Throw DC 16 Fortitude; **Onset** 10 minutes; **Maximum Duration** 3 hours; **Stage 1** drained 1, +1 item bonus to weapon and unarmed attack rolls, Acrobatics checks, and Athletics checks (10 minutes); **Stage 2** slowed 1 (1 hour)

Activate Interact

GMG

Bolts

Item 0

No description

PC1

Chalk Item 0

No description

*PC1***Eye Slash** Item 1

Divination

Invested

Magical

Tattoo

Small scars or marks around your eye improve your distant vision. These scars are especially common among orc scouts, who favor scars shaped like eagle talons. You can see four times farther than normal. If you have darkvision, you can see blood in color. Higher-level versions of an *eye slash* are larger and more elaborate scars or marks, radiating out around the eye.

*TV***Flint and Steel** Item 0

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

*PC1***Grappling Hook** Item 0

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a ranged attack roll using your simple weapon proficiency against a DC depending on the target, typically at least DC 20. This attack has the secret trait. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

*PC1***Rations** Item 0

Rations for 1 week

*PC1***Rope** Item 0

No description

*PC1***Soap** Item 0

No description

PC1

Torch

Item 0

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 1 hour. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

PC1

Waterskin

Item 0

When it's full, a waterskin contains roughly 1 day's worth of water for a Small or Medium creature.

PC1

Wayfinder

Item 2

Uncommon

Invested

Magical

Access faction requirement

This compact compass repurposes ancient technology to draw fantastic powers from the mysterious magical items called aeon stones. It serves as a badge of office for agents of an adventuring society and as a status symbol among adventurers of any stripe. A wayfinder functions as a compass. An indentation in the middle of the wayfinder can hold a single aeon stone. Placing an aeon stone in this indentation provides you all the benefits of having the aeon stone orbiting your head, but it protects the stone from being noticed or stolen as easily. You invest a wayfinder and the aeon stone within it simultaneously, and they count as only one item toward your investiture limit. An invested aeon stone slotted in a wayfinder also grants its resonant power. If you have more than one wayfinder with an invested aeon stone on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them. You can still benefit from additional aeon stones orbiting your head, just not in wayfinders.

Activate [one-action] Light (concentrate) **Effect** The wayfinder is targeted by a 1st-rank light spell.

GMC

Equipment Traits**Alchemical**

Alchemical items are powered by reactions of alchemical reagents. Unless otherwise noted, alchemical items aren't magical and don't radiate a magical aura. Alchemical creatures are partially powered by alchemical reactions.

Consumable

An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of four.

Divination

The divination school of magic typically involves obtaining or transferring information, or predicting events.

Drug

An item with this trait is a drug, a poison that conveys short-term benefits in addition to harmful side effects and long-term consequences. Each time a creature uses a given drug it must also attempt a saving throw against addiction to that drug.

Ingested

An ingested poison is activated by applying it to food or drink to be consumed by a living creature, or by placing it directly into a living creature's mouth. A creature attempts a saving throw against such a poison when it consumes the poison or the food or drink treated with the poison. The onset time of ingested poisons typically ranges anywhere from 1 minute to 1 day.

Invested

A character can invest only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head).

Magical

Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

Poison

An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction.

Tattoo

A tattoo is a type of item that is drawn or cut into a creature's skin and usually takes the form of images or symbols.

Uncommon

Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character choices give access to uncommon options, and the GM can choose to allow access for anyone. Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to these creature is increased by 2.