

**General Store**

<b>Gear</b>	<b>Price - as marked, otherwise, 1 coin</b>
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	Cost
Axe (battle)	5
Axe (hand)	
Club	Special promotion: it's on the house!
Dagger	2
Flail	8
Warhammer	
Lance	6
Mace (heavy!)	10
Polearm	10
Spear	
Staff	Go ahead, help yourself!
Bastard sword	20
Long sword	15
Short sword	8
Big Cartoony Weapon	30

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