

CONTAINER	PRICE	EFFECT
<i>Quiver</i>	<i>8 copper</i>	<i>Arrows doesn't encumber. Gives D4 Recourse Die after D6.</i>
<i>Food Bag</i>	<i>8 copper</i>	<i>Food doesn't encumber. Gives D4 Recourse Die after D6.</i>
<i>Backpack</i>	<i>4 silver</i>	<i>Torches doesn't encumber. Gives D4 Recourse Die after D6</i>
<i>Waterskin</i>	<i>3 silver</i>	<i>Water doesn't encumber. Gives D4 Recourse Die after D6.</i>
ARROWS	PRICE	EFFECT
Arrows, Iron	12 copper	Increases the Arrows Die by one step.
Arrows, Wood	6 copper	Increases the Arrows Die by one step. Armor counts double.
LIGHT	PRICE	EFFECT
Tallow Candle	6 copper	Illuminates within Arm's Length for a Quarter Day.
<i>Oil Lamp</i>	<i>5 copper</i>	<i>Illuminates within Near range. Can only be used indoors.</i>
<i>Lantern</i>	<i>2 silver</i>	<i>Illuminates within Near range.</i>
Torches	5 copper	Illuminates within Near range for a Turn.
<i>Lamp Oil</i>	<i>2 copper</i>	<i>Lasts a Quarter Day. Used in Oil Lamp and Lantern.</i>
INSTRUMENT	PRICE	EFFECT
<u>Grappling Hook</u>	<u>3 silver</u>	<u>Gear Bonus +1 when climbing.</u>
Rope, 10 Meters	2 silver	Gear Bonus +1 when climbing.
<i>Bandages</i>	<i>6 copper</i>	<i>Gear Bonus +1 to Healing.</i>
Flint and Steel	2 copper	Gear Bonus +1 to Making Camp during journeys.
<u>Lockpicks</u>	<u>1 gold</u>	<u>Gear Bonus +1 to Sleight of Hand when picking locks.</u>
SLEEP	PRICE	EFFECT
<i>Blanket</i>	<i>7 copper</i>	<i>Gear Bonus +1 against cold.</i>
Sleeping Fur	3 silver	Gear Bonus +2 against cold.
Small Tent	2 silver	Room for two. Gear Bonus +2 to Making Camp.
<i>Large Tent</i>	<i>5 silver</i>	<i>Room for six Gear Bonus +2 to Making Camp.</i>
NOOSE	PRICE	EFFECT
Bear Trap	5 silver	Gear Bonus +2 to Hunting during journeys.
<i>Snares</i>	<i>1 silver</i>	<i>Gear Bonus +1 to Hunting during journeys.</i>
<i>Fish.Hook & Line</i>	<i>4 copper</i>	<i>Gear Bonus +1 to Fishing during journeys.</i>
Fishing Net	1 silver	Gear Bonus +2 to Fishing during journeys.
MUSIC	PRICE	EFFECT
<i>Flute</i>	<i>15 copper</i>	<i>Gear Bonus +1 to Performance</i>
Horn	3 silver	Gear Bonus +1 to Performance.
<u>Lyre</u>	<u>5 silver</u>	<u>Gear Bonus +1 to Performance.</u>
Drum	18 copper	Gear Bonus +1 to Performance.
GARMENT	PRICE	EFFECT
Rags	5 copper	Penalty -2 to Manipulation.
<u>Great Fur</u>	<u>3 silver</u>	<u>Gear Bonus +2 against cold.</u>
<u>Boots</u>	<u>3 silver</u>	<u>Gear Bonus +1 to Hiking.</u>
<u>Silver Buckle</u>	<u>8 silver</u>	<u>Gear Bonus +1 to Manipulation.</u>
MEAL	PRICE	EFFECT
Field Rations	1 silver	One unit of Food. Increases the Food Die one step.
<i>Field Kitchen</i>	<i>4 silver</i>	<i>Used to cook 2D6 units of Food in a Quarter Day.</i>
Cauldron	18 copper	Gear Bonus +1 when cooking Food.

Italic Bold – Heavy, Italic – Light, Gray Text – Tiny, With Dots - Uncommon