# Items

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| Type | Cost | WE | Description |
| Wallet | 2s | .1 |  |
| **Compass** | 6s | .2 | Gives an additional bonus if used with a map, else +5 to Navigate |
| **Waterskin** | 2b | .1 | Holds 3 water rations. Weighs +.3 for each water ration |
| **Rations - Preserved** | 1s | .5 |  |
| **Sleeping Bag** | 8s | 3 |  |
| **Silverware** | 1s | .2 |  |
| **Bucket** | 1s |  |  |
| **Flint and Tinder** | 8b |  |  |
| **Torch** | 5b |  |  |
| **Backpack (20WE)** | 5s | 2 | 1WE |
| **First Aid Kit** | 5s | 1.2 | 6 uses, stops 1d6 bleeding for every [25 Alchemy Lore] |
| **Adv First Aid Kit** | 5s | 1 | 10 uses, stops 1d6 bleeding for every [25 Alchemy Lore], also heals +1d6 Health on location (once per day) |
| **Pain Potion** | 1g | .2 | 1 use, cures 75% Stamina, DH, and SN loss for 24 hours |
| **Pain Salve** | 6s | .1 | 3 uses, cures 50% Stamina, DH, and SN loss for 12 hours |
| **Burn Salve** | 4s | .1 | 2 uses, cures effects of burn for 6 hours, increases burn healing by 400% |
| **Antibiotic** | 1g | .1 | 10 uses, removes bacteria, called “medic salts” |
| **Sanity Elixir** | 50g | .2 | 1 Use, cures 2d6 Sanity |
| **Adv Sanity Elixir** | 100g | .2 | 1 Use, cures 3d6+3 Sanity |
| **Tent** | 1g | 4 | For 1 |
| **Group Tent** | 3g | 8 | For 4 |
| **Military Tent** | 10g | 25 | For 10, Comfy (+25 Med/Rest) |
| **Portable Stable** | 20g | 50 | Fits 6 Large Beasts |
| **Fishing Pole** | 9s | 3 | Allows fishing |
| **Fishing Bait** | 1s | 1 | 20 uses, + 10 to fishing |
| **Whistle** | 15b | .1 |  |
| **Saddle** | 6s | 6 |  |
| **Flask** | 12b | .3 |  |
| **Scissors** | 2s | .2 |  |
| **Shears** | 15b | .3 |  |
| **Mirror** | 3s | .2 |  |
| **Rope (10 Units) - Hempen** | 1s | 2 |  |
| **Rope (25 Units) - Hempen** | 2s | 5 |  |
| **Rope (10 Units) - Silk** | 5s | .5 |  |
| **Rope (25 Units) - Silk** | 8s | 1.25 |  |
| **Reins** | 2s |  |  |
| **Dehydration Salts** | 5s | 1 | 10 uses: dehydrates 1 ration of meat/food in 1 hour (without having to use traditional preservation methods) |
| **Door Ram** | 8g | 8 |  |
| **Quill** | 5b |  |  |
| **Paper Scroll** | 3b |  |  |
| **Vellum** | 2s |  |  |
| **National or International Map** | 1g | .3 | National/International bonus: +5 to Navigate. If used with Compass: +10 |
| **Area Map** | 2s | .1 | Area bonus: +15 to Navigate. If used with Compass: +25 |
| **Regional Map** | 4s | .2 | Regional bonus: +10 to Navigate. If used with Compass: +20 |
| **Money Pouch** | 5b | .1 |  |
| **Suitcase (8WE)** | 1g |  |  |
| **Bottle** | 3s |  |  |
| **Vial** | 1s |  |  |
| **Pipe** | 5s |  |  |
| **Tobacco** | 2s | 15u |  |
| **Firework** | 5s |  |  |
| **Firecracker** | 1s |  |  |
| **Oil Lamp** | 4s |  |  |
| **Lamp Oil** | 6b |  |  |
| **Empty Book** | 1g |  |  |
| **Mortar and Pestle** | 15s |  |  |
| **Alembic** | 8s |  |  |
| **Tongs** | 3s |  |  |
| **Chisel** | 1s |  |  |
| **Anvil** | 5g |  |  |
| **Lock Pick Kit** | 3s |  |  |
| **Pinch** | 2s |  |  |
| **Spanner** | 2s |  |  |
| **Goggles** | 3s |  |  |
| **Comb** | 3s |  |  |
| **Perfume** | 6s |  |  |
| **Straight Razor** | 2s |  |  |
| **Lute/Guitar** | 3g |  |  |
| **Small Harp** | 2g |  |  |
| **Violin** | 3g |  |  |
| **Flute** | 5s |  |  |
| **Grappling Hook** | 4s |  |  |
| **Shovel** | 2s |  |  |
| **Trowel** | 15b |  |  |
| **Pick** | 3s |  |  |
| **Padlock and Key** | 5s |  |  |
| **Herbs and Spices** | 5s | .1 | 25 uses (1 use = 1 meal), +1 SN for the day for each use when preparing fresh food. Max of +1 SN/day. |
| **Trap Part** | 1b | .1 | 5 Trap Parts, using a trap part costs 1 PT per. |
| **Tough Trap Parts** | 1s | .2 | 5 Tough Trap Parts, using a tough trap part costs 1 PT per and requires a [40] Dex Check. These parts add +5 to the Struggle Escape Check of a trap each. If a trap is made fully with Tough parts, then the WE max of the trap is doubled. |
| **Trap trigger** | 1s | .1 | Setting a trigger costs 3PT, releasing a trigger costs 3PT and Dexterity Check equal to (-15) plus the Dex used to set the trap |
| **Tough Trap Trigger** | 8s | .1 | Setting a tough trigger costs 4PT and requires a [60] Dex Check. Releasing a tough trigger costs 4PT and Dexterity Check equal to (-15) plus the Dex used to set the trap. This trigger adds +30 to the Dex Escape Check of a Trap. |
| **Small trap (Up to 10WE)** | 12b | .3 | May be built from (2) trap parts and a trigger, [30] Struggle or Dexterity Check to escape |
| **Average Trap (Up to 40WE)** | 16b | .7 | May be built from (6) trap parts and a trigger, [40] Struggle or Dexterity Check to escape |
| **Large Trap (Up to 100WE)** | 28b | 1.9 | May be built from (18) trap parts and a trigger, [50] Struggle or Dexterity Check to escape |
| **Massive Trap (Up to 250WE)** | 75b | 6.7 | May be built from (45) trap parts, two triggers, and 10 units of rope. [60] Struggle or Dexterity Check to escape. |
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| **Saw** | 2s | 1.5 |  |
| **Binoculars** | 8s | 1 | When used: Perception distanced quadrupled but -25 to Perception |
| **Ice Pick** | 3s | 2 |  |
| **Sunglasses** | 3s | .2 |  |
| **Mountain Piton** | 8b | .1 |  |
| **Snowshoes** | 4s |  |  |
| **Sled** | 2g |  |  |
| **Cart** | 10g |  | 2 wheel, open, 1 beast, 80WE, Holds 200WE, 1Unit |
| **Carriage** | 125g |  | 4 wheel, closed, two door, 2-4 beasts, 3x4 Units, 250WE, Holds 1500WE |
| **Saddlebag** | 6s |  | Holds 50we |
| **Yoke** | 1g |  |  |
| **Jeweler’s Loupe** | 4s | .2 | +10 to Analyze when the object is very small and character is very close |
| **Scabbard** | 3s |  |  |
| **Belt** | 15b |  |  |
| **Camouflage Skin-Paints** | 3s |  | 1 use, +10 Stealth, lasts for 12 hours |
| **Belt-Pouch** | 2s |  |  |
| **Sheath** | 1s |  |  |
| **Quiver** | 15b |  | Holds 20 ammo |
| **Chest Belt** | 2s | .5 |  |
| **Holster** | 2s |  |  |
| **Weapon Loup** | 8b | .3 |  |
| **Bandaging** | 5b |  |  |
| **Blanket** | 5s | 2 | Sleeping comfort, also +10 against Cold |
| **Whetstone** | 15b |  |  |
| **Stake Bundle (5)** | 5b |  |  |
| **Medical Alcohol** | 1s |  |  |
| **Tweezers** | 2s |  |  |
| **Skinning Knife** | 4s |  |  |
| **Zipline Handle** | 3s |  |  |
| **Soap Bar (12u)** | 5b |  |  |
| **Climbing Spurs/Gaffs (2)** | 4s |  |  |
| **Spurs (2)** | 3s |  |  |
| **Caltrops** | 1s |  |  |
| **Needle** | 5b |  |  |
| **Thread (10 Units)** | 5b |  |  |
| **Barrel** | 6s |  |  |
| **Basket** | 1s |  |  |
| **Bell** | 1s |  |  |
| **Tackle kit** | 3s |  |  |
| **Candle** | 5s |  |  |
| **Scroll case** | 2s |  |  |
| **Firewood** | 5b |  |  |
| **Fishhook** | 1s |  |  |
| **Fishing net** | 9s |  |  |
| **Ink** | 5s |  | 20u |
| **Inkwell** | 1s |  |  |
| **Ladder (3 Units)** | 6g |  |  |
| **Manacles** | 3s |  |  |
| **Tankard** | 1s |  |  |
| **Bowl** | 5b |  |  |
| **Plate** | 5b |  |  |
| **Pot** | 2s |  |  |
| **Pan** | 2s |  |  |
| **Rope Ladder (3 Units)** | 1g |  |  |
| **Pole** | 8b |  |  |
| **Sack (20WE)** | 1s |  |  |
| **Sealing Wax (10 Uses)** | 2s |  |  |
| **Common Magics for the Household** | 8s |  |  |
| **Advanced Hobbyist Magics and Appraisal** | 3g |  |  |
| **Templar Protocol Handbook** | 5g |  |  |
| **Master Wizard’s Enchiridion** | 12g |  |  |
| **The Book of the Divine** | 80g |  | Technically cannot be bought by anyone but a priest, as it doubles as a priest’s license. Priests may apply for another at the listed price if they lose theirs. |
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| **Disguise Kit** | 8s |  |  |
| **Merchant's Scale** | 4s |  |  |
| **Cooking Book** | 4s |  |  |
| **Barding - Small** | 8s |  | Animal armor (Mats = Med) |
| **Barding - Medium** | 3g |  | Animal armor (Mats = Huge) |
| **Barding - Large** | 6g |  | Animal armor (Mats = Huge x2) |
| **Rowboat** | 10g |  | 3x1Units, 60WE, Floats 300WE |
| **Oar** | 4s |  |  |
| **Galley** | 5000g |  | 40x10x10Units, Floats 25000WE |
| **Wagon** | 50g |  | 2 beast, open, 4-wheel, 2x3Units, 150WE, Holds 1000WE |
| **Sailboat** | 2800g |  | 20x5x5Units, Floats 8000WE |
| **Keelboat** | 950g |  | 10x3x3Units, Floats 3500WE |
| **Raft - Small** | 2g |  | 1x1Units, Floats 150WE |
| **Raft - Large** | 8g |  | 3x3 Units, Floats 600WE |
| **Mule** | 2g |  |  |
| **Donkey** | 4g |  |  |
| **Horse** | 18g |  |  |
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| **Beer - Mug** | 6b |  | +1SN but -1SN to daily SN Regen. Benefit stops when no more Regen is left. |
| **Beer - Pitcher** | 2s |  | 4 Uses. Each use: +1SN but -1SN to daily SN Regen. Benefit stops when no more Regen is left. |
| **Beer - Keg** | 3g |  | 150 Uses. Each use: +1SN but -1SN to daily SN Regen. Benefit stops when no more Regen is left. |
| **Wine/Mead - Glass** | 9b |  | +1SN but -1SN to daily SN Regen. Benefit stops when no more Regen is left. |
| **Wine/Mead - Bottle** | 4s |  | 6 Uses. Each use: +1SN but -1SN to daily SN Regen. Benefit stops when no more Regen is left. |
| **Cheese** | 5b |  |  |
| **Bread** | 3b |  |  |
| **Meat** | 1s |  |  |
| **Meal - Poor** | 1s |  |  |
| **Meal - Average** | 2s |  | +5 to Next Sleep maneuver |
| **Meal - Artisan** | 1g |  | +1SN & +10 to next Sleep maneuver |
| **Spirits - Glass** | 1s |  | +1SN but -1SN to daily SN Regen. Benefit stops when no more Regen is left. |
| **Spirits - Bottle** | 1g |  | 15 Uses. Each use: +1SN but -1SN to daily SN Regen. Benefit stops when no more Regen is left. |
| **Inn stay - Per Night** | 4s |  |  |
| **Banquet/Feast (Per Person)** | 5s |  |  |
| **Stabling - Per Night** | 1s |  |  |
| **Pet Feed (Small) - Per Day** | 2b |  |  |
| **Pet Feed (Medium) - Per Day** | 4b |  |  |
| **Pet Feed (Large) - Per Day** | 8b |  |  |
| **Alchemy Lab** |  |  |  |
| **Enchanting Table** |  |  |  |
| **Artisan Tool** |  |  |  |
| **Priest's Kit** |  |  |  |
| **Mage's Kit** |  |  |  |
| **Wizard's Kit** |  |  |  |
| **Scholar's Kit** |  |  |  |
| **Reagent Pouch** |  |  |  |
| **Thief Tools** |  |  |  |
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| **Rent – Decrepit** |  |  |  |
| **Rent – Decent** |  |  |  |
| **Rent – Affluent** |  |  |  |
| **Mortgage – Decent** |  |  |  |
| **Mortgage – Affluent** |  |  |  |
| **Mortgage – Exorbitant** |  |  |  |
| **Property Taxes** |  |  |  |
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| **Pet - Small** |  |  |  |
| **Pet - Medium** |  |  |  |
| **Pet - Large** |  |  |  |
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| **Acid (Flask)** |  |  |  |
| **Antitoxin (Flask)** |  |  |  |
| **Antivenom (Vial)** |  |  |  |
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| **Courier (Common) - Per Measure** |  |  |  |
| **Courier (Discreet) - Per Measure** |  |  |  |
| **Hireling (Common) - Per Day** |  |  |  |
| **Hireling (Artisan) - Per Hour** |  |  |  |
| **Hireling (Seasoned) - Per Day** |  |  |  |
| **Gate Toll** |  |  |  |
| **Cabby (Personal) - Per Measure** |  |  |  |
| **Cabby (Coach) - Per Measure** |  |  |  |
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