General Store

Gear	Price - as marked, otherwise, 1 coin
Backpack	5
Barrel	2
Bell	
Block and tackle	5
Bottle of wine	2
Candles (100)	
Canvas (10 square yards)	
Case (map or scroll)	
Chain (10 feet)	30
Chalk (20 sticks)	
Chest	2
Crowbar (5 of them!)	
Fishing net (25 square feet)	4
Flask (leather, 30 of them!)	
Flint & steel	
Garlic	10
Grappling hook	
Hammer (2 of them!)	
Hand mirror (steel)	20
Holy symbol (wood, upgrade to silver for only 25 coins!)	
Holy water (flask)	25
Ink (1 oz. bottle)	
Ladder (10 foot, 20 of them!)	
Lamp (bronze, 10 of them!)	
Lamp oil (gallon)	
Lantern (bullseye)	12
Lantern (hooded)	7
Lock (or more!)	20
Manacles	15
Musical instrument (kazoo, slide whistle, melodica, etc.)	5
Parchment (5 sheets)	
Pole (10 foot, 5 of them!)	
Pot (iron, 2 of them!)	
Day's Rations	
Rope (50 feet, upgrade to silk for only 10 coins!)	
Sack	2
Shovel	2
Signal whistle (2 of them!)	
Spellbook (Alas, blank!)	25
Iron spikes (20 of them!)	
Tent	10
Torch (100 of them!)	

Gear	Price - as marked, otherwise, 1 coin
Waterskin	
Wolfsbane (10 wolves worth?)	

Smithy

Armor and Weapons	Price - as marked, otherwise, 1 coin
Axe (battle)	5
Axe (hand, good for throwing, too!)	
Club	Special promotion: it's on the house!
Dagger (good for throwing, too!)	2
Flail	8
Warhammer	
Lance	6
Mace (heavy!)	10
Polearm	10
Spear (good for throowing, too!)	
Staff	Go ahead, help yourself!
Bastard sword	20
Long sword	15
Sword	8
Arrows (10 of them!)	
Bolts (10 of them!)	
Longbow	60
Shortbow	15
Crossbow	
Dart (5 of them!)	
Javelin (2 of them!)	
Sling (5 of them!)	
Bullets (10 of them!)	
Shield	15
Leather armor	5
Ring mail	30
Chain mail	75
Plate armor	100

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