

Perk Gained	Cost
Level Up	See Leveling Table Below
Potion of Healing	50
Spell Scroll Cantrip	50
Potion of Greater Healing	100
Potion of Resistance	100
Spell Scroll - 1 st Level	100
+1 to weapon (lasts for length of one session)	150
+1 to AC (lasts for the length of one session)	150
Potion of Giant Strength	200
Potion of Superior Healing	200
Spell Scroll - 2 nd Level	200
+ 2 to weapon (lasts for the length of 1 session)	300
+2 to AC (lasts for the length of one session)	300
Spell Scroll 3 rd Level	300
Spell Scroll - 4 th Level	400
Magical Item (one time) - DM's Approval*	1000

Leveling Table

Perk Gained	Cost
2 nd Level	300
3 rd Level	400
4 th Level	500
5 th Level	600
6 th Level	700
7 th Level	800

*Players may select any magical item from the Dungeon Master's Handbook but must first approve the item with their DM.