

CONTAINER	PRICE	SUPPLY	WEIGHT	EFFECT
Quiver	8 copper	Common	-	Does not encumber the wearer.
Sack	8 copper	Common	-	Does not encumber the wearer.
Backpack	4 silver	Common	-	Does not encumber the wearer.
Waterskin	3 silver	Common	-	Needed to carry Water. Does not encumber.
Barrel	8 copper	Common	Heavy	Contains 10 units of Water or other liquid.
Clay Jug	5 copper	Common	Light	Contains one unit of Water or other liquid.

ARROWS	PRICE	SUPPLY	WEIGHT	EFFECT
Arrows, Iron	12 copper	Common	Normal	Increases the Arrows Resource Die by one step.
Arrows, Wood	6 copper	Common	Normal	Increases the Arrows Resource Die by one step. Armor counts double.

POISON	PRICE	SUPPLY	WEIGHT	EFFECT
Lethal Poison	5 silver	Rare	Tiny	Potency 3. Each increase in Potency doubles the price.
Paralyzing Poison	4 silver	Rare	Tiny	Potency 3. Each increase in Potency doubles the price.
Sleeping Poison	3 silver	Rare	Tiny	Potency 3. Each increase in Potency doubles the price.
Hallucinogenic Poison	4 silver	Rare	Tiny	Potency 3. Each increase in Potency doubles the price.

LIGHT	PRICE	SUPPLY	WEIGHT	EFFECT
Tallow Candle	6 copper	Common	Tiny	Illuminates within Arm's Length for a Quarter Day.
Oil Lamp	5 copper	Common	Light	Illuminates within Near range. Can only be used indoors. Requires lamp oil.
Lantern	2 silver	Common	Light	Illuminates within Near range. Requires lamp oil.
Torches	5 copper	Common	Normal	Increases the Torches Resource Die one step. Illuminates within Near range. Roll the Resource Die each Turn.
Lamp Oil	2 copper	Common	Light	Lasts a Quarter Day.

INSTRUMENT	PRICE	SUPPLY	WEIGHT	EFFECT
Grappling Hook	3 silver	Uncommon	Normal	Gear Bonus +1 when climbing.
Rope, 10 Meters	2 silver	Common	Normal	Gear Bonus +1 when climbing.
Bandages	6 copper	Common	Light	Gear Bonus +1 to Healing.
Flint and Steel	2 copper	Common	Tiny	Gear Bonus +1 to Making Camp during journeys.
Lockpicks	1 gold	Uncommon	Tiny	Gear Bonus +1 to Sleight of Hand when picking locks.
Spyglass	3 gold	Rare	Normal	Gear Bonus +2 to Scouting at Long range.

SLEEP	PRICE	SUPPLY	WEIGHT	EFFECT
Blanket	7 copper	Common	Light	Gear Bonus +1 against cold.
Sleeping Fur	3 silver	Common	Normal	Gear Bonus +2 against cold.
Small Tent	2 silver	Common	Normal	Room for two. Gear Bonus +2 to Making Camp during travel.
Large Tent	5 silver	Uncommon	Heavy	Room for six Gear Bonus +2 to Making Camp during travel.

NOOSE	PRICE	SUPPLY	WEIGHT	EFFECT
Bear Trap	5 silver	Common	Normal	Gear Bonus +2 to Hunting during journeys.
Snares	1 silver	Common	Light	Gear Bonus +1 to Hunting during journeys.
Fishing Hook and Line	4 copper	Common	Light	Gear Bonus +1 to Fishing during journeys.
Fishing Net	1 silver	Common	Normal	Gear Bonus +2 to Fishing during journeys.

MUSIC	PRICE	SUPPLY	WEIGHT	EFFECT
Flute	15 copper	Common	Light	Gear Bonus +1 to Performance
Horn	3 silver	Common	Normal	Gear Bonus +1 to Performance.
Lyre	5 silver	Uncommon	Normal	Gear Bonus +1 to Performance.
Harp	8 silver	Rare	Heavy	Gear Bonus +2 to Performance.
Drum	18 copper	Common	Normal	Gear Bonus +1 to Performance.

GARMENT	PRICE	SUPPLY	WEIGHT	EFFECT
Rags	5 copper	Common	N/A	Penalty -2 to Manipulation.
Simple Clothes	15 copper	Common	N/A	
Fine Garments	4 gold	Rare	N/A	Gear Bonus +2 to Manipulation.
Great Fur	3 silver	Uncommon	N/A	Gear Bonus +2 against cold.
Tunic	1 silver	Common	N/A	
Cloak	2 silver	Uncommon	N/A	
Boots	3 silver	Uncommon	N/A	Gear Bonus +1 to Hiking.
Silver Buckle	8 silver	Uncommon	N/A	Gear Bonus +1 to Manipulation.

MEAL	PRICE	SUPPLY	WEIGHT	EFFECT
Field Rations	1 silver	Common	Normal	One unit of Food. Increases the Food Resource Die one step.
Field Kitchen	4 silver	Uncommon	Heavy	Makes it possible to cook 2D6 units of Food in a Quarter Day.
Cauldron	18 copper	Common	Normal	Gear Bonus +1 when cooking Food.
Metal Chalice	7 copper	Uncommon	Light	-
Tankard	2 copper	Common	Light	-
Metal Plate	8 copper	Uncommon	Light	-
Food Knife	6 copper	Common	Tiny	-
Spoon	8 copper	Uncommon	Tiny	-

MAGIC	PRICE	SUPPLY	WEIGHT	EFFECT
Ink and Quill	2 silver	Uncommon	Tiny	Can be used to write down spells.
Parchment	6 copper	Uncommon	Tiny	Can be used to write down spells.
Magnifying Glass	3 gold	Rare	Tiny	Can be used as ingredient in spells.
Holy Symbol	1 silver	Uncommon	Tiny	Can be used as ingredient in spells.
Chalk	2 copper	Common	Tiny	Can be used by Symbolists.
Map	4 silver	Uncommon	Tiny	Can be used as ingredient in spells.
Crystal Ball	6 silver	Uncommon	Light	Can be used as ingredient in spells.
Hourglass	12 silver	Rare	Light	Can be used as ingredient in spells.
Scales	3 silver	Uncommon	Normal	Can be used as ingredient in spells.

