

PROPERTY OF APOGEE GUARD

Evidence summary

- 25*x* Rifles
 - 10*x* Serviceable condition
 - 13*x* Damaged/destroyed, water/salt damage
- 6*x* Shotguns
 - 3*x* Serviceable condition
 - 2*x* Damaged
 - 1*x* Destroyed
- 14*x* Pistols
 - 8*x* Serviceable condition
 - 3*x* Damaged
- 4*x* Repeater pistols
 - 3*x* Serviceable condition
 - 1*x* Disassembled
- 2*x* Nock guns
 - 1*x* Serviceable condition
 - 1*x* Heavily damaged
- 1*x* Flare gun, empty
- 6*x* Crates of rifle ammunition
- 3*x* Crates of paper shotgun shells
- 3*x* Crates of pistol ammunition, loose
- 4*x* Nock gun rounds
- 2*x* Grenades
- 5*x* Bottles of alchemist's fire, sealed
- 6*x* Daggers
- 8*x* Club, rudimentary
- Criminal corpses
 - 4*x* Dog
 - 4*x* Hobgoblins, assorted criminal convictions
 - 7*x* Humans, assorted criminal convictions
 - 4*x* Goblins, assorted criminal convictions
 - (MISSING) 1*x* Fleshwarp golem, injured
- 1-3*x* skeletons
 - Poor condition, partly chewed
 - Possibly humanoid
- 1*x* Handwritten planning note
- 1*x* Handwritten "orders"
- 1*x* Handwritten message to warehouse
- 1*x* Carved box, opened
 - Blood samples
 - Small amounts of confetti/ribbon
- 1*x* Money box
 - Approx 1000 GP
 - (Separate) 18 GP in indiv. wrapped coins, bloodied
- 1*x* Chalkboard
- 1*x* Hand-drawn map of Apogee/Nadir
- 1*x* Smuggling scroll