

Expedition Equipment 101

KLONDIKE ADDICTS 101

Aery

Alderra

Amber

Arcane

Arnica

Aurora

Beorn

Caldos

Chilkoot & Mines

Claw

Groonty & Mountain Tunnel

Crystalium

Darfoot

Dune

Forest Rock

Forgotten Trail

Glade

Gold Rush

Goldberry

Great Lake

Greenday

Greenlee

Gunnar

Herra

Sanderra

Scalp

Secret Hall

Skylight

Sol

Southern Reach

Spirit World

Strangeville

Stoneswick

Storm Canyon

Sunrise

Terra

Ukhty

Utopia

Wallbridge

Wind's Song

Weather Station

Nord-Pas

North Plateau

Old Depot

Pandamo

Polar Side

Rock

Rocksmore Ravine

Rayfield

Tent Kerosene Lamp Jerrycan Shaman Hat Snowshoes
 Pot Bear Coat Knife Box of Matches Box of Candles Harpoon Fur Boots Axe
 Salt Cellar Barometer Panama Hat Lifebuoy Skeleton Keys Long Cable Rifle

Martu

Meltonville

Monterra

Rocksmore Ravine

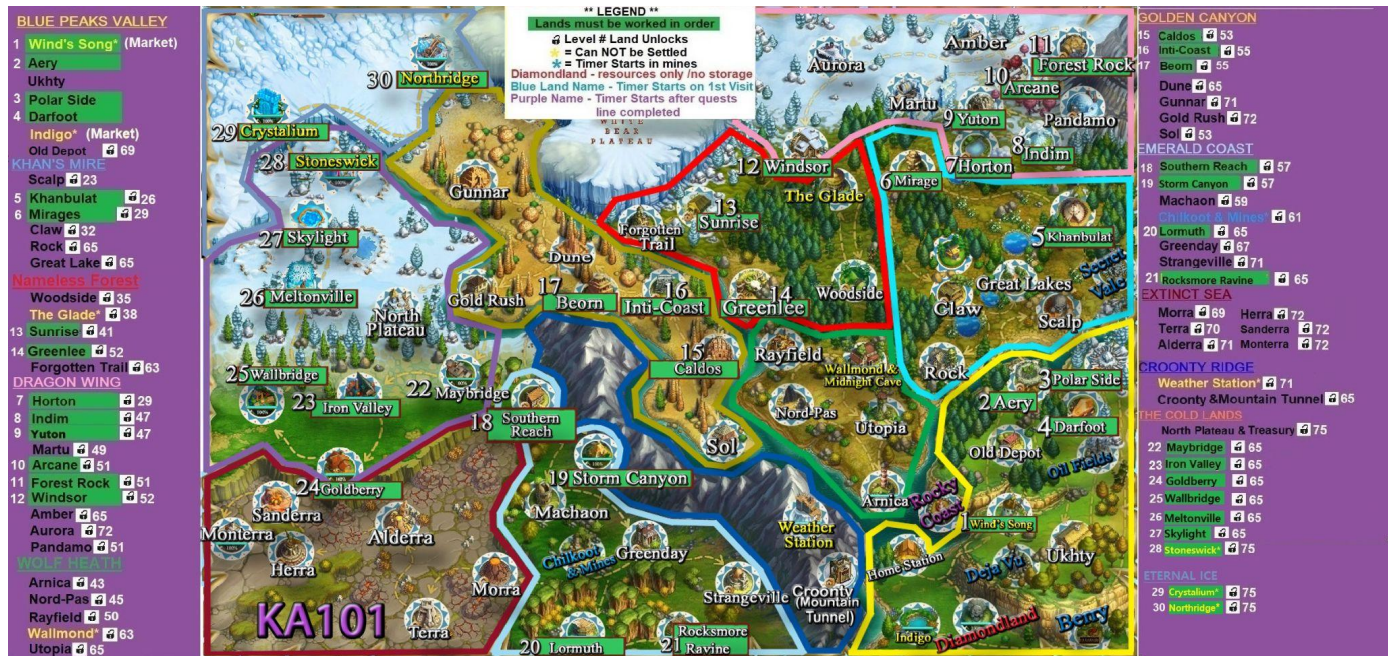
Maybridge

Mirages

Morra

Rayfield

Click on Maps to ENLARGE



Tent - Created in Barn (2 Wire + 2 Fabric)

Needed to travel to: Wind's Song, Aery, Ukhty, Polar-side, Darfoot, Scalp, Mirages, Claw, Great Lakes, The Glade, Woodside, Arnica, Wallmond, Khanbulat, Caldos, Inti-Coast, Southern Reach, Chilkoot, Machaon, Greenday, Morra, Rock, Alderra, Forest Rock, Windsor, Greenlee, Beorn, Storm Canyon, Secret Hall, Spirit World, Lormuth, Rocksmore Ravine, Maybridge Iron Valley, Goldberry, Wallbridge, Meltonville, Skylight, Stoneswick & Crystalium.



Kerosene Lamp - Created in Barn (3 Wire + 8 Wild Strawberry)

Needed to travel to: Deja Vu, Wind's Song, Diamond Land, Aery, Ukhty, Polarside, Darfoot, Khanbulat, Claw, Rock, Great Lakes, Horton, Woodside, The Glade, Yuton, Wallmond, Mirages, Caldos, Inti-Coast, Southern Reach. Croonty, Mountain Tunnel, Forest Rock, Windsor, Greenlee, Beorn, Storm Canyon, Secret

Hall, Spirit World, Lormuth, Rocksmore Ravine, Maybridge, Iron Valley, Goldberry, Wallbridge, Meltonville, Skylight, Stoneswick & Crystalium.



The Rope Ladder can now be sold (126,000 coins). Any land previously requiring it for travel now require the tent & Kerosene lamp to replace it.



Jerrycan - Created in Aery (5 Pipe + 5 Iron Wheel)
Needed to travel to: Ukhty, Indigo



The Sleeping Bag can now be sold (158,000 coins). Any land previously requiring it for travel now require the tent & Kerosene lamp to replace it



Shaman Hat - Created in Polar-side (5 Blue extracts + 3 Fur hats)
Needed to travel to: Indigo



Snowshoes - Created in Aery (2 Socks + 2 Kettles)

Needed to travel to: Scalp, Croonty & Mountain Tunnel, Northern Plateau, Herra, Sanderra, Monterra



The Compass can now be sold (5 coins). Any land previously requiring it for travel now require the tent &/or Kerosene lamp to replace it



Bear Coat - Created in Khanbulat (20 Windows + 5 Window glass)

Needed to travel to: Sunrise, Claw, Rock



Pot - Bartered for in Khanbulat (5 Fittings + 1 Bag)

Needed to travel to: Woodside, Forgotten Trail



Hunting Knife - Quest Reward - Woodside Quest Line (Rabbit Quest)

Needed to travel to: The Glade, Forgotten Trail



Box of Matches - Quest Reward - The Glade Quest Line (The Black Rabbit Quest)

OR Create in The Glades (30 matches + 5 red extract)

Needed to travel to: Sunrise, Old Depot, Gold Rush



Box of Candles - Quest Reward - Dragonwing/Indim Quest Line (Exploration of the North Quest) OR Created in Scalp (5 Pipes + 15 Bricks)

Needed to travel to: Indim, Aurora, Northern Plateau, Herra, Sanderra, Monterra



Harpoon - Quest Reward - Indim Quest Line (The Decisive Actions Quest) OR

Created in Khanbulat (1 Mounted belt + 15 Beams)

Needed to travel to: Martu



Fur Boots - Created in Martu (1 Furnace + 10 Styrofoam)

Needed to travel to: Amber, Weather Station & Aurora, North Plateau, Pandamo



Axe - Created in Aery (5 Slate + 7 Wood veneer)

Needed to travel to: Arnica, Utopia, Gunnar, Rayfield



Salt cellar - Create in Arnica (3 Jugs + 5 Ribbons)

Needed to travel to: Nord-Pas, Utopia, Rayfield



Barometer - Created in Nord-Pas (15 Tinplates + 3 Window glass)

Needed to travel to: Dune, Terra, Gunnar, Weather Station, Gold Rush, & Sol,
Alderra



Panama Hat - Created in Caldos (5 Fabrics + 3 Ribbons)
Needed to travel to: Dune, Greenday, Morra, Terra & Sol



Lifebuoy - Created in the Temple of Inti Coast (5 Fabric + 10 Glue)
Needed to travel to: Chilkoot



Skeleton Keys- Created in the School House on Greenday (5 Wire + 1 Mechanism)
Needed to travel to: Strangeville, Old Depot



Long Cable- Created in Scalp (25 Cable + 15 Glue) Or received from completing
questline in Mirages (this may have been eliminated).
Needed to travel to: Horton



Rifle - Created in Martu (12 Veneer + 15 Pipes) OR received from completing questline in Indim.

Needed to travel to: Indim

Equipment needed by land WHEN TRAVELING FROM HOME STATION!

You will need additional items if you pass through other lands to get to the destination.

Windsong: Tent, Kerosene Lamp

Aery: Tent, Rope Ladder

Ukhty: Tent, Jerry Can

Polar Side: Tent, Kerosene Lamp

Indigo: Jerry Can, Shaman Hat

Scalp: Tent, Snowshoes

Khanbulat: Kerosene Lamp, Tent

Mirages: Tent, Bear Coat

Claw: Rope Ladder, Bear Coat

Rock: Bear Coat, Tent

Woodside: Tent, Kerosene Lamp, Pot

The Glade: Sleeping bag, Hunting knife

Forgotten Trail: Pot, Hunting knife

Sunrise: Bear Coat, Box of Matches

Indim: Box of Candles

Martu: Harpoon

Arcane: Kerosene Lamp, Tent

Amber: Fur Boots

Arnica: Tent, Axe

Nord-Pas: Salt Cellar

Wallmond: Kerosene Lamp, Tent

Caldos: Tent, Kerosene Lamp

Inti-Coast: Kerosene Lamp, Tent

Utopia: Ax, Salt Cellar

Dune: Barometer, Panama Hat

Gunnar: Barometer, Axe

Southern Reach: Kerosene Lamp, Tent
Machaon: Tent
Chilkoot: Tent, Lifebuoy
Greenday: Tent, Panama Hat
Morra: Tent, Panama Hat
Terra: Panama Hat, Barometer
Gunnar: Barometer, Axe
Strangeville: Skeleton Keys, Lifebuoy
Old Depot: Skeleton Keys, Box of Matches
Weather Station: Barometer, Fur Boots
Aurora: Fur Boots, Box of Candles
Gold Rush: Barometer, Box of Matches
Sol: Barometer, Panama Hat
Croonty & Mountain Tunnel: Kerosene Lamp, Snowshoes
Alderra: Tent, Barometer
Great Lake: Kerosene Lamp
Northern Plateau: Box of Candles, Snowshoes, Fur Boots
Herra: Snowshoes, Box of Candles
Pandamo: Fur Boots
Darfoot: Tent, Kerosene Lamp
Horton: Kerosene Lamp, Long Cable
Yuton: Kerosene Lamp, Rifle
Forest Rock: Tent, Kerosene Lamp
Windsor: Tent, Kerosene Lamp
Greenlee: Tent, Kerosene Lamp
Beorn: Tent, Kerosene Lamp
Storm Canyon: Tent, Kerosene Lamp
Secret Hall: Tent, Kerosene Lamp
Spirit World: Tent, Kerosene Lamp
Lormuth: Tent, Kerosene Lamp
Rocksmore Ravine: Tent, Kerosene Lamp
Maybridge: Tent, Kerosene Lamp
Iron Valley: Tent, Kerosene Lamp
Goldberry: Tent, Kerosene Lamp
Wallbridge: Tent, Kerosene Lamp

Meltonville: Tent, Kerosene Lamp
Skylight: Tent, Kerosene Lamp
Stoneswick: Tent, Kerosene Lamp

Diamondland: Kerosene Lamp
Deja Vu: Kerosene Lamp
Oil Field: Kerosene Lamp
Secret Vale: Tent, Kerosene Lamp
Berry: Tent, Kerosene Lamp
Swampton: Tent, Kerosene Lamp

[By Doug Bowman](#)

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