

Provisions

Items not listed, and items especially created by a player, will be priced at the G.M. discretion. The G.M. will also re-price items that are not of “normal” quality.

All metals, woods, and other types of items listed in the following chart will be constructed of normal, common, materials unless otherwise specified.

See the following list for items and prices:

Section: A

The following are the provisions for section: A

Anvils:

Blacksmith: 1,300 white-gold

Aprons:

Cooking: 1 silver

Blacksmith: 1 white-gold, 6 electrum

Armor Padding:

Barding: 5 white-gold

Humanoid: 3 white-gold

War-Dog: 2 white-gold

Axes

Double-bladed: 2 white-gold

Single-bladed: 1 white-gold

Section: B

The following are the provisions for section: B

Backpacks:

Cloth, Large (4,000 coin capacity): 8 electrum

Cloth, Small (2,000 coin capacity): 4 electrum

Leather, Heavy, Large (4,000 coin capacity): 4 white-gold

Leather, Heavy, Small (2,000 coin capacity): 4 white-gold

Leather, Light, Large (4,000 coin capacity): 3 white-gold

Leather, Light, Small (2,000 coin capacity): white-gold

Bags:

Leather, Large (2,000 coin capacity): 1 white-gold

Leather, Small (1,000 coin capacity): 5 Electrum

Barrels:

Wood, 5 gallon (4,000 coin capacity): 1 white-gold

Wood, 10 gallon (8,000 coin capacity): 2 white-gold

Wood, 20 gallon (16,000 coin capacity): 4 white-gold

Wood, 40 gallon (32,000 coin capacity): 8 white-gold

Bedrolls:

Heavy: 2 white-gold

Light: 1 white-gold

Bellows:

Blacksmith: 200 white-gold

Belts:

Cloth: 5 silver

Leather: 1 electrum, 5 silver

Bit & Bridle:

Dragon: 1,000 white-gold

Horse: 3 white-gold

Pony: 2 white-gold

Blankets (bed):

Cotton, Heavy: 5 electrum

Cotton, Light: 3 electrum

Wool, Heavy: 7 electrum

Wool, Light: 5 electrum

Blankets (horse):

Cotton, Heavy: 1 white-gold

Cotton, Light: 5 electrum

Wool, Heavy: 2 white-gold

Wool, Light: 1 white-gold

Blankets (pony):

Cotton, Heavy: 8 electrum

Cotton, Light: 4 electrum

Wool, Heavy: 1 white-gold, 6 electrum

Wool, Light: 8 electrum

Boats:

Canoe, 1 man: 10 white-gold

Canoe, 2 man: 20 white-gold

Canoe, 3 man: 30 white-gold

Canoe, 4 man: 40 white-gold

Canoe, 5 man: 50 white-gold

Canoe, 6 man: 60 white-gold

Flat-boat, 1 man: 20 white-gold

Flat-boat, 2 man: 30 white-gold

Flat-boat, 3 man: 40 white-gold

Flat-boat, 4 man: 50 white-gold

Flat-boat, 5 man: 60 white-gold

Flat-boat, 6 man: 70 white-gold

Row-boat, 1 man: 10 white-gold

Row-boat, 2 man: 20 white-gold

Row-boat, 3 man: 30 white-gold

Row-boat, 4 man: 40 white-gold

Row-boat, 5 man: 50 white-gold

Row-boat, 6 man: 60 white-gold

Row-boat, 7 man: 70 white-gold

Row-boat, 8 man: 80 white-gold

Row-boat, 9 man: 90 white-gold

Row-boat, 10 man: 100 white-gold

Boots:

Ice-climbing: 160 white-gold

Leather, High: 4 white-gold

Leather, Low: 2 white-gold

Bottles:

Ink: 1 electrum

Drinking: 2 electrum

Potion: 1 electrum

Bow strings:

30-60 lb.: 1 white-gold

70-100 lb.: 2 white-gold

110-140 lb.: 4 white-gold

150-180 lb.: 8 white-gold

190-220 lb.: 16 white-gold

230-260 lb.: 32 white-gold

270-300 lb.: 64 white-gold

Bracelets:

Alloy & quality vs. price at discretion of the game master.

Bracers:

Leather: 1 white-gold

Breeches:

Cloth: 8 Silver

Leather: 3 Electrum

Satin: 3 White-gold

Silk: 6 White-gold

Brushes:

Dog: 5 Electrum

Hair: 5 Electrum

Horse: 7 Electrum

Section: C

The following are the provisions for section: C

Camping supply packs See: "Kits", in the **K** section of the Basic Rules Book.

Candles:

Lantern: 1 silver

Will burn for 8 hours, but is easily blown out by gusts of wind. Candlelight will illuminate a radius of 10' (2 spaces). If placed within a candle-lantern, the illumination radius is 20' (4 spaces).

Canopies:

10' x 10': 20 white-gold

20' x 20': 40 white-gold

30' x 30': 80 white-gold

40' x 40': 160 white-gold

50' x 50': 320 white-gold

Canvas:

10' x 10': 10 white-gold

20' x 20': 20 white-gold

30' x 30': 30 white-gold

Capes:

Cloth: 1 white-gold

Leather: 7 white-gold

Satin: 10 white-gold

Silk: 30 white-gold

Carts:

Hand See: "Hand Cart"

Caskets:

Fits a person of about 5'-10', 175 lbs.: 5 white-gold

Chains:

1/4" thick (cost per foot): 1 white-gold

1/2" thick (cost per foot): 2 white-gold

3/4" thick (cost per foot): 3 white-gold

1" thick (cost per foot): 4 white-gold

Charcoal:
20 lbs.: 5 electrum

Chest Supports:

Dragon: 380 white-gold

Horse: 16 white-gold

Pony: 14 white-gold

Chests:

Large (20,000 coin capacity): 760 white-gold

Medium (15,000 coin capacity): 380 White-Gold

Small (10,000 coin capacity): 190 White-Gold

Cloak:

Cloth: 6 Electrum

Leather: 2 White-gold

Satin: 6 White-gold

Silk: 12 White-gold

Coats:

Cloth, Heavy: 3 White-gold

Cloth, Light: 2 white-gold

Leather, Heavy: 14 white-gold

Leather, Light: 7 white-gold

Combs:

Hair: 2 Bronze

Cooking Utensils:

Cooking utensils are fashioned from: gage-steel. If someone wants cheaper materials the price will vary according to the G.M. discretion.

Cup: 4 Bronze

Fork: 2 Bronze

Knife: 4 bronze

Pot: 5 electrum

(Quart-size for boiling water)

Plate: 3 electrum

Skillet: 2 white-gold

(with lid)

Spoon: 1 bronze

Corks:

20 count: 8 bronze

(for drinking or potion bottles)

Crossbow strings:

30-60 lb.: 1 white-gold

70-100 lb.: 2 white-gold

110-140 lb.: 4 white-gold

150-180 lb.: 8 white-gold

190-220 lb.: 16 white-gold

230-260 lb.: 32 white-gold

270-300 lb.: 64 white-gold

Section: D

The following are the provisions for section: D

Diapers:

Cloth: 2 silver

(bundle of 20)

Dresses:

Cloth: 1 white-gold

Leather: 35 white-gold

Satin: 60 white-gold

Silk: 80 White-gold

Drums:

Common: 10 white-gold

Fine: 60 white-gold

Section: F

The following are the provisions for section: F

Fiddles:

Common: 125 white-gold

Fine: 375 white-gold

Files:

Steel: 3 white-gold

Stone: 6 white-gold

Wood: 5 electrum

First-Aid kit Size/quality depends on price paid. See: "Kits" in the K section of this, the provisions chart.

Fishing Equipment: Size/quality depends on price paid. See: "Kits" in the K section of this, the provisions chart.

Flasks, Water:

1 day: 1 white-gold

(one day's water = approximately one gallon (weight: 9 lbs.))

2 day: 2 white-gold

3 day: 3 white-gold

4 day: 4 white-gold

5 day: 5 white-gold

6 day: 6 white-gold

7 day: 7 white-gold

Flint: 3 electrum

(100 fires worth)

Flutes:

Ivory: 25 white-gold

Wooden, Common: 1 white-gold

Wooden, Fine: 65 white-gold

Foods:

See the following foods:

Butter / Grease:

1 electrum
(per pound – 16 uses)

Cheeses:

Dried: 6 electrum
(per pound – 12 servings)

Fresh: 3 electrum
(per pound – 6 servings)

Drinks:

The following are the varieties of drinks:

1 bottle = 20 servings

1 case = 12 bottles

Ciders:

The following ciders are listed below:

Apple Cider:

1 serving: 5 bronze

1 bottle: 1 electrum

20 servings = 1 bottle

1 case: 1 white-gold, 2 electrum

12 bottles = 1 case

Spiced Cider:

1 serving: 6 bronze

1 bottle: 1 electrum, 2 silver

20 servings = 1 bottle

1 case: 1 white-gold, 4 electrum, 4 silver

12 bottles = 1 case

Juices (fruit or vegetable):

No matter the flavor of fruit or vegetable juice, the price will be the same

1 serving: 5 bronze

1 bottle: 1 electrum

20 servings = 1 bottle

1 case: 1 white-gold, 2 electrum

12 bottles = 1 case

Kakkrin-Root Tea:

1 serving: 2 electrum

1 bottle: 4 white-gold

20 servings = 1 bottle

1 case: 48 white-gold

12 bottles = 1 case

Milk:

The following types of milk are listed below:

Cow's:

1 serving: 3 bronze

1 bottle: 6 silver

20 servings = 1 bottle

1 case: 7 electrum, 2 silver

12 bottles = 1 case

Goat's:

1 serving: 3 bronze

1 bottle: 6 silver

20 servings = 1 bottle

1 case: 7 electrum, 2 silver

12 bottles = 1 case

Honey:

Processed: 4 white-gold
(per pound – 24 servings)

Raw: 2 white-gold
(per pound – 12 servings)

Fruits:

No matter the type of fruit, the price will be the same.

Dried: 1 electrum

(per pound – 8 servings)

Fresh: 1 bronze

(per fruit – 1 serving)

Grains:

Barely: 10 silver
(per 20 servings)

Oats: 10 silver
(per 20 servings)

Wheat: 10 silver
(per 20 servings)

Meats:

Dried: 1 white-gold, 4 electrum
(14 servings)

Fresh: 1 electrum
(1 serving)

Vegetables:

No matter the type vegetable, the price will be the same

Dried: 1 electrum

(per pound – 8 servings)

Fresh: 1 bronze

(per vegetable – 1 serving)

Wafers:

Wafers are hand-sized, thick crackers.

Per 3 wafers: 6 Bronze

Rations:

Rations are measured as a 1 day supply for an average person (6' tall).

Each ration is a cake shaped mix of dried and compressed vegetables, meat and bread.

Common ration: 1 electrum

(per ration: 30 days to perish)

Military ration: 3 electrum

(per ration: 1 year to perish)

Forest Suit
20 White-gold

Section: G

The following are the provisions for section: G

Gloves:

Cloth: 5 Electrum

Leather: 1 white-gold

Satin: 2 white-gold

Silk: 16 white-gold

Grappling Hooks:

Common: 8 White-gold

Folding: 24 White-gold

Ground Cloth:
1 white-gold

Section: H

The following are the provisions for section: H

Hammers:

Blacksmith's:

2 lb.: 5 white-gold

5 lb.: 12 white-gold, 5 electrum

7 lb.: 17 white-gold, 5 electrum

10 lb.: 25 white-gold

Nailing: 1 white-gold

Spike: 1 white-gold, 5 electrum

Hammock:
2 white-gold

Hand Cart: 28 white-gold

Handkerchiefs:

Cloth: 2 bronze

Satin: 1 white-gold

Silk: 12 white-gold

Harnesses:

There are various types of harnesses used. See the list below:

Dragon:

2 team: 5,000 white-gold

4 team: 10,000 white-gold

6 team: 15,000 white-gold

8 team: 20,000 white-gold

10 team: 25,000 white-gold

Horse:

2 team: 100 white-gold

4 team: 200 white-gold

6 team: 300 white-gold

8 team: 400 white-gold

10 team: 500 white-gold

Oxen:

2 team: 200 white-gold

4 team: 400 white-gold

6 team: 600 white-gold

8 team: 800 white-gold

10 team: 1,000 white-gold

Pony:

2 team: 80 white-gold

4 team: 160 white-gold

6 team: 240 white-gold

8 team: 320 white-gold

10 team: 400 white-gold

Haps:

Common: 200 white-gold

Fine: 2,000 white-gold

Hats:

Price paid depend upon the quality and type.

Hatchets:

Double-bladed: 6 white-gold

Single-bladed: 3 white-gold

Hay:

1 Bail: 6 electrum

Hoe:

2 white-gold

Horns:

Common: 7 white-gold

Fine: 70 white-gold

Horseshoes:
4 white-gold
Set of 4

Section: I

The following are the provisions for section: I

Ice Pick: 2 electrum

Inks:

1oz. bottle: 1 white-gold

Enough ink to write out 30 pages

2oz. bottle: 2 white-gold

Enough ink to write out 60 pages

3oz. bottle: 3 white-gold

Enough ink to write out 90 pages

4oz. bottle: 4 white-gold

Enough ink to write out 120 pages

5oz. bottle: 5 white-gold

Enough ink to write out 150 pages

6oz. bottle: 6 white-gold

Enough ink to write out 180 pages

Insect Balm:

5 white-gold

50 uses

Section: J

The following are the provisions for section: J

Jeweler's Eye:

x2 magnification: 100 white-gold

x4 magnification: 200 white-gold

x6 magnification: 300 white-gold

x8 magnification: 400 white-gold

x10 magnification: 500 white-gold

x12 magnification: 600 white-gold

x14 magnification: 700 white-gold

x16 magnification: 800 white-gold

x18 magnification: 900 white-gold

Used for inspecting the quality of gems.

Jewelry:

The price of the type, alloy, and quality will be at the G.M. discretion.

Section: K

The following are the provisions for section: K

Kerosine:

1 pint: 5 electrum

1 quart: 1 white-gold

There are 2 pints to 1 quart

1 gallon: 4 white-gold

There are 4 quarts to 1 gallon

Bulk Kerosine:

5 gallon barrel: 20 white-gold

10 gallon barrel: 40 white-gold

20 gallon barrel: 80 white-gold

40 gallon barrel: 160 white-gold

Kits:

Journey Supply packs See: “Kits”, in the K section of the Basic Rules Book.

The listed are also in the “Printables (character sheets and other things)”.

Section: L

The following are the provisions for section: L

Lanterns:

There are different types of lanterns as listed below:

Candle: 2 white-gold

A Candle Lantern will light up an area of 4 spaces (20') out, and all the way around the holder.

One Lantern Candle will burn for 6 hours.

Kerosene: 12 white-gold

A Kerosene Lantern will light up an area of 12 spaces (60') out, and all the way around the holder.

A full tank will burn for 6 hours.

1 pint of kerosene will fill this lantern.

Ladders:

10': 12 white-gold

20': 12 white-gold

30': 12 white-gold

Leather (raw):

Heavy-leather:

3' x 3': 10 white-gold

Light-leather:

3' x 3': 5 white-gold

Scale-hide:

3' x 3': 20 white-gold

Troll-hide:

3' x 3': 40 white-gold

Dragon-hide:

3' x 3': 80 white-gold

Leather Workers Kit:

Price depends on size and quality.

Liquors:

The following types are liquors are listed below:

Ale, Dark:

1 serving: 4 electrum

1 bottle: 8 white-gold

20 servings = 1 bottle

1 case: 9 yellow-gold, 6 white-gold

12 bottles = 1 case

Ale, Light:

1 serving: 2 electrum

1 bottle: 4 white-gold

20 servings = 1 bottle

1 case: 4 yellow-gold, 8 white-gold

12 bottles = 1 case

Dark Water:

1 serving: 1 electrum

1 bottle: 2 white-gold

20 servings = 1 bottle

1 case: 2 yellow-gold, 4 white-gold

12 bottles = 1 case

Dwarven Hammermouth:

1 serving: 1 white-gold

1 bottle: 2 yellow-gold
20 servings = 1 bottle

1 case: 2 black-gold, 4 yellow-gold
12 bottles = 1 case

Kohakk:

1 serving: 2 white-gold

1 bottle: 4 yellow-gold

20 servings = 1 bottle

1 case: 4 black-gold, 8 yellow-gold

12 bottles = 1 case

Elven Spirits:

1 serving: 3 white-gold

1 bottle: 6 yellow-gold

20 servings = 1 bottle

1 case: 7 black-gold, 2 yellow-gold

12 bottles = 1 case

Elven Mead:

1 serving: 1 white-gold

1 bottle: 2 yellow-gold
20 servings = 1 bottle

1 case: 2 black-gold, 4 yellow-gold
12 bottles = 1 case

Sovala Keenya:

1 serving: 4 white-gold

1 bottle: 8 yellow-gold

20 servings = 1 bottle

1 case: 9 black-gold, 6 yellow-gold

12 bottles = 1 case

Wine, Common:

1 serving: 5 silver

1 bottle: 1 white-gold

20 servings = 1 bottle

1 case: 1 yellow-gold, 2 white-gold

12 bottles = 1 case

Wine, Crimson:

1 serving: 1 white-gold

1 bottle: 2 yellow-gold

20 servings = 1 bottle

1 case: 2 black-gold, 4 yellow-gold

12 bottles = 1 case

Wine, Crystal:

1 serving: 1 white-gold

1 bottle: 2 yellow-gold

20 servings = 1 bottle

1 case: 2 black-gold, 4 yellow-gold

12 bottles = 1 case

Locks:

Price depends on craftsmanship, alloy, and size of lock purchased.

Lock Picking tools:

50 white-gold

Section: M

The following are the provisions for section: M

Mirrors:

The following types are liquors are listed below:

Glass:

Huge, 120 lbs.: 300 white-gold

Large, 30 lbs.: 75 white-gold

Medium, 10 lbs.: 25 white-gold

Small, 1 lb.: 2 white-gold, 5 electrum

Steel (polished):

Huge, 360 lbs.: 868 white-gold

Large, 90 lbs.: 217 white-gold

Medium, 30 lbs.: 72 white-gold, 3 electrum, 3 silver, 3 bronze, 3 copper

Small, 3 lbs.: 7 white-gold, 2 electrum, 3 silver, 3 bronze, 3 copper

Money Pouch:

Cloth: 5 electrum

100 coin capacity

Leather: 8 white-gold

100 coin capacity

Muzzles:

Dog: 7 white-gold

Dragon: 7,000 white-gold

Lizard (giant): 1,000 white-gold

Snake (giant): 500 white-gold

Section: N

The following are the provisions for section: N

Nails:

Carpenter, Large: 2 white-gold
Leather bag of 300

Carpenter, Small: 1 white-gold
Leather bag of 300

Rock, Large: 30 white-gold
Leather bag of 30

Rock, Small: 30 white-gold
Leather bag of 60

Needles:

Stitching: 1 white-gold

Leather folding pouch of 10

Section: O

The following are the provisions for section: O

Oil:

Cooking: 3 electrum per pint.

Torch: 2 silver per vial.

Water-proofing: 3 white-gold (will water-proof a canvas area of 10'x10')

:

Section: P

The following are the provisions for section: P

Palanquins:

Common: 100 white-gold

Fine: 50 white-gold

Paper:

Scroll: 1 white-gold

(one sheet (12" x 16"))

Writing: 3 electrum

One sheet (10" x 12")

Pavilions:

10 man: 1,000 white-gold
20 man: 2,000 white-gold
30 man: 3,000 white-gold
50 man: 5,000 white-gold
100 man: 10,000 white-gold
250 man: 25,000 white-gold
500 man: 50,000 white-gold
1,000 man: 100,000 white-gold

Picks:

Ice: 1 white-gold

Ice-climbing: 25 white-gold

Gardening: 7 white-gold

Rock: 25 white-gold

Pitchfork:

1 White-Gold, 2 Electrum

Flows:

100 White-Gold

Potion Belts:

- Holds 1 potion: 5 white-gold
- Holds 2 potions: 5 white-gold
- Holds 3 potions: 5 white-gold
- Holds 4 potions: 5 white-gold
- Holds 5 potions: 5 white-gold
- Holds 6 potions: 5 white-gold
- Holds 7 potions: 5 white-gold
- Holds 8 potions: 5 white-gold

Pouches:

Coin: See: "Money Pouch" in the M section of this provisional list.

Section: Q

The following are the provisions for section: Q

Quill:

1 white-gold

Quivers:

Arrow: 27 white-gold

Bolt: 27 white-gold

Dart, Pistol-crossbow: 14 white-gold

Dart, Throwing: 23 white-gold

Section: R

The following are the provisions for section: R

Rations:

See: "Food" in the F section of this provisional list.

Razor:

Straight-edge: 2 white-gold

Reins:

Dog: 2 white-gold

Dragon: 5,000 white-gold

Lizard (giant): 400 white-gold

Snake (giant): 300 white-gold

Robe:

Cloth: 6 white-gold

Leather: 20 white-gold

Satin: 60 white-gold

Silk: 120 white-gold

Ropes:

Listed below are the following types of ropes:

Hemp:

1/4" thick (cost per foot): 1 silver

1/2" thick (cost per foot): 2 silver

3/4" thick (cost per foot): 4 silver

1" thick (cost per foot): 8 silver

2" thick (cost per foot): 80 silver

3" thick (cost per foot): 160 silver

4" thick (cost per foot): 320 silver

5" thick (cost per foot): 640 silver

6" thick (cost per foot): 1,280 silver

Weaver's Silk-leaf:

1/4" thick (cost per foot): 10 silver

1/2" thick (cost per foot): 20 silver

3/4" thick (cost per foot): 40 silver

1" thick (cost per foot): 80 silver

2" thick (cost per foot): 800 silver

3" thick (cost per foot): 1,600 silver

4" thick (cost per foot): 3,200 silver

5" thick (cost per foot): 6,400 silver

6" thick (cost per foot): 12,800 silver

Section: S

The following are the provisions for section: S

Sacks, Cloth:

200 coin capacity: 5 bronze

600 coin capacity: 1 silver

1,000 coin capacity: 1 silver, 4 bronze

2,000 coin capacity: 2 silver, 8 bronze

4,000 coin capacity: 5 silver, 6 bronze

8,000 coin capacity: 1 electrum, 1 silver, 2 bronze

Saddles:

Dragon: 25,000 white-gold

Horse: 50 white-gold

Pony: 25 white-gold

Saddle Bags:

Listed below are the following types of saddle bags:

Dragon:

Large: 3,000 white-gold

(80,000 coin capacity (40,000 capacity for each side))

Medium: 20 white-gold

(60,000 coin capacity (30,000 capacity for each side))

Small: 10 white-gold

(40,000 coin capacity (20,000 capacity for each side))

Horse:

Large: 30 white-gold

(8,000 coin capacity (4,000 capacity for each side))

Medium: 20 white-gold

(6,000 coin capacity (3,000 capacity for each side))

Small: 10 white-gold

(4,000 coin capacity (2,000 capacity for each side))

Pony:

Large: 25 white-gold

(6,000 coin capacity (3,000 capacity for each side))

Medium: 15 white-gold

(4,000 coin capacity (2,000 capacity for each side))

Small: 5 white-gold

(2,000 coin capacity (1,000 capacity for each side))

Saddle Blankets:

Horse: 8 white-gold

Pony: 6 white-gold

Salves:

Acid burn: 25 white-gold
1 application

Fire burn: 15 white-gold
1 application

Ice burn: 15 white-gold
1 application

Sashes:

Cloth: 5 electrum

Satin: 2 white-gold

Silk: 7 white-gold

Satin:

Per 3'x3': 20 white-gold

Saws:

Steel: 4 white-gold

Stone: 8 white-gold

Wood: 2 white-gold

Scarfs:

Cloth: 5 electrum

Satin: 2 white-gold

Silk: 7 white-gold

Shoes:

Cloth: 4 white-gold

Leather: 14 white-gold

Satin: 20 white-gold

Silk: 60 white-gold

Shovels:

Flat: 1 white-gold

Spade: 1 white-gold

Silk:

Per 3'x3': 60 white-gold

Sleds:

3 dog sled with harness: 200 white-gold

5 dog sled with harness: 300 white-gold

7 dog sled with harness: 400 white-gold

9 dog sled with harness: 500 white-gold

11 dog sled with harness: 600 white-gold

Snow Suit:

20 white-gold

Soap:

3 bronze

Spikes:

The following are the types of spikes:

Rock-spike:

Large: 40 white-gold

Leather bag of 15

Small: 40 white-gold

Leather bag of 30

Wood-spike:

Large: 20 white-gold

Leather bag of 15

Small: 20 white-gold

Leather bag of 30

Stakes:

Tent: 3 white-gold

Leather bag of 12

Stone, Sharpening:

Uses = 100: 1 white-gold

Stretcher:

1 White-gold

String:

Hemp:

1/8" thick (cost per 50' foot): 5 electrum

Weaver's Silk-leaf:

1/8" thick (cost per 50' foot): 5 white-gold

Supply packs:

See: "Kits", in the K section of the Basic Rules Book.

Section: T

The following are the provisions for section: T

Tents:

- 1 man: 6 white-gold
- 2 man: 12 white-gold
- 3 man: 18 white-gold
- 4 man: 24 white-gold
- 5 man: 30 white-gold
- 6 man: 36 white-gold
- 7 man: 42 white-gold
- 8 man: 48 white-gold
- 9 man: 54 white-gold
- 10 man: 60 white-gold

Thread:

100' spool: 2 electrum
Any color

Tinder Box

1 white-gold

10 fires worth

Tongs, Blacksmith's:

Flat: 10 white-gold

Sharp: 10 white-gold

Torch:

1 electrum

Per torch

Torch burn-time: 3 hours (6 hours if oiled (see: "Oil, Torch")) -- Fire-damage: 1-D6

Torch light will illuminate a radius of 4 spaces (20').

Reading is possible from the light of a torch.

Towel, Cloth:

1 electrum

Tunics:

Cloth, Heavy: 2 White-gold

Cloth, Light: 1 white-gold

Leather, Heavy: 10 white-gold

Leather, Light: 5 white-gold

Wool, Heavy: 4 white-gold

Wool, Light: 2 white-gold

Section: U

The following are the provisions for section: U

Underclothes:

Cloth, Heavy: 4 White-gold

Cloth, Light: 2 white-gold

Wool, Heavy: 8 white-gold

Wool, Light: 4 white-gold

Section: V

The following are the provisions for section: V

Viles:

Cooking-oil: 2 silver

Torch-oil: 1 silver

Section: W

The following are the provisions for section: W

Wagons:

Cargo: 1,200 white-gold

Passenger: 800 white-gold

Wallet:

1 white-gold

100 coin capacity

Wax:

Per 1 lb.: 1 white-gold

Wheels:

Sharpening (made of stone): 160 white-gold

Wagon: 50 white-gold

Wood:

Firewood (one night's worth): 4 Bronze

Section: Y

The following are the provisions for section: Y

Yoke:

Oxen:

1 ox harness: 200 white-gold

2 ox harness: 400 white-gold

4 ox harness: 800 white-gold