

Fred's World

The Ethelbertville Magick Shoppe

our 2,710th year of quality products and services at outlandish prices

CATALOG NUMBER ONE

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The Ethelbertville Magick Shoppe

The Ethelbertville Magick Shoppe is the flagship store of a chain of like institutions, operating throughout the Lands of Neutrality. Everything they sell is absolutely guaranteed to be magickal. There are three areas of the magick shoppe:

Bargain Basement: New characters, and new characters only, are permitted one and only one visit to Bargain Basement. Here, the only guarantee is that things are magickal. How they may or may not work is up to the purchaser to decide. But the price is usually right; every cent you have.

The Magick Shoppe: Here you may purchase magickal items of various and sundry descriptions. The benefit of paying their regular price is that the item not only works as you wish, most of the time, but, the clerk will also tell you how to use the bloody thing (also most of the time). HINT: when they haven't told you how to use it, it is because you are not tipping heavily enough.

Super Spiffy: Starting characters should not even waste the referee's time by suggesting a visit. Things here can (and do) cost into the billions. No fooling. The Magick Shoppe also offers a number of interesting services, among them credit, and magickal assaying. The standard assay fee is 90,000GP/item. Credit terms are steep. Very, very steep. Custom work is available, as are special orders. Just because it ain't on the list doesn't mean it isn't available; ask. But they are a bit pricey. You can also arrange for rush service. The standard rate starts at three times the normal price, and goes way the hell and gone farther up.

Prices listed are standard prices, subject to change due to any number of circumstances. Klids can expect to pay at least 300% of retail, for instance. An extraordinarily high Phur Phactor, on the other hand, may result in steep price reductions, perhaps as much as 60-70% off retail. And so on. Also, the price is the price. If you don't like it, we are sure that another shop can be found.

Potions:

All potions are an encumbrance of 25

<u>Type</u>	<u>Cost</u>
Potions of: Animal Control	800
<i>Enables control of animals of a specified type. Potion is labeled for animal type. 3d4 man sized is the average. Fewer larger animals, more small ones.</i>	
Clairaudience	800
<i>Works for 2 turns as the 3rd level Clairaudience spell.</i>	
Climbing	800
<i>Allows climbing as Spiderclimb spell, for 3 turns.</i>	
Comprehend Language	2400
<i>Works as first level Comprehend Language spell. Lasts for 6 hours.</i>	
Conan	10000
<i>Restricted to Fighters and Rangers only. For one turn, it provides a Strength of 25, fighting ability as 14th level, and complete protection from non-magickal weapons used by man-sized opponents. Using one of these potions more than once per month is not recommended.</i>	
Delusion	300
<i>Drinker believes potion to be whatever they believe it to be. But they gain no benefits/drawbacks whatsoever.</i>	
Diminution	1000
<i>Shrinks drinker 95%, for 6 turns. Be out from under that door when it dies.</i>	
Dragon Control	18000
<i>Purchased for a specific color and age category of dragon. Lasts 5d4 rounds.</i>	
ESP	1700
<i>Acts as 2nd level ESP spell, lasts 5d8 rounds.</i>	
Featherfall	800
<i>Acts as first level Featherfall spell. Lasts at least one turn.</i>	
Fire Resistance	800
<i>Confers full resistance to all normal(non-magickal, non-dragon) fire for 1 turn. Be quick.</i>	
Flying	1500
<i>As 3rd level Fly spell, for 1 turn.</i>	
Gaseous Form	800
<i>Turns drinker and equipment to gas. Move at 3"/rnd. Lasts 1 turn. Base chance of 20% it's flammable.</i>	
Giant Control	12000
<i>Affects one pre-specified type giant. Lasts 5d6 rnds.</i>	
Giant Strength	2800
<i>Restricted to Fighters or Rangers only. Gives strength of 23 for 1 turn.</i>	
Growth	800
<i>Same as 1st level Enlarge. Lasts 3 turns.</i>	
Healing	100
<i>Heals 10 points of any damage.</i>	
Extra Healing	800
<i>Heals 5d20 points of any damage.</i>	

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Potions, continued:

All potions are an encumbrance of 25

<u>Type</u>	<u>Cost (GP)</u>
Healing 100 <i>Heals 100 points of any damage.</i>	2000
Heroism <i>Restricted to Fighters and Rangers only. Increases the fighting ability of the drinker to the equivalent of a 10th level Fighter. Lasts for 1 turn.</i>	1000
Super Heroism <i>As above, but increases the ability of the drinker to 14th level.</i>	4000
Human Control <i>As the 1st level Charm Person spell. Lasts 5d6 rnds.</i>	1800
Invisibility <i>As the 2nd level Invisibility spell. Lasts 3 turns.</i>	1000
Invulnerability <i>Restricted to Fighters and Rangers only. Gives full protection from non-magickal weapons used by man-sized opponents.</i>	1000
Levitation <i>As the 2nd level Levitate. Lasts 1 turn.</i>	800
Longevity <i>Reduces the drinker's age by 1d12 yrs.</i>	25000
Monster Control Lite <i>Enables drinker to control up to 30 hit dice of monsters. The target(s) get a saving throw vs. spells. Lasts 24 hours.</i>	1600
Monster Control <i>As above, but lasts one week. What a deal.</i>	5000
Polymorph Self <i>As the 4th level Polymorph Self spell. Lasts 1 turn.</i>	800
Protection from Evil - Mk I <i>Acts as 1st level spell of the same name. (All protection potions last for 1 turn)</i>	1000
Protection from Evil - Mk Ia <i>Adds protection vs. magickal weaponry up to +1. (All protection potions last for 1 turn)</i>	3000
Protection from Evil - Mk II <i>Bonuses become 4 instead of 2. (All protection potions last for 1 turn)</i>	5000
Protection from Evil - Mk IIa <i>Boosts protection vs magickal weaponry up to +2. (All protection potions last for 1 turn)</i>	7000
Speed <i>As the 3rd level Haste spell. Lasts 1 turn.</i>	800
Spiderclimb <i>Effect as 1st level spell, Spiderclimb. Lasts five combat rounds.</i>	800
Strength <i>Boosts Strength to 18 for 1 turn.</i>	800
Treasure Finding <i>Informs drinker where to find treasure.</i>	800

<u>Type</u>	<u>Cost (GP)</u>
Undead Control <i>Provides drinker the ability to Charm a prespecified undead creature. Lasts 5d4 rnds.</i>	5000
Undo <i>Can't you read?</i>	1000000
Water Breathing <i>As the 3rd level Water Breathing spell. Lasts 6 turns.</i>	1800

Potion Notes:

The mixing of potions is hazardous at best; (probably fatal). Whilst under the effect of one potion, it is extremely unwise to drink another one. (Powie!). There is no such thing as a partial dose.

Potions are breakable. Perhaps there is a solution.

Potions sold by the Magick Shoppe will remain potent indefinitely, and have no shelf life, if unopened.

Potions listed as "effect as spell" will be explained by the shopkeeper, if required.

Potions are made to be consumed. Not poured. Not sprayed. Not ignited. Drunk.

Other Magical Artifacts

Wands:

For any given spell, you can bet that a wand is available. Wands not specifically mentioned below can be had, and cost 10,000 per level of spell. The basic wand can have up to 100 charges, but when purchased, will have 10 charges. These can be added to at the time of purchase, or later. At the time of purchase, each set of charges (they only come in sets of ten charges), is 50% the cost of the initial wand. For example, a wand of cold costs 30,000, and has ten charges. An additional ten charges, at time of purchase, would cost 15,000, for a total of 45,000 for 20 charges. At any other time, expect to pay 75% of full cost.

Wands can be refilled, if undamaged, at the Magick Shoppe, at 75% of full cost. If a wand has any charges remaining, it can only be refilled with like spells, in the usual set of 10 at a time.

A totally empty wand can be loaded with any spell, at 75% of full cost.

Wands, if broken, will final strike, as explained below. Multipurpose wands are available, and will still hold a maximum of 100 charges. These are referred to as

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Type II wands. The cost can be calculated by taking the base cost of whatever wand you start with, adding the straight cost of an additional wand for an additional ten charges of a different kind, plus 50% of this total. For example, a wand containing 10 Cold and 10 Death spells would cost 150,000 plus 75,000, for a grand total of 225,000. A Type II wand has a selector ring with 10 settings. By turning the ring, a set of 10 charges becomes activated. These can be used one at a time, or the wand can be used in emergency mode to deliver the entire remaining charges in the set in one burst. If such a trick is attempted more than once per day, there is a base chance of 85% that the wand would final strike, which increases 10% each time you do it.

Unless otherwise specified, assume that a wand will do 6d6 in damage/per use.

All wands are an encumbrance of 10, and are one foot long, and one inch thick. They are made of wood, and have a small counter detailing the number of remaining charges, as well as an operating button. For your shopping convenience, a few of the more common stock items are listed below.

Wands of:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Cold	30,000GP	10	6d6
Death	120,000GP	10	Save vs. death
Disintegration	120,000GP	10	Save vs. SW
Fireball	30,000GP	10	6d6
Flesh To Stone	60,000GP	10	Save vs. SW
Lightning	30,000GP	10	6d6
Magick missile	10,000GP	10	1d4+1
Paralyzation	50,000GP	10	Lasts until dispelled
Sleep	10,000GP	10	Works as sleep spell
Enemy Detection	15,000GP	10	10"r
Fear	30,000GP	10	24" as Fear spell
Negation	120,000GP	10	

Nullifies 36 points of a specific wand or staff, once per round. Referee must know target item prior to use.

Note: Breaking any wand, accidentally or intentionally, will invoke the final strike option. Remaining charges will detonate at a level of 6 times the remaining charges in hit points. Everything in a 3" radius is affected, and persons in the area must Save vs. Spells. Guess who is ground zero...

Staves:

Are pretty much like wands, except that they are better. A staff can hold up to 200 charges. Instead of 6d6 in damage, a staff does 12 d6/use. The base cost is 15,000/level of spell for a Type I staff, and the Type II surcharge is 75% for staves, vs. 50% for wands. A staff functions as a quarterstaff, in terms of durability and non-magickal impact damage. It has an encumbrance of 50. They are made of wood, six feet long, and an inch and a half thick, with metal caps of various colors on both ends.

Staves of:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Striking	30,000GP	50	12 d 6/hit
Power	750,000GP	50	

NOTE: A staff of Power combines the following spells: *Cold, Fireball, Lightning, Continual light, and Telekinesis.* In addition, it does 12d6 damage (as a staff of Striking), and has a final strike option.

Wizardry 1,000,000GP 50 NA
A staff of Wizardry has all the attributes of a staff of power, and the additional features listed here: +1 hit/damage, and the spells Paralyzation, Passwall, Invisibility, Wall of Fire, Wall of Stone, Web, and Conjure Elemental (1d4 to determine number and kind).

Note: Breaking any magickal staff, accidentally or intentionally, will invoke the final strike option. Remaining charges will detonate at a level of 12 times the remaining charges in hit points. Everything in a 3" radius is affected, and persons in the area must Save vs. Spells. Owie. Incidentally, you must have a minimum strength of 18 to intentionally break the staff with only physical strength (without benefit of leverage, hand grenades, etc.)

Remember! All Wands and Staves are restricted to the magick using community only!

Rings:

Another storage medium, rings are able to store up to 20 charges. Useable by any character class, they are sold with two charges for the base price. Additional charges cost 10,000/per level for a set of two, and can only be installed in sets of two. Unlike a wand, a ring can only be loaded with whatever is in it, even if it is empty; a ring is purpose-specific. (A ring of Lightning

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Bolts will only ever hold Lightning Bolts) Like a wand, it can be emergency-fired, releasing a set of two charges, and inflicting 1d4 in burn damage upon the wearer. Attempting this more than once per day gives you the base chance of 85% that the ring will final strike, releasing all remaining charges in one uncontrolled blast.

NOTE: A player character may not wear more than ONE ring per hand at a time, and they only work when worn upon a hand. Your hand.

All Rings are an encumbrance of 10. Here are a few rings to tempt your encumbrance.

Rings of:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Cold	60,000GP	10	13d6
Death	250,000GP	10	Save vs. death
Disintegration	250,000GP	10	Save vs. death
Fireball	60,000GP	10	13d6
Flesh to stone	60,000GP	10	Save vs. spell
Lightning	60,000GP	10	13d6
Magick Missile	30,000GP	10	7d4+7/use
Paralyzation	100,000GP	10	Lasts until dispelled
Sleep	20,000GP	10	Works as sleep spell

Specialty Rings; their effects and costs:

<u>Type</u>	<u>Cost</u>
Delusion	800
<i>Persuades the wearer that it is whatever the wearer imagines it to be. Put it on, and wonder what it is. The ring will ask, "What do you want me to be?", and behaves in accordance with the character's desires. Like the potion, the wearer gains and losses nothing from this. Permanent.</i>	
Djinni Summoning	50000
<i>A form of demon, the Djinni (pronounced "Gin") is a magic using demon, cousin to an Air Elemental. Very sturdy, they can carry large cargoes, and/or Teleport them, up to 150000 GP weight. Useful for transporting rare and previously owned merchandise, it moves at 9 on the ground, 24 flying, and has an armor class of 4. Expect 7d8 of hit dice, and it can hit for 2d8; and has high intelligence. They only hang around long enough to complete their instructions, and they serve out of compulsion, not loyalty. One Djinni/use, and the ring has 2</i>	
Elemental Command	50000
<i>Available in Air, Water, Earth, and Fire varieties. Controls one elemental. Permanent.</i>	

Featherfall	10000
<i>Slows descent of wearer to a comfortable rate. Permanent.</i>	
Keithness	1500
<i>Yet another cursed item, this unremovable ring subtracts d10 +10 from the wearer's TO HIT roll. There are two catches. First, the d10 roll is made for each combat encounter, whilst wearing the ring. Second, (this is the good one)when dealing with Klids of any color, this figure is ADDED, rather than subtracted.</i>	
Invisibility Mk I	15000
<i>Provides wearer with Invisibility Mk I spell, switchable. Permanent, but will be destroyed by attacking while using. And you'll take 1d4 in burn damage. Hahahaha.</i>	
Invisibility Mk II	70000
<i>As above, but is Invisibility Mk II. Impervious to normal Detect Invisibility techniques.</i>	
Lordly Might	250000
<i>Put this on. For each month of constant wearage, your strength and constitution scores will increase by one point each, to a permanent maximum of 18/18. At this time, the ring should be removed. It is of no further use now, without a recharge from The Magick Shoppe, at the rate of 180000 GP/recharge. Or, the owner may choose to resell to them for 25% of retail. (62500 GP)</i>	
Phur Phactor Mk I	50000
<i>Raises Phur Phactor by 50 points. Permanent.</i>	
Regeneration Mk I	80000
<i>Restores up to 10 HP of damage/day. All points restored promptly at midnight. Does not heal fire or acid damage. Permanent.</i>	
Regeneration Mk II	160000
<i>As above, for up to 25 HP/day.</i>	
Regeneration Mk III	320000
<i>As above, for up to 100 HP/day.</i>	
Regeneration Mk IV	640000
<i>As above, for 100% of your points, regardless of their amount.</i>	
Spell Storing	100000
<i>Stores up to five spells, character's choice, available at extra cost of 10000/level. Once loaded, this ring will only hold those types of spells in the future.</i>	
Spell Turning Mk I	500000
<i>Turns all known magick. Will not affect clerical spells, or indirect magick. 10 charges, automatically used.</i>	
Water Walking	25000
<i>Allows wearer to walk on water. Impress the locals! Permanent.</i>	
Weakness	1000
<i>Reduces wearer's strength to 3. Not removable, due to its cursed nature; use a Remove Curse.</i>	
Wish Ring	P.O.R.
<i>One charge. Careful what you wish for; wishes come true; not free.</i>	

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Wizardry Mk I

1000000

Not usable by clerics, this ring doubles the Mage's personal supply of spell points. For example, a 15th level Mage receives 90 spell points/day. By wearing this ring, he or she would receive 180 spell points/day. That is all. No other increases. But, isn't that enough? Permanent.

Protection, 5' r.

30,000GP

+1 to AC, (-1 for bad guys' to hit.) +1 to all saving throws.

Protection Mk I

100,000GP

1"r on user for a total of 18 turns/day. Works as protection from normal weapons scroll, above.

Protection Mk II

150,000GP

1"r on user for a total of 18 turns/day. Works as Protection from normal weapons Mk II

MProtection Mk I

160,000GP

As Protection Mk I, with the added features of protection from Magick scroll, total 18 turns/day.

MProtection Mk Ia

200,000GP

As Protection Mk II, with anti-magic features of Protection Mk I.

Comfort Control

40,000GP

Protects wearer from temperature fluctuations from non-magical fire and cold.

MComfort Control

100,000GP

Protects as above, plus protection from magical fire or cold, including dragons through age category 6.

Puppy Protection

100,000GP

Makes wearer invisible to SBFRP's. protection vs.:

Crystal Balls & ESP

60,000GP

Prevents the wearer from being detected by crystal balls or ESP'ing.

Finger of Death

60,000GP

Absorbs up to 12 Finger of Deaths, determined by referee roll of d12. This will not even slow down 911 calls.

Scrolls:

Like rings and wands, it can be assumed that virtually any known spell is available as a scroll. All scrolls have an encumbrance of 30, and come in a case (which accounts for 20 of that encumbrance), which protects them, to a certain degree, from the elements. A scroll, unlike a wand, may be used by anyone. Unless otherwise noted or specified, all scrolls are single use devices. The cost of a scroll is equal to 10000GP/level of spell. Thus, a Fireball scroll would cost 30000GP. Scrolls that contain offensive magick can be assumed to inflict 13d6 of damage, with the exception of Magick Missile, which does 7d4+7. It is not necessary to keep the scroll in its relatively heavy case, but this is probably a very good idea. If a scroll tears accidentally,

and it hasn't been focused, it invokes the scroll's final strike. Powie! Once again, for your shopping convenience, here is a representative list.

Type	Cost	Damage
Cold	30,000GP	13d6
Death	120,000GP	Save vs. death
Disintegration	120,000GP	Save vs. death
Earthquake	120,000GP	Ask referee
Fireball	30,000GP	13d6
Flesh to stone	60,000GP	Save vs. spells
Lightning	30,000GP	13d6
Paralyzation	50,000GP	Paralyzed until dispelled
Sleep	10,000GP	Works as sleep spell

Protection Scrolls Vs. :

Type	Cost
- Elementals	60,000GP
<i>1"r on user for 4 turns from one elemental, which must be specified to referee prior to use.</i>	
- Lycanthropes	30,000GP
<i>1"r on user for 6 turns from 2 to 12 Lycanthropes.</i>	
- Magick	60,000GP
<i>1"r on user for 8 turns. Provides protection through 6th level magick.</i>	
- Undead	30,000GP
<i>1"r on user for 6 turns from a total of 12hd of undead.</i>	
- Normal missiles	30,000GP
<i>1"r on user for 6 turns. Stops normal missiles cold, 1lb. or less each.</i>	
- Evil	30,000GP
<i>1"r on user for 6 turns. +1 to all saving throws, -1 from bad guys' to hit. (NOTE: not cumulative with magic armor or rings.)</i>	
- Normal Weapons	40,000GP
<i>1"r on user for 6 turns. Provides full protection from non-magical weapons used by man-sized opponents.</i>	
- Normal Weapons Mk II	60,000GP
<i>1"r on user for 6 turns. As above, but weight limit goes up to 100 lbs.</i>	
- Mean Little Kid	1,000GP
<i>1"r on user for 6 turns. Provides anti-well insurance.</i>	
- Magical fire	60,000GP
<i>1"r on user for 6 turns. Provides full protection from magical and normal fires, including dragon fire, through age category 6.</i>	
- Urchins	1,000GP
<i>Protects user only from the street urchins, who might pick your pockets. Lasts 24 turns.</i>	
- Peasantowne	80,000GP
<i>As above, but guarantees full protection from all non-magical health hazards in Peasantown. Lasts 24 hrs or until user leaves Peasantown.</i>	

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Magickal Weaponry:

Probably nobody got into role play gaming so that they could fool about with ordinary, boring swords. They got into it so that they could have swords that launched lightning bolts, did the dishes, or were otherwise multitalented. Here are some of the basic magical weapons. Up to +5 is available at the standard rate of 10000 per plus, and that is plus to hit, and plus to damage. Don't see what you want? So ask, already.

NOTE: All damage calculated vs. a human-size target.

Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Edged Weapons			
Dagger, +1	10,000GP	10	1d4+1
Dagger, Flying (unenhanced)	25,000GP	10	1d4

NOTE: a flying dagger moves at 24"/turn, as long as owner is concentrating on making it move. When concentration is broken, dagger falls to ground.

Sword, Short +1	10,000GP	35	1d8+1
Sword, Long +1	10,000GP	60	1d8+1
Sword, Broad +1	10,000GP	75	1d6+3
Sword, Bastard +1	10,000GP	100	1d6+3
Sword, Two Handed +1	10,000GP	250	1d10+1
Sword, Conan	15,000GP	250	1d20
Sword, Flaming	15,000GP	250	1d20

NOTE: Flame option has 10 uses per day, non-additive. When not flaming, sword functions as a Sword, Two Handed +1

Non-Edged Weapons

Mace +1	10,000GP	100	1d6+2
Quarterstaff (6')+1	10,000GP	40	1d6+1
War Hammer +1	10,000GP	50	2d4+1

Bows:

Bow +1	10,000GP	80	+1 hit/dam.
Bow, Long +1	10,000GP	100	+1 hit/dam.
Crossbow, light +1	10,000GP	50	+1 hit/dam.
Crossbow, heavy +1	10,000GP	80	+1 hit/dam.
Bow, Wizard	7000 GP	100	8 points/bolt

NOTE: A wizard bow is the only bow a magick user may use. It fires up to three bolts per round, from a clip of 10. On an attack roll of "1" (d20), the weapon jams. The referee determines severity of the malfunction.

Bow, Wizard +1	17,000GP	100	+1 hit
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Arrows/Bolts:

Arrow, +1	10,000 GP/12	1 ea.	1 d 6+1
Arrow, silver +1	10,000 GP/12	1 ea.	1 d 6+1
Bolt, lt. +1	10,000 GP/12	2 ea.	1 d 4+1
Bolt, hvy +1	10,000 GP/12	2 ea.	1 d 6 + 1
Bolt, Wizard bow +1	15,000 GP/clip	100/clip	10 pts./hit

NOTE: each bolt can only be used with its' respective crossbow

Arrow of Slaying 10,000GP/ea. Guaranteed kill
NOTE: the arrow of slaying is not without its own peculiarities—if interested, the referee will fill you in.

Holy Hand Grenade P.O.R. 1000 1 snuffit
NOTE: These lists are in no way to be regarded as complete, as the state of the art is constantly in flux.
P.O.R.: Prices On Request from referee.

HINT: want a better weapon? Find someone who has what you want and reason with them. If that doesn't work, there's always force...

Armor:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Chain Mail+1, AC 4	10,000 GP	300
Splint Mail+1, AC 3	10,000 GP	400
Plate Mail+1, AC 2	15,000 GP	450
Plate Armor+1, AC 1	20,000 GP	300

(Expect a 1 d 6+1 x weeks delay for production and fitting of Plate Armor. This price/weight includes a helmet.)

Dragon Armor:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
White+1, AC 2	20,000 GP	150
Green+1, AC 1	40,000 GP	150
Red+1, AC -2	60,000 GP	150

Dragon Armor Notes:

- 1.) For most dragon armor, expect a 1 d 6+1 x month(s) for delivery, although this is not always the case, and rush orders are usually possible, albeit for a price.
- 2.) Dragon and non-studded leather armors are pretty much the ONLY armors available to magic users.
- 3.) As always, additional plusses/capabilities are available, for an immodest sum.

Shields:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Small Viking, subtract 2 AC	10,000 GP	50
Roman, subtract 3 AC	15,000 GP	100

Bracers

- Defense Mk. I, AC 5	1,000GP	50
Non enhanceable		
- Defense Mk. II, AC 4	10,000GP	50
Can be upgraded to AC1		

Miscellaneous Magickal Items and Artifacts

<u>Item</u>	<u>Cost/Encumbrance</u>
Amulet of ECM Mk I	20000/10
Protects the wearer totally from all Mk I grade detection of mental phenomena, such as ESP, Telepathy, Clairaudience, Crystal Balls, etc.	

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<u>Item</u>	<u>Cost/Encumbrance</u>	<u>Item</u>	<u>Cost/Encumbrance</u>
Bag of All	100000/20	Crystal Ball Mk I	15000/100
<i>An interesting little item, the Bag of All will create things for the user. Things like stairs, weapons, boats, tools, walls, and so on. While magical, it does not create magical items, just normal, everyday nonliving stuff. Sort of a deluxe toolbox, you must speak to the bag to make it function. The phrase must somehow rhyme, for example, "Oh, bag of all, I wish to get from here to there. Provide for me a golden stair." The bag will then create a stairway from here to there. When finished, the phrase "That's all, folks!" will cause the item to dissolve back into golden dust and pop back into the bag. Only one item at a time may be created.</i>		<i>An inexpensive communication/surveillance device. Will find unprotected persons that are personally known to the owner 100% of the time. For persons about whom less is known, the base chance is 20%. Can transceive voice/visual communications with another Mk I. For known persons, there is a maximum of 3 hours/day of contact. For the 20% category, this becomes 20 minutes/day. Susceptible to ECM Mk I.</i>	
Boots of Levitation	30000/10	Talltower's Tankard	2000/20
<i>Pretty obvious, wouldn't you say? Lifts or lowers wearer and his/her equipment, up to 6000 GP weight total. Permanent.</i>		<i>This tankard supplies an endless supply of water. Drink all you want, it won't go dry. Disregard rumors of occasional productions of champagne, ale, cognac, dragon syrup, etc.</i>	
Boots of Speed	30000/10	Gauntlets of Dexterity Mk I	20000/20
<i>Enables wearer to run at speeds up to 24". For 8 hours maximum, without the wearer requiring rest. For each use, the wearer must rest for an amount of time equal to the use time.</i>		<i>Boosts wearer's Dexterity by 6 points, to a maximum of 18, with all that implies.</i>	
Horseshoes of Speed	30000	Gauntlets of Dexterity Mk II	40000/20
<i>Boosts speed of hooved creatures (horses, Centaurs) up to 48". Has limitations listed above.</i>		<i>As above, but boosts wearer to 18, period.</i>	
Broach of Shielding	1000/10	Gauntlets of Strength Mk I	20000/20
<i>Absorbs up to 100 points of Magick Missile damage. Return when exhausted for a recharge at 750 GP.</i>		<i>Boosts wearer's Strength to 18.</i>	
Broach of Shielding Mk II	5000/10	Gauntlets of Strength Mk II	30000/20
<i>As above, but absorbs up to 100 hit points of damage inflicted by spells cast normally, or through the use of devices. 3500 GP recharge fee. What a bargain!</i>		<i>Boosts wearer's Strength to 19.</i>	
Cookie Stones, Green	5,000GP/1	Gauntlets of Strength Mk III	40000/20
<i>Saves your life. Price increases 5,000GP each time you buy.</i>		<i>Boosts wearer's Strength to 20.</i>	
Cookie Stones, Blue	50,000GP./1	Gauntlets of Strength Mk IV	50000/20
<i>As above, with better effects. Price increases 50,000GP each time.</i>		<i>Boosts wearer's Strength to 21.</i>	
Cloak of Protection Mk I	1000/30	Gauntlets of Strength Mk V	60000/20
<i>Subtracts 1 from your AC, adds 1 to all saving throws. Not usable in layered defense applications.</i>		<i>Boosts wearer's Strength to 22.</i>	
Cloak of Protection Mk II	2000/30	Gauntlets of Klidkind	100000/20
<i>As above, but the numbers bump up 1 more. Up to Mk V is readily available, with the indicated price progression.</i>		<i>Boosts wearer's Strength and Dexterity to 21. Reduces Intelligence and Wisdom by 3 each. Shaves Phur Phactor by 50.</i>	
		<i>Note: Please don't try mixing gauntlet types, or Marks. All are permanent. If you lose one, the other is useless; but is good for a 10000 GP discount on your next pair of the same kind. Fingerless versions are available, and must be used if magical rings are to be successfully worn.</i>	
		Medallion of ESP Mk I	20000/10
		<i>Works as ESP spell, max range 9". Useable for 1 hour per day.</i>	

Fred's World

The Ethelbertville Magick Shoppe

<u>Item</u>	<u>Cost/Encumbrance</u>
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Talltower's Wayside Rest 60000/100
This is fun. It is a little, self contained, magical campsite, for up to four people. It provides for total protection from the weather, looks after sleeping comfort, temperature control, and a cooking fire inside. Also in the tent, you will find a Talltower's Tankard (see above), and a four person cookset with mess gear. When the tent door is closed, the tent and all its contents become invisible and intangible. The device is permanently powered, and resembles a small green metal suitcase (like the old Coleman camp stoves, curiously enough). One minor caveat; if any of these items are ever removed from the magically created tent, they are permanently dispelled, although the rest of the system will remain undamaged. Before you rail endlessly about the cost and weight, realize that you are getting effectively 200000GP+ in spell value and 850+ in encumbrance for a very fair price.

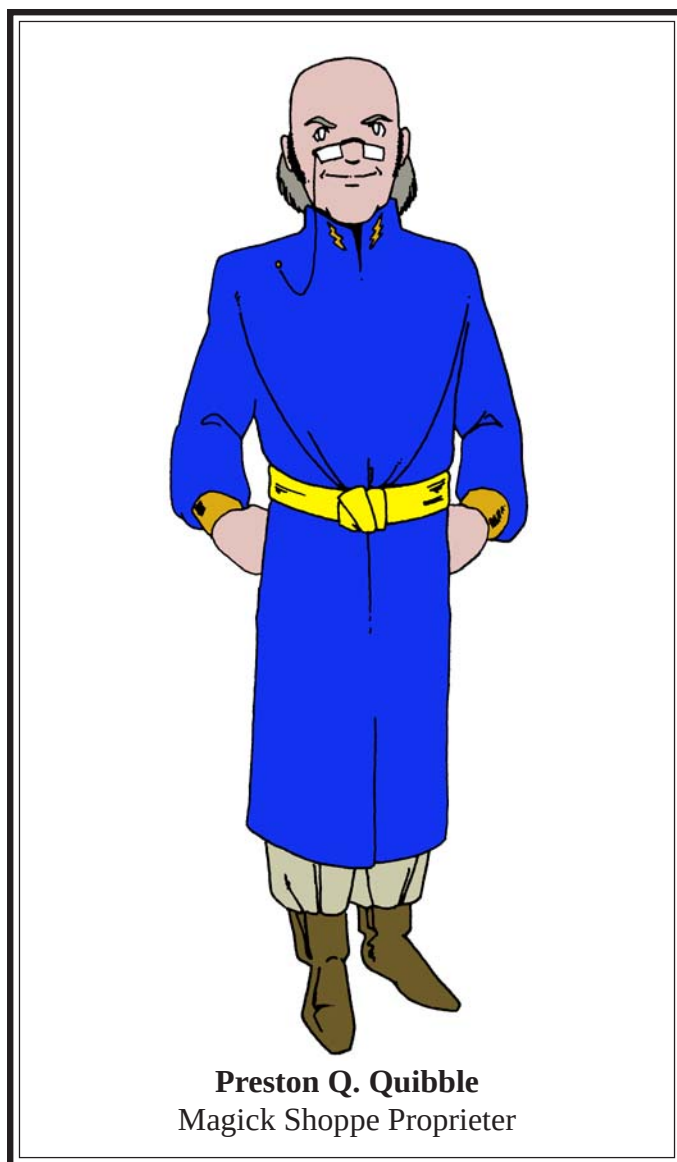
Talltower's Mirror 1500000/500
If you've always fancied travel, this is your baby. Looks like a small, Victorian hand mirror. By tugging at the edges of this four inch by ten inch artifact, a four foot by ten foot portal is created, that remains in effect until the mirror is collapsed to its normal dimensions once again. This device does not permit travel within your own present plane or dimension, but allows you to travel to points in other planes. If you can conceive of it, and it isn't on your current plane, this thing can probably get you there. Getting back may be another story.

Amulet of poisons 20000/10
While wearing this, the wearer will be notified if they are about to come into contact with a toxic substance.

Talltower's Katadyn 200000/10
As above, but will, if desired, nullify any and all poisons, no matter how you've encountered them, as long as they aren't incredibly esoteric, in which case, add four to your saving throw vs. poison. This can be expected to happen maybe 5% of the time, in case you are worried.

Lightstick 2,000/20
60' focused beam of light

DeLuxe Lightstick 5,000/20
as above, but 90' range



Armor-All Protectant:

All Armor-All products last 20 minutes, (120 combat rounds) and have an encumbrance of 25. Also, they require 1d4 rounds to apply. the clock starts running when you start spraying. ONE application /bottle. NOT FOR USE on metallic armors.

<u>Type</u>	<u>Cost</u>	<u>AC</u>
Mk I	100	AC 5
Mk II	200	AC 4
Mk III	400	AC 3
Mk IV	800	AC 2
Mk V	1600	AC 1