

Fred's World

The Ethelbertville Shopper's Guide

being a compendium of goods and services for the weary traveler, and other suckers

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Here is a representative list of goods and services to be found in the city of Ethelbertville. It is by no means all inclusive, but should meet the needs of most adventurers. Don't see something? Ask your referee. Note that this list does not include magical artifacts, those are available at the Magick Shoppe. With very few exceptions, you will find very little in the way of haggling in Ethelbertville; the price is the price.

Defensive Paraphernalia

Armor:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Padded Armor, AC 8	4 GP	100
Leather Armor, AC 8	5 GP	150
Studded Leather, AC 7	15 GP	200
Ring Mail, AC 7	30 GP	250
Scale Mail, AC 6	45 GP	400
Chain Mail, AC 5	75 GP	300
Splint Mail, AC 4	80 GP	400
Banded Mail, AC 4	90 GP	350
Plate Mail, AC 3	400 GP	450
Plate Armor, AC 2	2000 GP	250
Full Plate Armor, AC 1	4000 GP	225

(Expect a 1 d 6 x weeks delay for production and fitting of Plate or Full Plate Armor. This price and weight does not include a helmet.)

Dragon Armor

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
White, AC 3	10,000 GP	150
Green, AC 2	20,000 GP	150
Red, AC -1	50,000 GP	150

Dragon Armor Notes:

1.) For most dragon armor, expect a 1 d 6 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 the ONLY armors available to magic users. HINT: Dragon armor has some intriguing characteristics—do not purchase it casually; you may wish to make discreet inquiries regarding Uncle ...

Shields:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Small wood, subtract 1 AC	1 GP	30
Small Viking, subtract 1 AC	10 GP	50
Roman, subtract 2 AC	15 GP	100

Helmets:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Small, subtract 1 AC ONLY on attacks from above	10 GP	45
Visored, subtract 1 AC	100 GP	100

Weapons, non magical:

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

Edged Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Dagger	2 GP	10	1 d 4
Dagger, throwing	4 GP	10	1 d 4
Dagger, snake person's	P.O.R.	15	1 d 4
NOTE: Victim must save vs. poison or die in 1 d 6 rounds. The weapon is single use only.			
Sword, short Roman	8 GP	35	1 d 8
Sword, short	8 GP	35	1 d 8
Sword, long	10 GP	60	1 d 8
Sword, broad	15 GP	75	1 d 6 + 2
Sword, bastard	25 GP	100	1 d 6 + 2
Sword, two handed	30 GP	250	1 d 10

Non-Edged Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Mace	8 GP	100	1 d 6 + 1
Quarterstaff (6 ft.)	2 GP	40	1 d 6
War Hammer	10 GP	50	2 d 4
Blowgun	100 GP	10	—

Bows:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Bow, standard	60 GP	80	—
Bow, long	100 GP	100	—
Bow, Wood Xanadu	10,000+ GP	100	—

NOTE: A Wood Xanadu bow functions as a normal long bow when used with normal (Non Wood Xanadu) arrows.

Bow, Klid	400 GP	400	—
NOTE: A Klid bow requires a minimum strength of 20 to use, is limited to one shot per round, and will only fire Klid bow arrows.			

Crossbow, light	12 GP	50	—
Crossbow, heavy	20 GP	80	—

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Missile Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Arrow, normal	1 GP/12	1 ea.	1 d 6
Arrow, silver	12 GP/12	1 ea.	1 d 6
Arrow, Wood Xanadu	100 GP/12	1 ea.	1 d 6 + 1
Arrow, Klid	2 GP ea.	10 ea.	1 d 20
Arrow, Klid, silver	5GP ea.	10 ea.	1 d 20

NOTE: Klid arrows are only useable in Klid bows.

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Bolt, light crossbow	2 GP/12	2 ea.	1 d 4
Bolt, heavy crossbow	2 GP/12	2 ea.	1 d 6 + 1
Bolt, heavy crossbow, silver	1GP ea.	2 ea.	1 d 6 + 1

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

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Dart, blowgun or thrown	1 SP/ea.	1ea.	1point/dart

Miscellaneous:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Firebomb	5 GP	20	1 d 12
Axe, Hand	8 GP	50	1 d 6
Axe, Battle	12 GP	75	1 d 8
Lance, light	10 GP	50	1 d 6
Lance, medium	15 GP	100	1 d 8
Lance, heavy	20 GP	150	1 d 10

NOTE: double these damage figures for lances used while mounted and charging an opponent

Everyday Needs, non-magical

Clothing:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Basic fighter	5GP	110
Basic ranger	5GP	110
Basic thief	4GP	80
Basic wizard	40GP	115
Basic cleric	40GP	115

NOTE: These costs are for replacement of your starting wardrobe, should this be desirable or necessary.

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Formal tunic & pants	10GP	30
Formal cloak	5GP	15
Formal hooded robe	25GP	25
Formal high hard boots	10GP	60

NOTE: Higher grades of clothing do exist, at higher costs. See your referee.

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Foul weather gear Mk I	5GP	50
<i>Waterproof poncho</i>		
Foul weather gear Mk II	10GP	100
<i>Waterproof full body suit</i>		
Foul weather gear Mk III	30GP	250
<i>as above, but insulated</i>		
Foul weather gear Mk IV	100GP	100
<i>same protection, but lighter</i>		
Elven cloak	10,000GP	10
<i>80% chance of not being seen, if you are trying to hide. Effective in woodlands. Effective in urban environments only after dark.</i>		
Elven boots	10,000GP	10
<i>Permit totally silent movement, anywhere.</i>		
Ted & Avatar's Famous Cloaks	3,000,000GP	100
<i>Totally non-magical. Their basic rating of AC 2 is only the first of many intriguing features. Visit the shop...</i>		

Utility Items:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Fire kit Mk I	1GP	2
<i>Tinder box, flint, and steel</i>		
Fire kit Mk II	10GP	2
<i>0 strike-anywhere matches</i>		
Fire kit Mk III	15GP	5
<i>As above but in a waterproof silver box.</i>		

Lighting:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Candle, Wax, burns 4 hours	1SP	5
Torch, burns 1 hour	1CP	25
Hooded Lantern, candle	7GP	40
<i>burns 4 hours, requires 2 candles</i>		
Hooded Lantern, Oil	7GP	60
<i>burns 4 hours per fueling, 12ft. r of light</i>		
Bullseye Lantern	12GP	60
<i>burns 4 hours per fueling, throws a beam 60ft.</i>		

Load Management:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Capacity</u>
Backpack, Small Leather	2GP	20	300GP
Backpack, Large Leather	5GP	60	800GP
Sack, Small Cloth	1SP	1	500GP
Sack, Large Cloth	2SP	2	1500GP
Pouch, Small Leather	10CP	2	20GP
Pouch, Large Leather	1SP	4	100GP
Quick Release Money Belt	50GP	30	2,000GP
Map Case, Small	15SP	15	
<i>Holds 10 small map sheets, page size</i>			
Map Case, Large	5GP	250	
<i>Holds 10 large map sheets, continent size</i>			
Waterproof above items	25GP		

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Food and Beverage Management:

Containers and Processors:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Capacity</u>
Wineskin, Leather	15CP	30(full)	1 qt.
Flask, Metal	3SP	60(full)	1 qt.
Bottle, Glass	1SP	100(full)	2 qt.
Canteen, Metal	10SP	80(full)	2 qt.
Bag, Water, Leather	1GP	300(full)	3 gal.
Whiffleberry Press <i>Sterling silver</i>	100GP	10	~
Berry Box <i>For whiffleberries and press</i>	12GP	40(full)	~

Foods and Beverages:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Iron Rations <i>6 day food supply, 1 human, Inexpensive, keeps forever</i>	6GP	60
Standard Rations <i>As above, but palatable; 6 day shelf life</i>	18GP	300
Crunchberries, Ripened <i>Supplies 1 day of nutrition. Keeps forever.</i>	5GP ea.	1ea.
Beef Jerky	5CP/strip	1ea.
Morpheus© Brand Puppy Biscuits <i>12 to a box</i>	1GP/box	15

Restaurant Meals:

<u>Grade</u>	<u>Cost</u>	<u>Notes</u>
*	1SP	1 bad meal - human size
**	10SP	1 okay meal
***	1GP	1 pretty good meal
****	10GP(and up)	1 exceptional meal
*****	100GP(and very up)	1 glorious meal

NOTE: Tipping is not required, but these prices do not include service. You get what you pay for, and the player is urged to remember this.

Refreshments, Liquid:

<u>Type</u>	<u>Cost</u>
Ale, Pint	1SP
Beer, Pint	5CP
Mead, Pint	5SP
Wine, Pint	10SP
Brandy, Ppint	1GP
Dragon Syrup, Shot <i>Low grade domestic syrup</i>	450GP
Champagne, bottle <i>Cheap domestic bubbly</i>	5GP

Lodging (per person per night):

<u>Grade</u>	<u>Cost</u>	<u>Notes</u>
*	1SP	Pot Luck Inn - 2 persons/bed, no meals, no stabling at this price.
**	5SP	As above, including 2 poor meals/day. One of those can be your horse.
***	10GP	Inn of Blue Dragon , 3 meals for guest, 2 for their horse, shared rooms. Double this for a private room.
****	100GP	Inn of Moderate Fairness , 3 meals for guest, stabling and horse feeding, private rooms with bath.
*****	1000GP	Mad Madame Mim's , 3 meals for guest, private room with bath, stabling included. Wenches are extra. Klids extra.
*****	P.O.R.	Inn of Extreme Fairness. No Klids.

NOTE: Your individual professional guilds also offer lodging, to members only, with rates and facilities comparable to the Inn of the Blue Dragon. These prices are a reference guide to approximate levels of cost and luxury.

HINT: Security and safety of lodging is a function of price. False economies may or may not be final economies.

Adventuring Needs

General Equipment:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Rope and grapnel <i>50' of rope, iron grapnel with 4 prongs. These prongs may be broken off and used as door wedges.</i>	4GP	175
Spidersilk <i>50' of super strong rope.</i>	5,000GP	10
Iron door spikes	2SP ea.	5
Glow in the dark chalk	2SP/stick	5
Dungeon mapping kit <i>Pen, paper, ink</i>	5SP	10
Lycanthrope repellant <i>1 dose/person/hour - this is no substitute for a protection from Lycanthrope scroll.</i>	25GP/dose	25
Spider repellant <i>1 dose/person/hour - the best stuff available.</i>	25GP/dose	25
Holy water (pint in glass flask)	25GP	50
Holy symbol, silver <i>1d6 when used as weapon.</i>	50GP	50
Lamp oil, flask <i>4 hour supply. Metal flask.</i>	1GP	25
Folding boat <i>Carries 4 human sized creatures. Set up time, 10 min. sustains 2d20 damage.</i>	50,000GP	600
Tent, 2 person	25GP	200
Tent, 4 person	50GP	500
Bedroll	2GP	50
Compass	10SP	1

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Eating Equipment:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Cooking kit, 2 person	5GP	40
Cooking kit, 4 person	10GP	60
Cooking kit, 10 person	50GP	300
Mess kit, personal	2GP	20

Emergency Equipment:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
First Aid kit	1,000GP	400
10, 10 point healing potions, assorted medical supplies.		
DeLuxe First Aid kit	150,000GP	100
<i>Contains 10 100 point healing potions, 4 cure serious wounds scrolls, 4 nullify poison scrolls, 1 stone to flesh scroll, 1 preset teleport scroll, 1 whiffleberry spray, instruction book.</i>		

Transportation:

<u>Type</u>	<u>Cost</u>	<u>Speed</u>	<u>Damage</u>	<u>Enc.</u>
War Horse, Light	150GP	24"/turn	2d4	3400
War Horse, Heavy	300GP	15"/turn	2d10	5200
Horse, Draft	30GP	12"/turn	1d4	5200
Horse, Riding	25GP	24"/turn	1d4	3600
Pony	15GP	12"/turn	2pts.	1700
Mule	20GP	12"/turn	2 pts.	5000

Mount Armor:

<u>Type</u>	<u>Cost</u>	<u>Enc.</u>
Horse/Pony Tack & Harness	16GP	250
Barding, Chain	250GP	1000
<i>heavy war horse only</i>		
Barding, Leather	100GP	250
<i>light war horse only</i>		
Barding, Plate	500GP	1000
<i>heavy war horse only</i>		

NOTE: Don't forget, horses need to eat, too.

Boat Transport:

<u>Accommodation</u>	<u>Cost</u>	<u>Ammenities</u>
3rd class	1SP/day	no meals
2nd class	5SP/day	w/meals
1st class	10GP/day	w/meals
DeLuxe class	100GP/day	w/meals

Overland Transport

<u>Accommodation</u>	<u>Cost</u>
Steerage class	1SP/day
<i>no meals or lodging</i>	
Business class	5GP/day
<i>w/meals, lodging, and riding inside the coach.</i>	
Teleportation	50,000GP
<i>groups of five or less per spell</i>	

Rental Transportation, Ground:

<u>Type</u>	<u>Cost</u>
Cab, independent	1SP/person
<i>Maximum 6 persons/cab. Goes anywhere in the city.</i>	
Cab, municipal	5SP/person.
<i>As above, however, these cabs will not enter Peasantowne.</i>	

Rental Transportation, Ground (con't):

<u>Type</u>	<u>Cost</u>
Horses, per horse	1SP-10GP/day
<i>Check around. Various inns, and professional stables exist. You might try the firm of Tobias & Pony, Inc.</i>	

Rental Transportation, Air:

<u>Type</u>	<u>Cost</u>
Dragons: Bronze, Copper, or Brass	P.O.R.
<i>Price varies due to availability. Inquire at the Inn of the Blue Dragon. Average speed: 24"</i>	
Pegasai	100GP/day
<i>Faster and more agile than dragons. Speed, ground: 24", Speed, flying: 48" Limit of 1 rider, no klids.</i>	
Griffons	25-50GP/day
<i>As above, but may accept klids. Speed, ground: 12", Speed, air: 30"</i>	
Carpet	P.O.R.
<i>Speeds and capacities vary widely, from 18"-48" and 1to 6 persons and normal personal equipment.</i>	
Broom	25GP/day
<i>Limit of 1 rider, speed: 24"</i>	
Broom, DeLuxe	50GP/day
<i>2 riders, speed 30"</i>	

Communication:

<u>Type</u>	<u>Cost</u>
Newspaper (read all about it)	1CP
Newspaper classified ad	1SP/week
<i>50 word maximum</i>	
Newspaper classified ad	1SP/week
<i>As above, weekend edition. Only the weekend edition is circulated beyond Ethelbertville.</i>	
Mailing a letter - standard rate	5CP
<i>Takes 1-7 days, anywhere in neutrality.</i>	
Express Mail Rate	12SP
<i>Overnight delivery anywhere in neutrality.</i>	
Foreign Rate	1GP
<i>Takes 1-7 days, anywhere on the continent</i>	
Foreign Express Mail	5GP
<i>Overnight, anywhere on the continent.</i>	
Wizard Express	100GP/day
<i>When it absolutely, positively has to get there yesterday, up to 7 days.</i>	

Voice and Data:

<u>Type</u>	<u>Cost</u>
MCI	1GP/minute
<i>Two way voice/visual communications. Offices in most major cities.</i>	
MCI private	2GP/minute
<i>As above, but link is secure from unauthorized listeners.</i>	
MCI telegram	10GP/50 words
<i>Standard telegram, destination city delivery only.</i>	