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!)	
Waterskin	

Gear	Price - as marked, otherwise, 1 coin
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

Grimoire

Charm Person

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target’s attitude as friendly).

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the

spell. You must speak the person’s language to communicate your commands, or else be good at pantomiming.

Detect Magic

You detect magical auras.

Hold Portal

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.

Light

This spell causes an object to glow like a torch, shedding bright light from the point you touch.

Magic Missile

A missile of magical energy darts forth from your fingertip and strikes its target.

Protection from Chaos / Law

This spell wards a creature from attacks (+1 Spunk, as light armor) by chaotic (or lawful, pick one) creatures, from mental control, and from summoned creatures.

Arcane Material Component: A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

Duration: one hour

Read Languages

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Read Magic

By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic.

Shield

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you.

Sleep

A sleep spell causes a magical slumber to come upon creatures worth up to 4 dice. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not target unconscious creatures, constructs, or undead creatures.

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