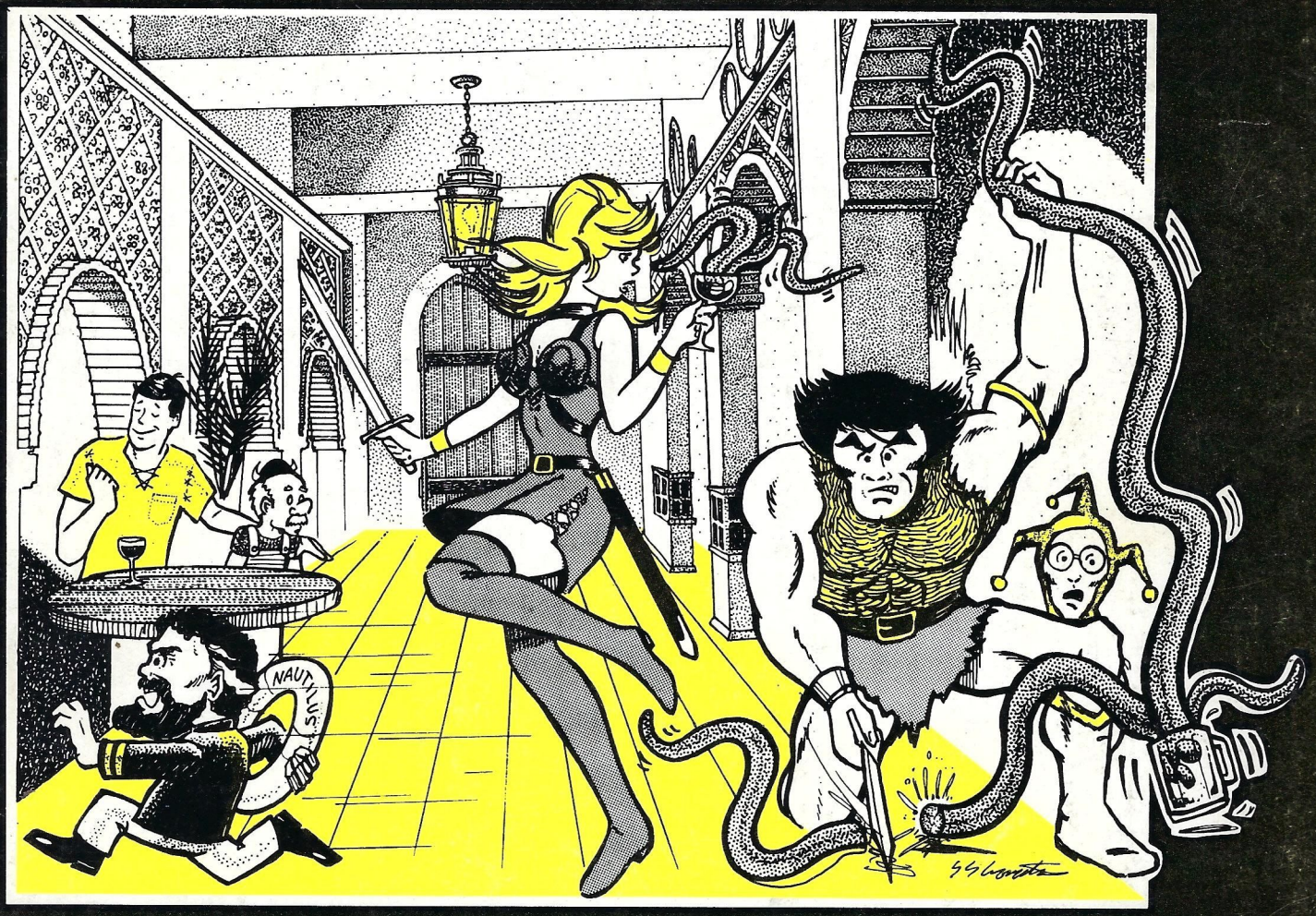
For all role-playing systems

The Hole Delver's Catalog

INCLUDES Silas T. Huckster's 17 "Rules For the Delver"

100'S OF ITEMS!
(MANY OF THEM USEFUL)



A CATALOG FOR YOUR IMAGINATION

TASK FORCE GAMES

All-System Catalyst Series

#8531

(W) Hole Delver's Catalog

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Big Bubba No Trubba, AKC, CD

What? We're on? I'm supposed to say something? But this is just the title page!
Ahh, yeah. Well, I just washed my mouth and can't do a thing with it...
Ah, the dog ate it... Mmmm, the check's in the mail!

Ah, heck, don't read this, turn the page! C'mon in!...

Attention

The items in this booklet are designed for game purposes only. Actual construction of these items might prove harmful, and is strongly discouraged.

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Aha! More prepared for you now! How about a heading here.

HOW TO GET STARTED



Oooo, I like that. What's next? How about:

When you turn this page, you will enter a dimension of slight and sound, as timeless... Nyahh! Been done.

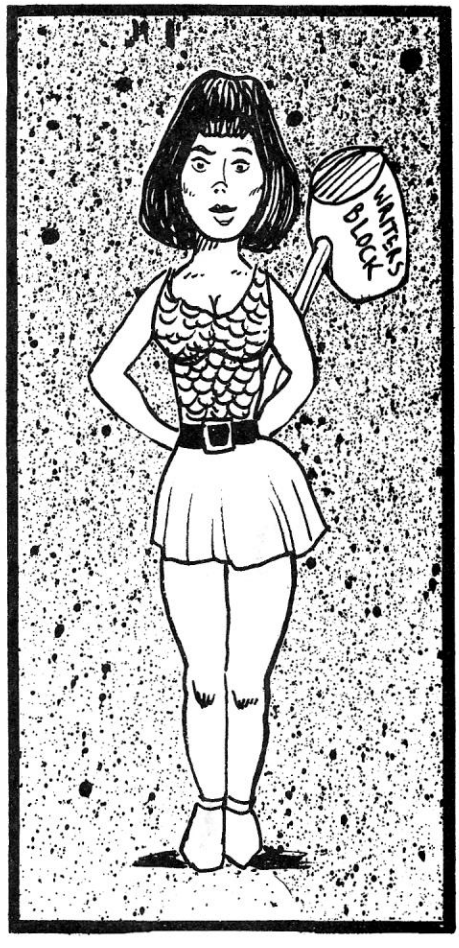
Actually, as I see it, you've got a choice:

A. Use this like a 'normal' catalog for items for your game, in which case you can go to the index on page 64 right now. Or go to page 67 for "HOW TO USE THIS CATALOG IN YOUR GAME". (Where would we be without capital letters?

OR...

B. Turn the page! Read the thing! As well as getting some ideas on uses for certain products, you should have a good time. It really is meant to be a 'catalyst' for ideas for things, uses, situations that might not have occurred to you... yet. (And fun!)

WAIT! Before you go, I gotta make nice-nice:



ACKNOWLEDGEMENTS

A lot of people deposited their two cents, but I want to express extra thanks to Jay Dunkleberger for sitting down and doing 'brainstorming for the bizarre' with me for catalog items. Jimmy Walker for the acorn that turned into a walnut tree instead. Mike Stackpole for the whip, er, help getting in the early batch of products. The Infrequently Friday group -- Jay again, John Jordan, Phil Murnane, Terry Riseden, and Dan Saltich -- for intentional, plus un-, ideas. Steve Crompton for having apropos art.

Finally, to Jennifer Roberson (O'Green) for being my own personal 'catalyst'. (Sorry, the rest of you can't buy this one. Get your own.) Thanks for everything from gentle jabs to subtle tail-kickings.

OK, all you diabetics can start reading again.

TURN THE PAGE! TURN THE PAGE!

TESTIMONIALS

Here are just a few of the glowing comments from satisfied customers:



Gee, Dad, I don't know what to say! -- Jim

If I wasn't using these products, I wouldn't be using these products today. (Arnold)

Ahh, they're OK. -- Bambo

Do I get a raise if I say something good? -- Spud

You just can't buy better testimonials than that!
(No matter how hard you try.) -- Silas T. Huckster

Welcome, my friends! Welcome to the ***(W)hole Delver's Catalog****! I* ***do*** *hope you will enjoy this most* ***unusual*** *listing of merchandise and find that it meets with your approval. (And better yet, I hope you'll* ***buy*** *some things!)*

Ah, my manners. Let me introduce myself. Silas T. Huckster's the name, owner of the Sneeho Guild Emporium is my fame. You can see a picture of our modern establishment to the right.

Quite simply, the Guild is a distributing company, a clearing house for the unique. We've seen a need for having all sorts of necessary items offered to you, the buying public. You are the discriminating delver, the man or women or other who wants and can afford the best. We know all you intrepid heroes have money (or we wouldn't be talking to you), because we've heard the stories of conquest and adventure. (And even more of pillage and plunder.)

But there is something you don't have -- ***time****. Time to search out that something extra to make your travels easier. Time to find that particular item that suits your style. Time to look for that special article that someday may save your* ***life****!*

That's where we come in. We've done the searching and collecting for you. We only offer the unusual, the best, the hard to find. We've scoured the countryside, climbed every mountain, looked under every rock and have come up with some fabulous articles.

But we're a new company and we had a small problem, one pointed out to me by my son, Jim. (I know, I know. It's a bizarre name but his mother gave it to him. He's the one waving.) When our first batch of items showed up and we were preparing to sell them, he said, "Dad, as odd as these items are, we can't sell them without testing them first! There might be problems! We have an obligation to our customers!"

What a good boy. What a good, conscientious boy. What a...

What a quandary! Carefully test the products or turn a quick profit? Such a dilemma! So we compromised.

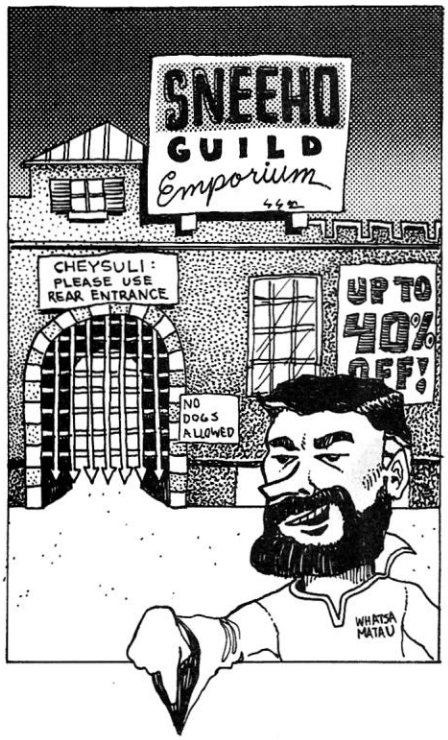
It was, after all, the ***most*** *I could do.*

What I decided was, since we had to test the merchandise, it would only be fitting for good, conscientious Jim to take them out on an adventure with him. Just like the journeys our customers go on!

This brings me to another difference between our company catalog and those of all the rest. Anyone can just throw a list of products on a page and hand it out, but we at the Sneeho Guild, in our neverending search for excellence, decided we would show the products in the order of their use on an adventure. This would prove the product's worth and provide another customer service in that you might get a few ideas of some special uses for these unusual items! And, as a special bonus, you'll get to learn some of the tried and true Rules for the Delver!

This is not to say that you can't use it like a regular catalog, too! No, sir! The index in the back not only lists each product by name, but also lists them under headings for their various uses. Where a normal, boring, run-of-the-mill, shoddy company may list a product like our Cutting Edge Shield under Armor (as if they would have such a novel piece of equipment to start with), we list it under Armor and again under Weapons and again under its name! (As I said before, these are very special items and deserve more than average treatment!)

So I gave young Jim free rein to test and adventure to his heart's content. To help him out, I sent along my trusted combination cook and valet, Spud. Spud's the incredibly short fellow off to the right.













(W)



Before I forget, much as I might like to, it's my duty as spokesman, head salesman, and owner of the Sneeho Guild Emporium, to express immense gratitude to the following hardy (har-har) adventurers who braved the dangers of the wild, stormed the mightest hovel, and turned over most of those rocks I mentioned before. They found the glorious offerings you will soon be privileged enough to peruse. My thanks are really not enough, but I'm sure as heck not giving cash.

If the reader is interested in which delver was the discoverer of an item, look for the hidden, ultra-secret, unbreakable cipher.

CONTRIBUTORS

NAME	*CIPHER*
Foonman (Larry Crimmins)	*=LC*
Jakrista of Sunnybrook Farm (Liz Danforth)	*=LD*
Alphonse Khan (Jay Dunkleberger)	*=JD*
E-Snee, Dragon-Spayer (Mark O'Green)	*=MO*
The Magic Rat (Jason Sato)	*=JS*
Trasamund, Count of Spoleto (Mike Stackpole)	*=MS*
Killian Van Kull (Jim Walker)	*=JW*
Bazin (Debora Wykle)	*=DW*

OK, I won't hold you in suspense. Compare the cipher with the first letters of the catalog item sales code. (I'm getting so easy in my old age.)

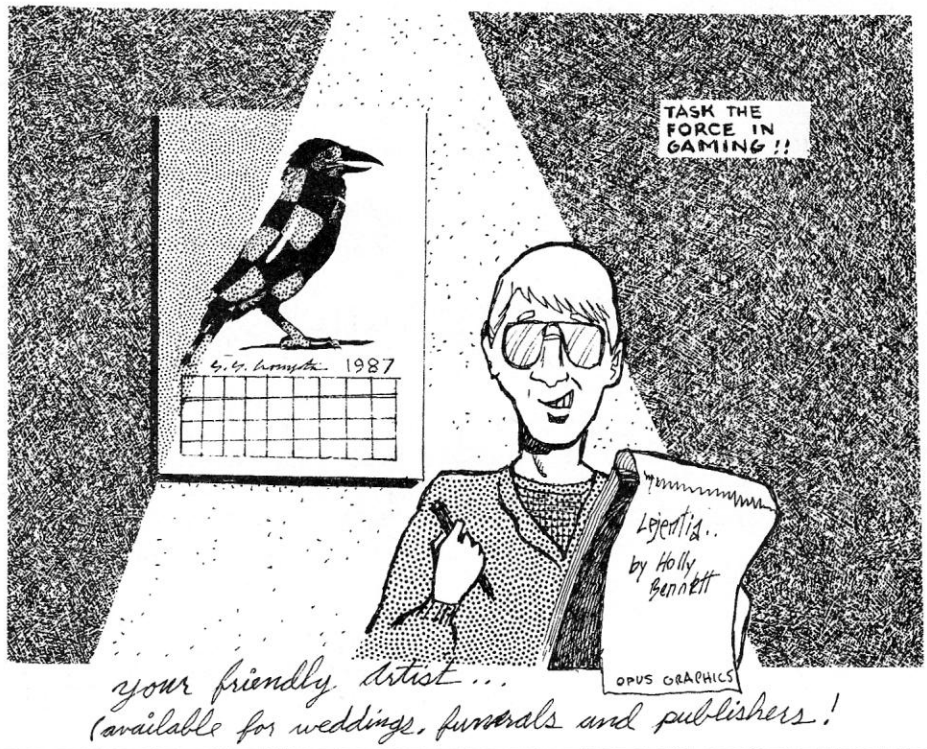
Question and answer time. How many of you clever souls have already noticed the name on the cover is Hole Delver's Catalog and everywhere else it's (W)Hole Delver's Catalog? Raise your hands.

We must have made a mistake, right?

(W)rongo, rhino rump! We ***sold*** *it! We'll sell* ***anything****!*

Oh, yes. One last thing. To provide the catalog with a visual chronology, I also sent along the artist I got for my birthday. He's the one doing the pictures you've seen so far. I let him do a self-portrait. (Nice again? I must be coming down with something.)

Anyway...



TUFF ENUFF

Do you have difficulty convincing your companions you're really as tough as you know you are? Your problem may be your appearance! If you're really tough, you probably finished your foes before they had a chance to even think about scarring you -- not that they could anyway! What you need is a little help in the ugly department -- you look too good! Let Great Imposters offer you help from our wide selection of items that will make you look -- Tuff Enuff. Great for the would-be Amazon, too!

LD119 - Beetling Brows		- 10 Royals/pair
LD120 - Extra hair (for arms, legs, chest, etc.)		- 10 Royals
LD121 - Scars	/small	- 3 Royals
LD122 -	/medium	- 5 Royals
LD123 -	/large	- 7 Royals
LD124 -	/disgusting!	- 15 Royals
LD125 - Toothcaps (with protruding canines)		- 25 Royals/pair
LD126 - Jutting Jaw		- 30 Royals
LD127 - Harness (for bunched shoulders)		- 30 Royals
LD128 - *Special* "How to Leer Effectively"		- 25 Royal

(This book is a limited edition, act now!)



AIRPOCKETS

Whether you're tired of your hidden items showing up as lumps and bulges in your doublet or you simply prefer the 'smooth' look no matter what you're carrying, the remarkable, flattening, nearly invisible AirPockets will solve your fashion problem! With these almost supernatural compartments installed in your clothing, no one will know about your concealed weapons or stolen treasures! Each pocket comes with complete sewing instructions for incorporation into your current wardrobe. Made by a process known only to card-cheats, con men, and magicians, AirPockets are sized for at-home, town, and expedition wear. And, they come in a variety of colors you won't even notice!

Another fine product from Zeus Looms.



DW116 - Home	- 5 Royals/pocket
DW117 - Town	- 10 Royals/pocket
DW118 - Expedition	- 20 Royals/pocket



As soon as he started, Jim ran into the problem most feared by adventurers -- where the heck to get started!

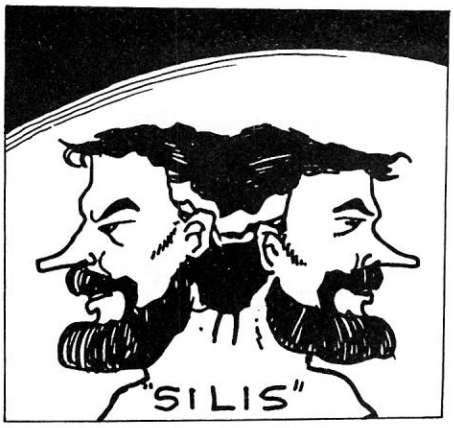
So Jim did what all other delvers do -- he went to a tavern.

It was a recruiting trip. Jim wanted the strong, clever, noble allies he's always heard about and if they weren't all out adventuring, they'd have to be ***here****! However, Spud pointed out that bars are not always friendly places. So, even before leaving town, Jim got the opportunity to test a product and entered the tavern wearing Tuff Enuff. It worked, maybe too well. Everyone seemed a bit intimidated.*

Now I don't know what it's like in your towns, but around here, the taverns have a 'no weapons' rule. It seems out-of-work adventurers were always coming in to drink and winding up in sword fights. To avoid that, everyone has to check their weapons at the door. It's supposed to be safer this way, but it can leave a body somewhat defenseless.

So when one of the barflies tried to whack Jim in the back of the head with a chair, you'd think Spud's warning would do little good. (Well, you'd think ***wrong****!) Jim had secretly smuggled in a weapon, thanks to AirPockets!*

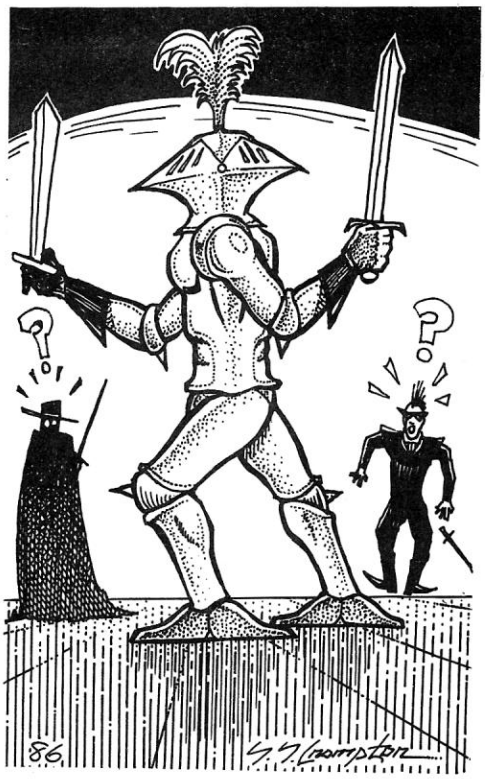
Jim, being good, conscientious, AND kind-hearted, accepted the apology and the drink and left with no further problem. He was sure the heroes he wanted were not at ***this*** *establishment.*



But lo, verily, and all that stuff, it's Rule #1 for Delvers that wherever there's adventure starting, there's adventure starting... Did I say that? What I mean is, expect trouble as soon as you ***think*** *about going off on some journey! This enterprise was certainly no exception as Jim was beset, (beset?). Jim was waylaid, (waylaid?)...Some assassin types tried to rip Jim's face off.*

Two hired killers on one poor, (but good, conscientious, and kind-hearted), boy would normally result in one less young fellow, but Spud had expected trouble (he knew Rule #1) and had insisted that Jim equip himself with two different items, 2-Way Armor and the Auto-Riposter, as soon as he left the tavern.

Now I'm sure you know this, but assassins are generally cowards. That's how they stay alive so long. They take cheap shots and run away to take cheap shot another day. (Assassins, buddies, pals -- I'm only kidding, really! See, this way they won't know what brave sorts you really are so your work will be easier. Alright? Ok? Nothing personal!) So when one of the craven dogs thought Jim was facing him, thanks to the 2-Way Armor, he strayed into his natural habitat, the gutter. The other had already jumped out to engage young Jim in a little sword-play. Since assassins are tremendous swordsmen, (see guys -- tremendous!), Jim's selection of the Auto-Riposter was just the thing.



2-WAY ARMOR

Wish there was some way to keep that thief from sneaking around behind you to pick your pockets? Wish there was some way to confuse those savages, the ones who learned how slow you are in plate? Wish there was some way to protect your back when by yourself?

There is now! The Avarice 2-Way Armor! This armor makes your opponent believe you are facing him no matter if you are or not! Those craven back-stabbers will back off when they think they're looking you in the face! As a convenient bonus, you can put this armor on in the dark without worrying if it's on backwards!

Sold only as a complete set.

MO154 - 350 Royals
Include size when ordering.

AUTO-RIPOSTER

Most of us don't have the necessary time to practice to become a master swordsman, the kind of fighter that blocks your every blow and sends back one of his own, the kind of fighter you've always dreamed of being! With the Whirling Dervish Weapons' Auto-Riposter, practice is no longer needed! This special weapon will swing back at your foe every time you parry a stroke! No fuss on your part, no hours of training under a sadistic master, no experience necessary! Just interpose the Auto-Riposter between you and your enemy and watch the fun begin! With a little practice, all you'll have to do is stand there and let even the best fighters go mad trying to work through your guard. If you really get good, you can use it around corners! Up your rep... Be a Whirling Dervish yourself with this fan-tastic sword!

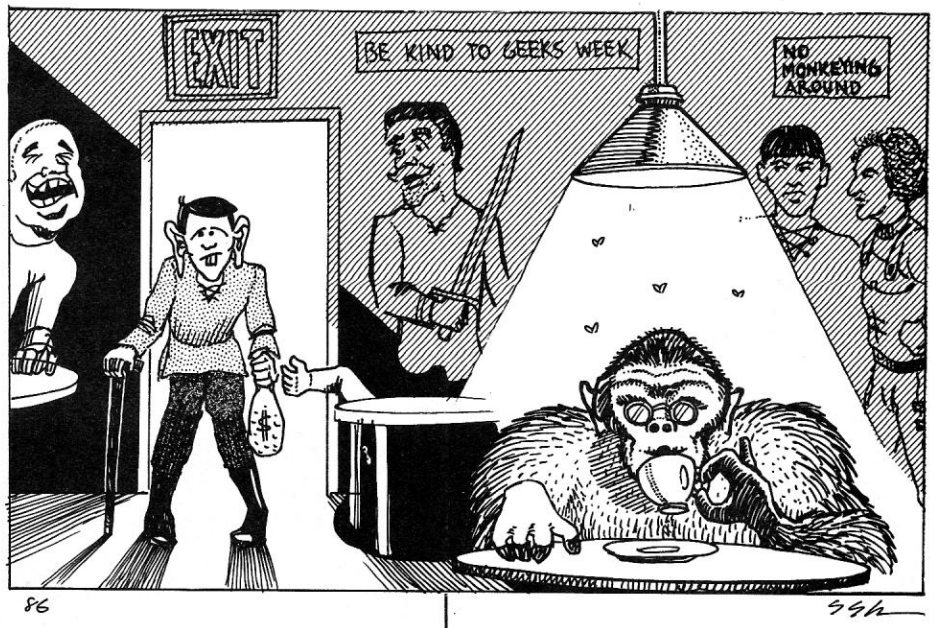
MO141 - 150 Royals



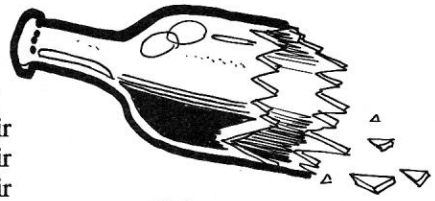
TOO TUFF

Do you have difficulty convincing your companions you shouldn't be the first one into every fight? Is being the point-man becoming bad for your health? Do you want, just once, to be able to come late into a fight and cheap-shot someone?

Your problem is your appearance! What you need are a few items to make you appear more the milquetoast! Let the Great Imposters help you! Try our harness, specially constructed to stoop your shoulders. Or maybe some disappearing cream! Applied to your neck gives you the quill-neck geek look! Put some on your jaw and you're the chinless wonder! How about our bite-blocks? Put them on your back teeth and get that stupid, constantly open-mouthed look! Our HeavyLids wil make your eyes looked almost closed, giving the impression of confusion or idiocy. Or maybe use our earprops! Who would follow someone with elephantine ears into battle?



LD129 - Harness - 30 Royals
LD130 - Disappearing cream- 50 Royals/jar
LD131 - Earprops - 25 Royals/pair
MO132 - Bite Blocks - 20 Royals/pair
MO133 - HeavyLids - 20 Royals/pair







BOTTLE BLADE

You're in a tavern minding your own business, for once. Suddenly, the big ape next to you -- the one weighing six hundred pounds -- picks a fight with you. This tavern has a "check your weapons at the door" policy so you're unarmed! What do you do?

You come prepared, that's what! Bring the Ripco Bottle Blade! Looks like any other bottle in the place, but with one easy application to any hard surface, you have a wonder weapon! It slices, it dices, it cuts and cleaves! Not just one or two cutting edges, the Bottle Blade has several. We can't tell you exactly how many because each Bottle Blade is hand-crafted, no two the same!

Just wait until that big ape tries you next time! Never be unarmed again with the Ripco Bottle Blade! At an unbelievable low price!

MO147 - 20 Royals

Actually, the items were Spud's selections. How did a squat cook know so much? And why were killers out for good, etc., Jim? Did he scare the patrons of the bar ***that*** *much or were they just mad at Jim for not taking them with?*

Well, being undaunted, (as well as you-know-what), Jim tried another establishment, this time taking a different approach. Since heroes protected and aided the weak, (so ***he'd*** *heard), Jim used Too Tuff. The product worked better than advertised and Jim had more protectors after him than he could use. In fact, fights were breaking out just to see who could protect Jim. (And his wealth, of course!) Why, if he hadn't brought another secret weapon offered by the Sneeho Guild, he might have wound up too protected to even leave the tavern! But the Bottle Blade proved to be just the thing to convince the locals he wasn't* ***that*** *helpless. Still, both he and Spud were a bit concerned that Too Tuff had worked too well and they might have trouble with bullies... Not to mention the assassins. (Only mention assassins in kind terms. That's Rule #2. Rule #2a is that they have very good ears. That's why Rule #2 is important.)*



*Corollary to Rule #1. If you think only one group's out to get you, you're wrong. Sure enough, the alleys seemed to be crawling with unfriendly sorts. Spud had a simple answer, though. He brought out his Talkman. (The company's name is pronounced So-**su-me.**) End of that problem for the time being; Jim and Spud made it back home with no further delays.*

Jim felt pretty depressed by then. The evening of his first day of adventuring was slipping by and he still didn't know where to go next!

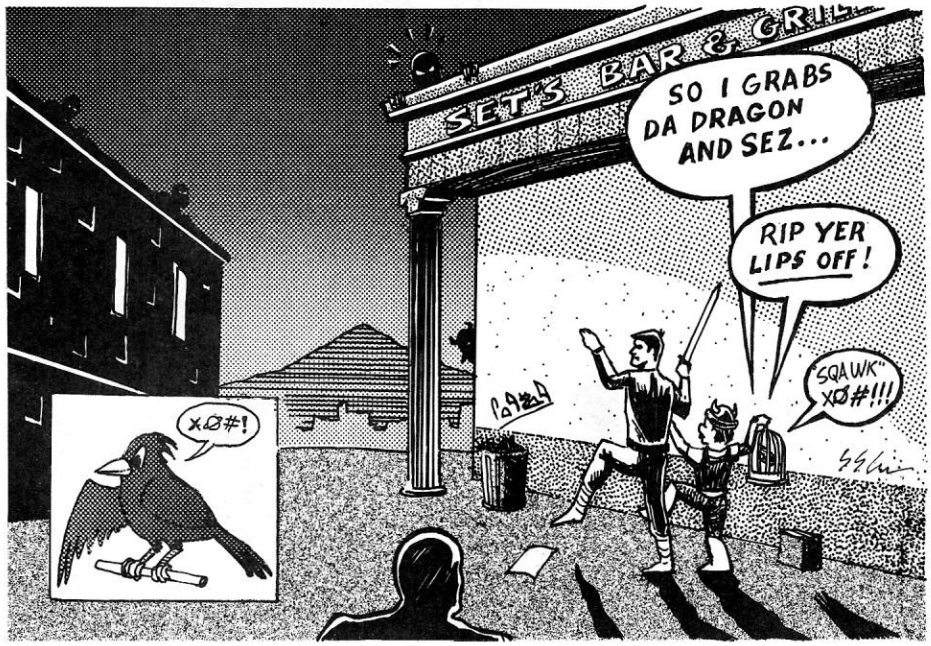
Never fear, the Sneeho Guild Emporium (and its owner, your faithful servant) to the rescue again! Spud showed young, conscientious Jim a mail-order product called Peerage Purchase. Jim was very excited, but I felt it was more suitable for experienced campaign veterans instead of good, young, conscientious little ba... Besides, old Dad just didn't have that kind of money right then. If Jim wanted it, he'd have to get it the old fashioned way --uuurrrrnnn it!



TALKMAN

Afraid of walking alone at night for fear of robbers, monsters, or even the dreaded player character? Get the latest technological development from Sosume, the Talkman. A small, easily-concealed cage contains from one to four Mini-Minahs specially bred to be small but vociferous. These birds are trained in our famous Barbarian Bar. The language they learn is guaranteed to convince anyone or anything that you travel with the meanest mothers in the village. And just like most barbarians, they never shut up! You'll always be left alone if you've got the Talkman...by Sosume.

MO133 - Talkman Minah - 45 Royals/Minah
Extra Minahs at 10 Royals less!
We have four new models under development. Look for them in your next catalog.



PEERAGE PURCHASE

Not getting the respect you deserve? Are you the toughest thing in this or any other valley? Tired of being called by your first name, which happens to be Thingie, Snortimer, or Bruce?

Then why not MAKE the common masses call you Lord! BUY the respect if you can't earn it!

What's more, you'll be doing the old title holder a favor! We find many adventurers or rulers didn't have the financial wherewithal to maintain their kingdom and now want to sell out. For the right sum, depending on size and relative worth, we have Lords, Barons, even Kings ready to name you heir and promptly abdicate!

Just let Headhunters Inc. know how big a kingdom you're interested in and we'll do the rest!

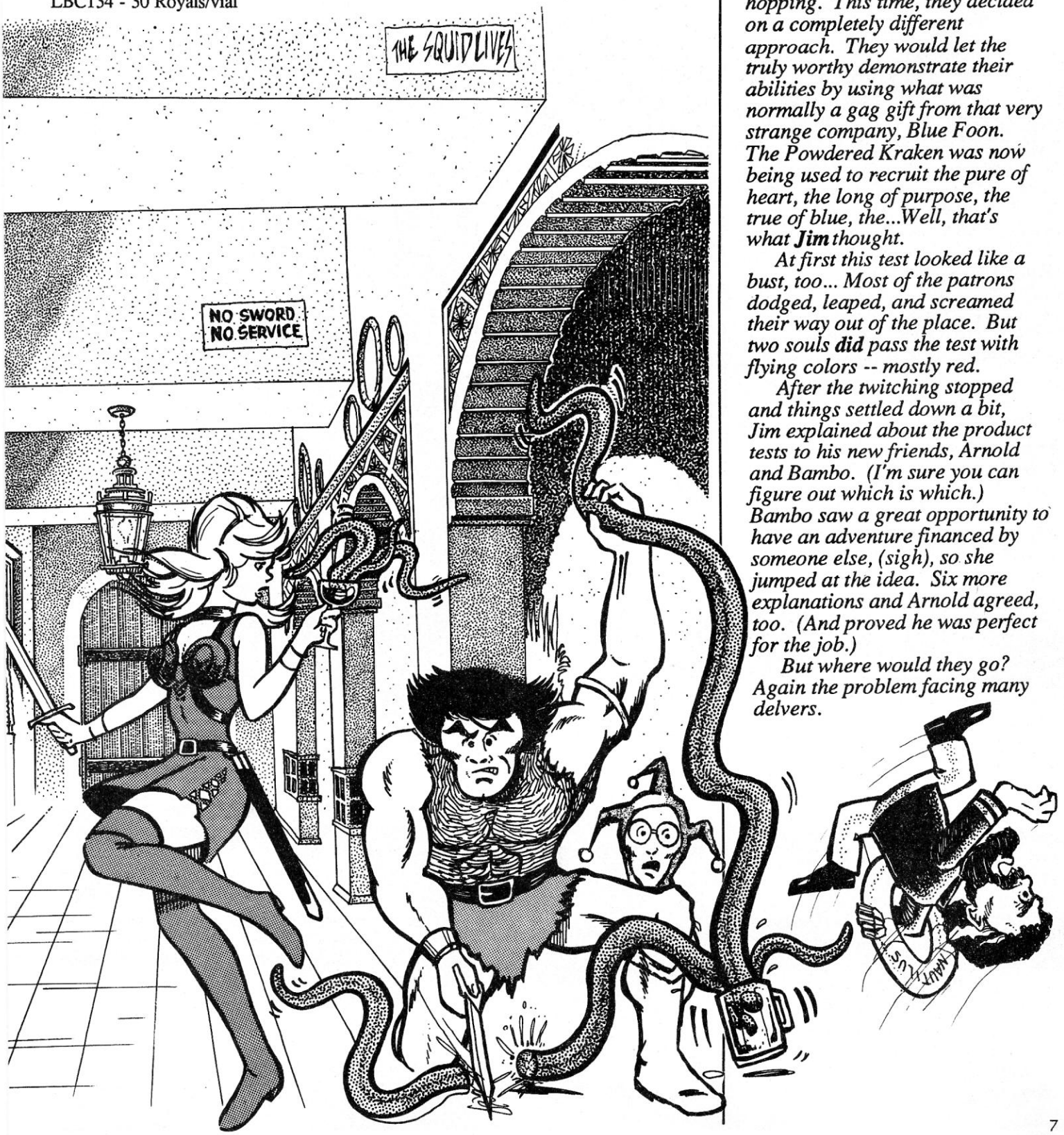


MO109 - Prices available on request.

POWDERED KRAKEN

Grows before your very eyes! Just sprinkle some in your friends' ale, (stand back,) and watch the green scaly tentacles erupt from the mugs! Their eyes will pop out! (Followed by brains, organs, bones -- it all depends on how good a grip the tentacles get.) What fun from Blue Foon!

LBC134 - 30 Royals/vial



But once again the wheels in the good lad's head started turning, due to the Sneeho Guild products, of course! Jim grabbed Spud and went out for one more attempt at tavern-hopping. This time, they decided on a completely different approach. They would let the truly worthy demonstrate their abilities by using what was normally a gag gift from that very strange company, Blue Foon. The Powdered Kraken was now being used to recruit the pure of heart, the long of purpose, the true of blue, the...Well, that's what ***Jim*** *thought.*

At first this test looked like a bust, too... Most of the patrons dodged, leaped, and screamed their way out of the place. But two souls ***did*** *pass the test with flying colors -- mostly red.*

After the twitching stopped and things settled down a bit, Jim explained about the product tests to his new friends, Arnold and Bambo. (I'm sure you can figure out which is which.) Bambo saw a great opportunity to have an adventure financed by someone else, (sigh), so she jumped at the idea. Six more explanations and Arnold agreed, too. (And proved he was perfect for the job.)

But where would they go? Again the problem facing many delvers.



Once again turning to our mail-order department, Jim found two items that turned the trick and gave direction to the quest.

Arnold tried out the Title Search and was surprised to find out he was the descendant of a famous northern king! (Somehow, I wasn't surprised to hear that.)

After Bambo finished with Imperial Pretender, she heard the news about Arnold and was so happy for him she insisted the group not bother with what she found and instead courageously volunteered to go help Arnold regain his kingdom! (That didn't surprise me, either.)

So this was it! A purpose! A quest! A reason for packing up all my nice, new items and taking them out into the wilderness to destroy them, lose them, and worse yet, make them unsaleable! (Sob...) But, a promise is a promise...

OK, well, at least this time. Hey, I know what you're thinking, but would I do that to my own flesh and blood?

Before you answer, let's continue the story...

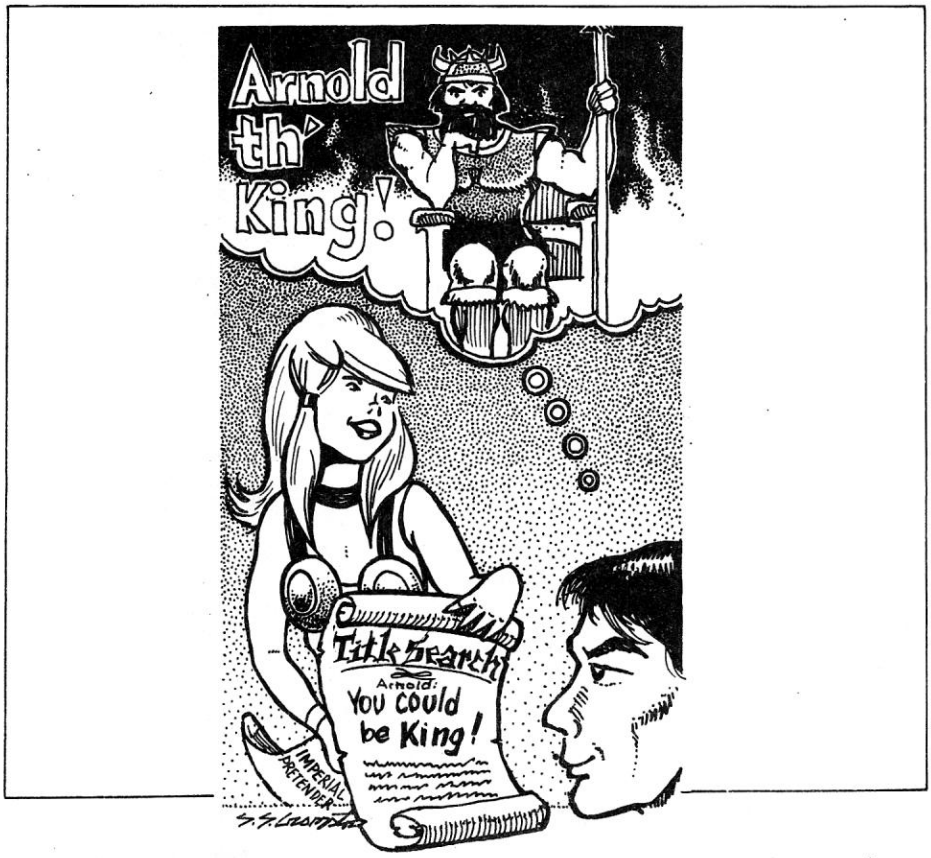
TITLE SEARCH

Have you always felt you were a bit different? Thought you couldn't possibly be the offspring of grubby little peasants? Suspect that the parents you were told died long ago might not have been commoners? Then, my friends, you need a Head-hunters Inc. Title Search. Our researchers have discovered a large number of kingdoms, fiefs, and baronies where the person ruling is not the direct heir. It's just possible YOU might be that rightful leader!

WE can determine your true birthright. Our fees are reasonable, varying with your ability to pay and the rank we uncover for you. If your new nation will not recognize you, we can even arrange for the help you need in recapturing the throne you so rightly deserve.

To start YOUR search for the good life, send us a complete description of yourself, date of birth, and anything else you think may help. Your satisfaction is guaranteed.

MS107 - Prices dependent upon search results.



IMPERIAL PRETENDER

Have your eye on some small kingdom on a sunny coast? Just the place for you to give up your adventuring ways and take time to relax? Or at least it would be if pesky King Kabarfy would give up his throne!

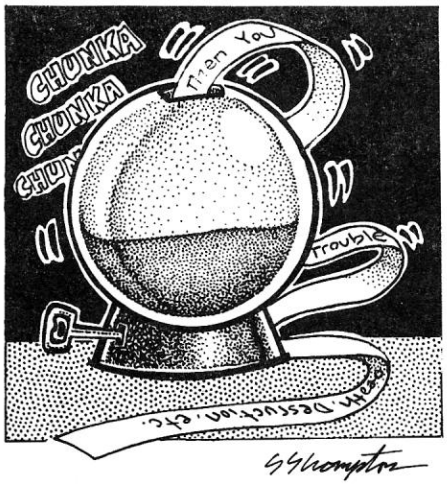
Well, you can now sweep old Kabarfy out on his ear with a little help from Headhunters Inc. Imperial Pretender! We'll supply you with a host of pliable, gullible individuals who will swear up, down, and sideways that they are the King's son, daughter, or other, more obscure, heir to the throne. The perfect rallying point for your take-over! As an extra bonus, we will include our "Coup D'tat: Natural Selection for Royalty" manual, free of charge!

Don't be the last retiring adventurer to string a puppet into a throne. Remember, Imperial Pretender today, Imperial Owner tomorrow!

MS108 - Prices on request and vary with line of succession and size of realm.
Give preferred location when ordering.

PERSONAL PREDICTIONS

Adventuring is risky business. But you're brave, strong, valiant. If only you could get a jump on the dangers about to jump you...



Now you can! Take those nasty surprises out of your life with a Personal Prediction Chart from Astral Aspects Unlimited! Learn your chances for Wealth! Your pathway to Fame! Even the details of your own grisly Death! Our fully-trained star-gazers will report on your unique destiny based on the heavenly aspects, portents, and random haphazard guesswork. Get an in-depth, detailed map of your future, complete with vague commentary and obtuse hints for success. Put your faith in the stars and your money in the hands of Astral Aspects for your future!

DW110 - 50 Royals

MONSTER SILHOUETTES

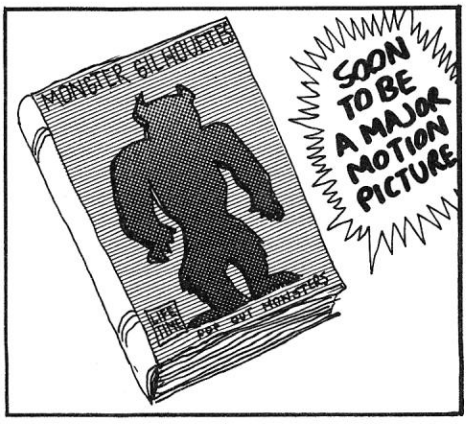
This is one book no adventurer can afford to be without! Over 1500 monsters have been faithfully depicted in this handsome leather-bound limited edition manual. Contains everything from the Aaaarrgh-onauts to Zzzz-bees. Use it to educate the children, train your squire, or threaten your slaves. Even the most experienced hero can use a little brushing up before the upcoming quest. Just ask yourself, can you tell the difference between the friendly Gotthetime and the poisonous Gottadime at a glance?

Monster Silhouettes... instant action through instant recognition.

Another Life-Time book.

JW111 - 55 Royals







Jim wanted to make sure everything went smoothly so he treated the party to Personal Predictions. This is an item we ***can*** *handle by mail or messenger but in this case, it was done in person. Everyone seemed happy with the results which is what you can expect when using the Sneeho Guild Emporium's quality products! The glimpse of the future also provided an aid to making preparations and choosing equipment, which made Spud's job easier.*

Apparently one threat they saw ahead was in the form of unusual creatures, because Jim immediately pulled out a copy of Monster Silhouettes. He proceeded to drill Arnold and Bambo on the subtle differences between certain beasts to help counter any future problems. This is the sort of thing even the most experienced explorer would be wise to do.



As a final bit of preparation, based on something they had seen from their fortunes, the party members all went with Arnold to get him fitted with a set of Handsome Ransom Dentures. What a proud moment in his life! He was so eager the rest of the group could hardly keep up!

Finally, before they set off on their quest, Jim insisted on taking the Futilitarianism course. Jim felt that it may mean more to him after he became a hardened veteran of bloody battles. But the artist was satisfied with the early results -- he liked doing sunsets.

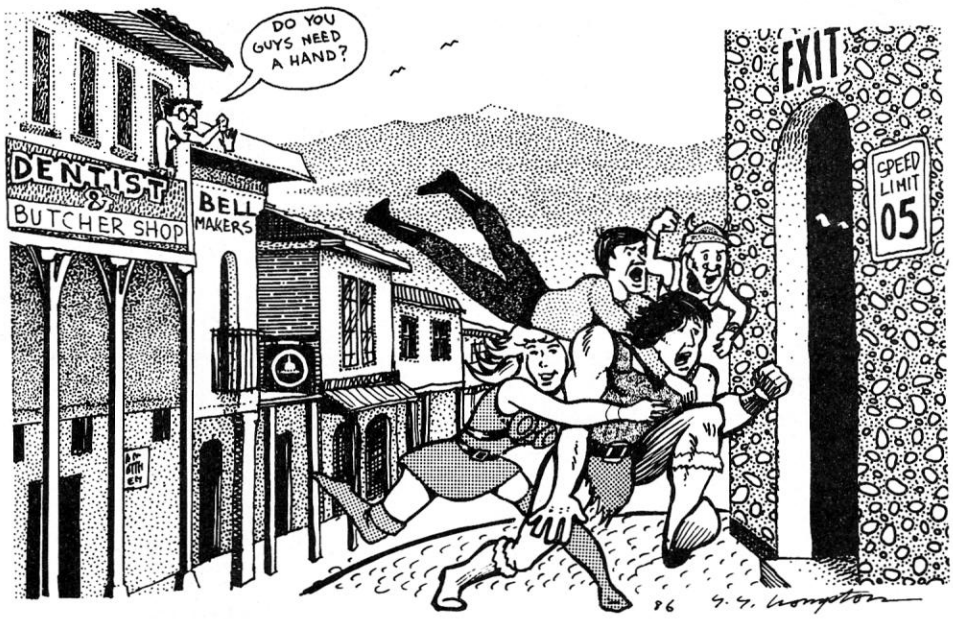


HANDSOME RANSOM DENTURES

Do you have nightmares about being captured and not able to provide for your family? Do visions of your children starving cloud your eyes before each battle? Are you afraid the folks at home wouldn't be able to scrape together enough funds in time to save you?

Worry no more with Avarice's Handsome Ransom Dentures. These beauties will insure you have a suitable ransom with you at all times! Your teeth will be taken out by our removal specialists. Then, your mouth is measured and fitted with your dentures in just days! Available in Emperor (diamond teeth in gold gums), King (gold teeth in silver gums), and Noble (Silver teeth in lead gums). Let everyone see what you think you're worth! Order your set today!

MS112 - Emperor - 75,000 Royals
MS113 - King - 10,000 Royals
MS114 - Noble - 2,500 Royals



FUTILITARIANISM

In this hectic, hodge-podge world of adventure and mystery, one type of hero stands tall on the horizon; one type of daredevil does -- and will always -- lead the way along the path of adversity. We refer, of course, to the graduate of the school of Futilitarianism. Now, for the first time anywhere, the art of Futilitarianism can and will be offered to a select few. You, too, can join those indomitable paragons who have completed our accredited seven-part course. Then, upon completion, you will be able to stand boldly facing into the sunset, wind billowing your cloak dramatically behind you, arms folded with confidence, and say, "I told you so!"



Futilitarianism: Seven easy lessons to a more realistic perception of your life.

JW115 - 96 Royals/lesson

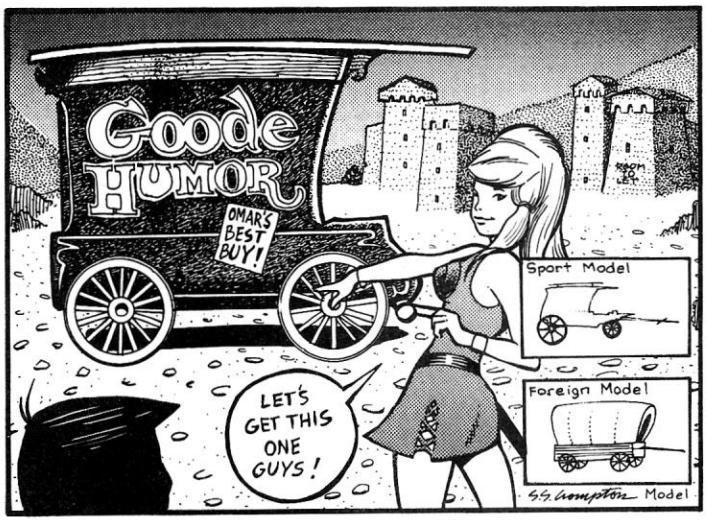
CARRIAGES

Tired of those bumpy rides in hay carts? Add a touch of class to your caravan with a custom wagon from Honest Omar's. Each carriage seats one driver with room for four passengers and plenty of luggage. The Sport model is specially streamlined for speed and maneuverability. Great for careening down mountain roads or outrunning packs of thieves in the flatlands.

For those of you not in a hurry, cruise those village streets and country byways in Omar's Luxury Wagon. This bejewelled, gold-accented carriage comes with special theft insurance. (Premiums extra.) Or, add exotic color to a drab convoy with the Foreign Special. Every model in this line is individually decorated by Omar to give it that 'out-of-these-lands' look. Some used models available.

Let Honest Omar's take you for a ride! Order now!

DW197 - Standard
- 150 Royals
DW198 - Sport
- 250 Royals
DW199 - Luxury
- 750 Royals
DW200 - Foreign
- 350 Royals

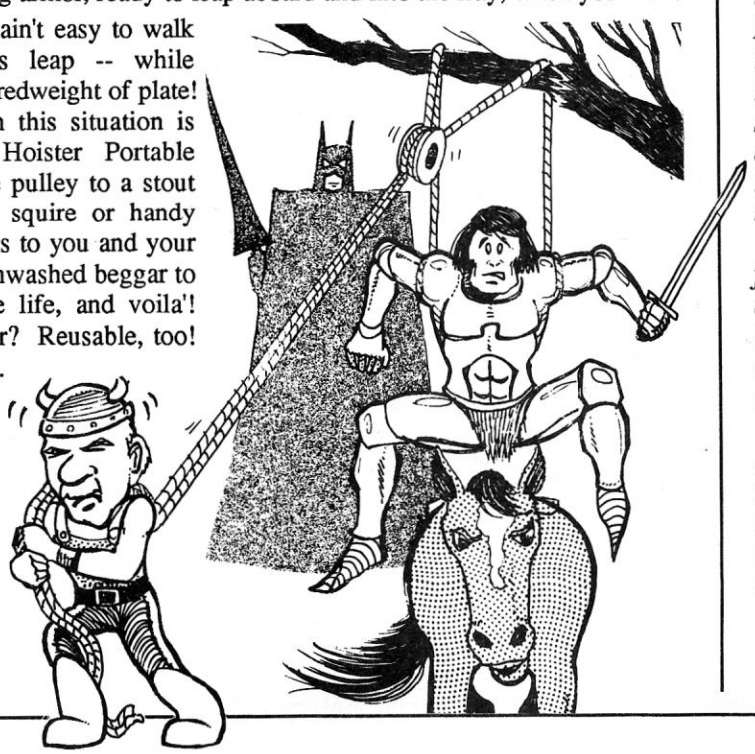


PORTABLE HOIST

It's battle time! Horns sounding, men shouting, blood coursing through your body, death, destruction, and other fun stuff. You stand poised for war by your trusty mount in your gleaming armor, ready to leap aboard and into the fray, when you make a small discovery: It ain't easy to walk around -- much less leap -- while wearing a couple hundredweight of plate!

What you need in this situation is the Handy Horsey Hoister Portable Hoist! Just attach the pulley to a stout tree limb, have your squire or handy peon attach the harness to you and your nifty armor, get the unwashed beggar to pull for his miserable life, and voila'! What could be simpler? Reusable, too! Yours for a paltry sum.

MO173 - 75 Royals





The fateful morning came. Spud brought out the Carriage from Honest Omar's filled with equipment and the procession was off. Good luck to a proud group lead by a good, conscientious son!

Spirits were high. It was a beautiful day and the caravan was making good time. They had just cleared the edge of town and come to the bridge over Tribbled Waters River and everyone wanted to lay down for some reason. (It was supposed to be 'Troubled' but the cartographer wasn't concentrating. ***He was boldly*** *watching* ***stars*** *instead of the ground on his* ***mapping treks.)***

But there were even more troubles out of the water, when out of the woods stepped the dreaded Dark G'Nite. Covered head to toe in glossy black, he was an imposing figure indeed. "None shall pass!" he cried out. "Until one of thy party besteth me in lawful duel, no one thall croth yon bridge."

Arnold immediately stepped forward and the Dark G'Nite slapped him with his dark gauntlet in the customary dark fashion of a dark challenge. Things looked dark. (Say G'Nite, Gracie.)

Arnold suited up for the contest and found out about a problem with jousting in the woods that is normally overlooked. Spud helped out with the Handy Horsey Hoister Portable Hoist.

But before the contest began, Jim decided it was his merry band so he should take up the challenge. What a boy! Stupid, but a good, conscientious boy.

Spud knew Jim would need every bit of help possible, (not going so far as Spud putting his own neck on the line, of course), so he outfitted the lad's mount with Hoof Prints to let the Dark G'Nite know Jim meant business. It's important to present a bold, confident approach when engaging in matters such as these.

There was a problem with the weapon, however. Not expecting to be in a joust, Jim didn't bring a lance with him. It's not the sort of thing you carry everywhere, after all. So instead, Jim decided to go with the Shooter Spear as his weapon. Lucky for Jim that the Sneeho Guild Emporium carries such a comprehensive collection of products. The Shooter Spear turned out to be a very good choice.

Rule #3 -- Trickery can overcome large obstacles that will kick the dirt out of idiots like Arnold.



HOOF PRINTS

Why leave plain hoof prints behind? Express your individuality with a wide selection of Honest Omar's Monster Tracks to fool your followers! Or, communicate with those who come later with a slogan or saying of your choice. Messages up to 20 words on our special Talking Shoes. Merchants -- use them to advertise. Warriors -- threaten trackers. Anarchists -- say whatever you darn please!

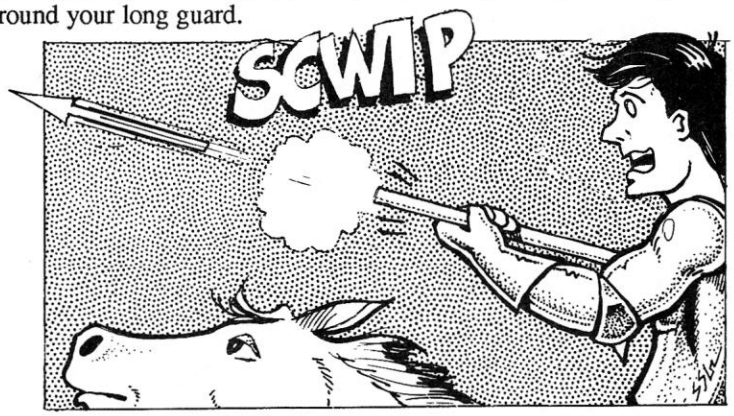
DW202 - Monster Tracks - 10 Royals/set
DW203 - Talking Shoes - 15 Royals/set
(Give monster type or message when ordering.)

Look for our upcoming Waggin' Tongue Wheels!



SHOOTER SPEARS

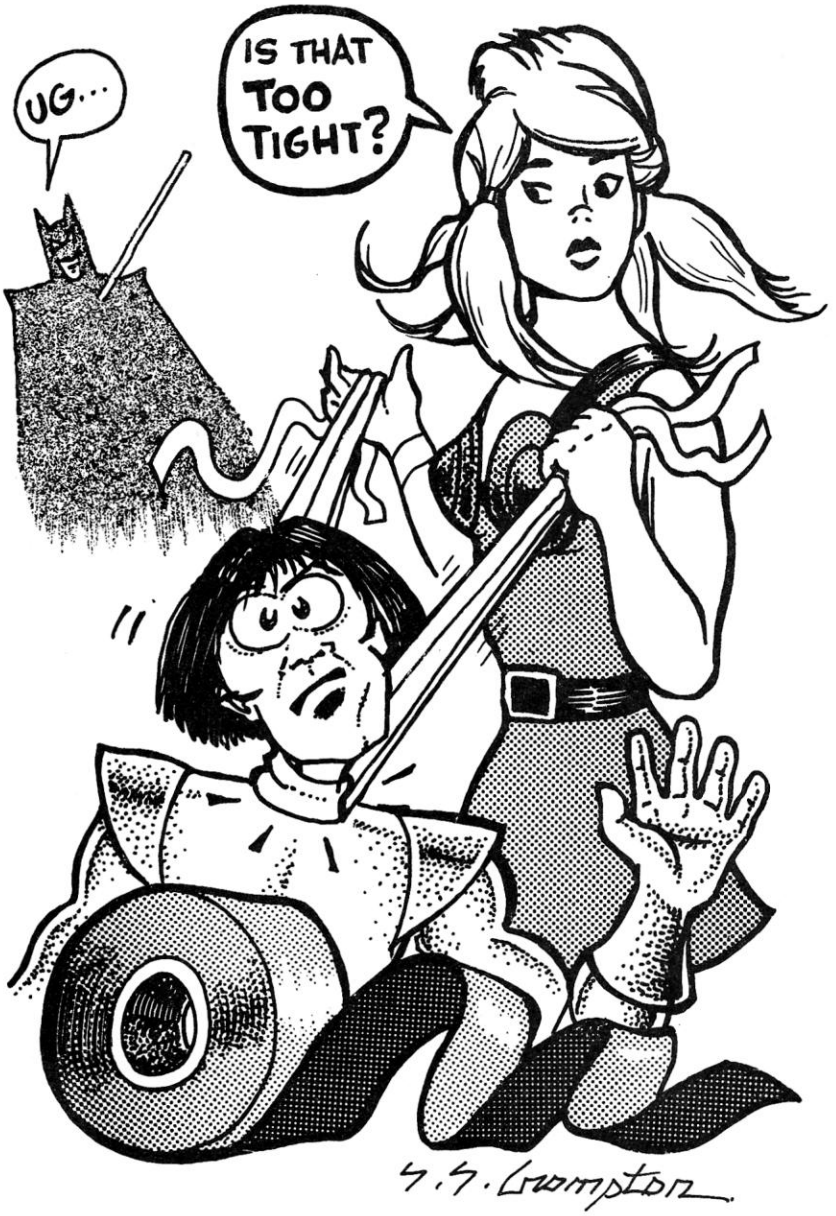
So your father was a just a spear carrier. And worse, he passed the skill to you. Instead of being one of those flashy swordsman everyone in the tavern talks about, you're stuck putzing around trying to fight off mongoose-quick brigands who keep sliding around your long guard.



Now you can get a name for being flashy and keep those nimble little rascals away...permanently! Just use the Spear Chuckers United Shooter Spear! Looks just like a normal spear. But get an opponent out directly in front of the point, press a hidden release button, and presto! About a foot of spear will shoot out and introduce your opponent's belly-button to his backbone! Think that turns you into a simple quarterstaff user? No, sir! Trip the other release and out the other end pops a hidden tip! Spin the staff and you've got another point forward!

Don't be just another spear carrier any longer! Buy the fear and respect you so richly deserve! Let them see the point to your arguments with the Shooter Spear from Spear Chuckers United!

MO143 - Shooter Spear - 250 Royals
MO144 - Extra Head - 25 Royals



TOURNEY-CUTS' TOURNIQUET

Caught the tip of a jousting lance on your arm again? Or maybe got in a little over your head in a fight and had, say, a major limb cut off? Or even worse, climbed too high and got the dreaded nosebleed? Every good delver knows that these situations call for fast, fast action! For many, that means something brutal and painful like cauterization. But for you it can be the painless experience of a Tourney-Cuts' Tourniquet!

First developed as a quick life-saver at the jousts, this handy, easy-to-carry miracle of modern medicine is a must for all adventurers. Simply wrap this specially made cloth between the wound and the heart, (the thing that beats in the chest in most of you - the dreaded GameMaster excluded), and tighten. Soon the blood will stop flowing and you will be safe again. (Just remember to occasionally release pressure to avoid permanently damaging the area.) Carry one wherever you go because you never know when you'll need a Tourney-Cuts' Tourniquet!

Comes in red, blue, green, and black to fit the flow you stem. One size fits all.

MO183 - 15 Royals
Give color when ordering.



The Dark G'Nite dispatched, the party prepared to move on only to find that Arnold had been wounded. Rule #4 -- if you're going to accept a challenge from someone using a glove, make sure it's not made of mail and make doubly sure the owner's hand is not in it when you get slapped!

Jim was excited! You can imagine how thrilled Arnold was that Jim was excited. But Jim kept going on how it was sort of a tradition, the initial drawing of blood, the first fight! Spud was just happy it wasn't his role to be wounded. Bambo was happy that first blood wasn't her part, II.

*At that point, **Arnold** swooned.*

*Jim became even more enthusiastic. **Now** this was truly an adventure! A life-and-death situation! It would mean the party could, no, **had** to try out one of the many medical aids they carried. After rummaging through the equipment, Spud found an item called, appropriately enough, the Tourney-Cuts' Tourniquet.*

*Arnold tried to be brave and pretend it was only a flesh wound. In fact, he **insisted** it was only a flesh wound, but the other members would not let him suffer and try to cover up a grievous injury with false bravado. So, with Bambo's help, they were able to administer the life-saving device and soon Arnold was good as new.*



Back on the road again, (making music with his friends?), Spud was testing out one of the products that particularly appealed to him, High Horse Horseshoes. With his new-found confidence and improved vantage, he took the point and lead the intrepid band onward into the wild lands -- right into the sacred territory of the Momars.

Legend has it that the Momars were once human, but the family was so ugly they were kicked out of the lands of men and forced to live in the swamps. Another tale has it they were cursed into going to the swamps. (Something about needing to rise above the scum, but I'm not too familiar with that concept, and you know how legends stretch the truth anyway.)

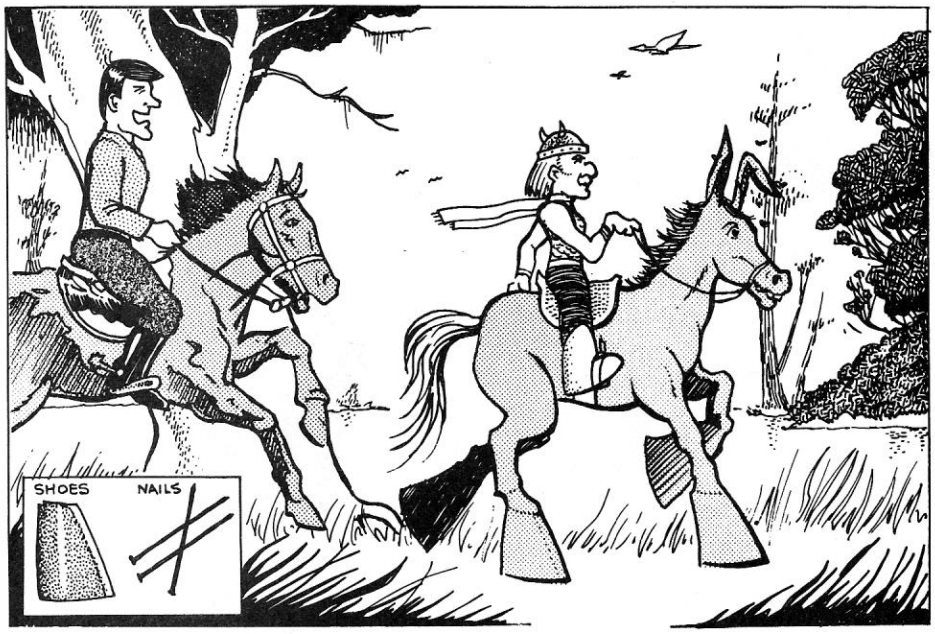
Soon after the party entered the Momar lands, a hoard of the strange swamp-dwellers came charging out of the mire determined to reek havoc on our little band. Our heroes sent arrows flying into the thick of the muddy marauders, but to no avail. All seemed lost until Spud brought a couple of the baggage carriers forward. Jim, thinking Spud planned to sacrifice these men while the party ran off, was about ready to pull them back. What he didn't know was that these were BurnerBearers! Moments later, the Momar tribe ran shrieking back into the muck.

HIGH HORSE ELEVATOR HORSESHOES

Rise above the rest when your mount wears our special lift shoes. Now your horse will tower above the others, enhance your leader mystique, and allow you easier surveillance of the countryside. For the little folk -- your ponies can rise to the size of normal horses, freeing you from the torment of endless 'short' jokes.

So get on your high horse with a little help from Honest Omar's!

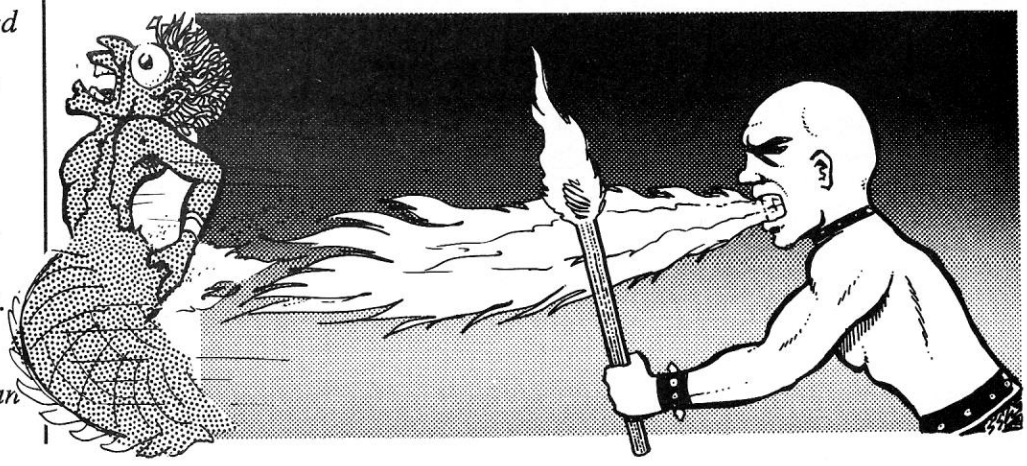
DW204 - Elevator Shoes - 10 Royals/set
DW205 - Extra Long Shoe Nails - 5 Royals/box



BURNERBEARERS

The hoard of screaming savages charges closer. You've taken out several with your bow but nothing seems to break their spirit. Is all lost? Not if you have BurnerBearers from Serf 'N Slave! Just give the word and these torch-carrying crazies will step out in front of you, take a mouthful of the special poison we also sell, and breathe out a huge gout of flame worthy of the mightiest dragon! The sight of this is guaranteed to rout any barbaric band!

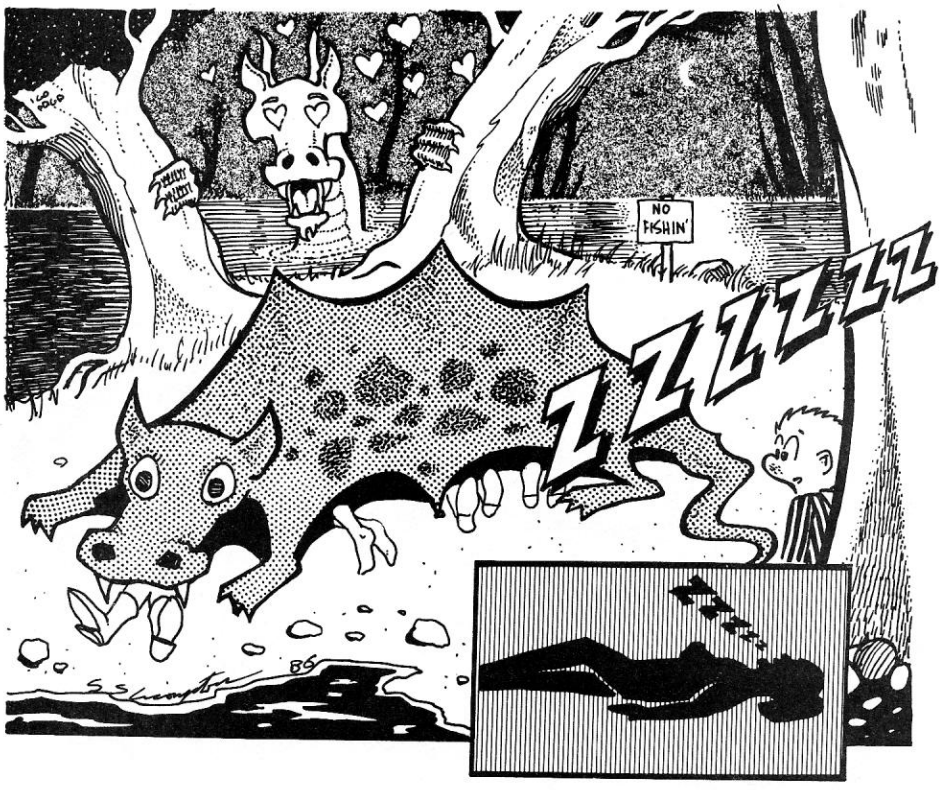
MO102 - Buy - 1800 Royals
- Rent - 60 Royals/day
MO103 - Dragon fluid - 5 Royals/flask
(Warning: Do not tickle BurnerBearers while they are working!)



SLEEPING MONSTER TENTS

Traveling in a large group? Tired of playing "Who's on Guard Tonight?" You must get a Shyster& Son Sleeping Monster Tent! Why waste sleep? Just make your group look like the biggest nasty in the valley and enjoy the kind of sleep only the dead know. For extra realism, we suggest you slaughter an animal or peasant and place the body under one of the 'claws'. And, if you don't have enough big snorers in your party to help produce life-like sounds, lease a SnoraSlave or two. They work by day, they work by night! What could be better? See the Serf 'n Slave section for details. Specify color or locale when ordering.

MO214 - Large bear (holds 2)	- 300 Royals.	Wgt. - 30 lbs.
MO215 - Pride of lions (4)	- 500 Royals.	Wgt. - 50 lbs.
MO216 - Wyrm (8)	- 900 Royals.	Wgt. - 90 lbs.
MO217 - Giant (15)	- 1500 Royals.	Wgt. - 150 lbs.
MO218 - Dragon (30)	- 2300 Royals.	Wgt. - 300 lbs.



SNORASLAVE

It's almost impossible to find a group nowadays that can travel quietly when the situation calls for it. Clanking armor, unexpected phobias, and plain old blood-lusting berserkerness can absolutely ruin surprise. Nighttime is even worse since you depend so much on sound. So why bother with trying to be quiet? Why post guards and waste sleep? Instead, scare the other guys (or things) away! Use the Serf 'N Slave SnoraSlaves! These bearers don't make feeble noises that bother just the horses. They are guaranteed to keep you from being eaten by some creature, or DOUBLE YOUR MONEY BACK! We highly recommend using these thralls on the trail, especially in conjunction with the famous Shyster and Son Sleeping Monster Tents.

MO100 - Buy - 750 Royals
- Rent - 25 Royals/day



Even though the cowardly Momars had run off, Jim and company knew they would have to deal with them again to get to their northern destination. But it was too close to nightfall to continue, so our adventurers had to bed down.

Arnold and Bambo were concerned about the proximity to the Momar swamps and the monsters that dwell there, but Jim and Spud guaranteed them that -- thanks to the Sneeho Guild Emporium, yours truly, and the Sleeping Monster Tent -- our heroes had the right equipment for just such a situation.

And, once again, Spud moved a bearer up for double duty. This time, it was a SnoraSlave. Arnold was so impressed with the bearer's abilities, he took lessons from him. (I imagine it was so he'd have some skill to fall back on when his fighting days were over.) Anyway, with this double threat, the group spent a peaceful night.

Well, they did have one minor complaint from a servant, but overall, everyone agreed that the tent worked to perfection.



Actually, it took a lot more convincing that night before Bambo was totally confident of her safety. She decided to use Protect-Cuirass Armored Sleepwear just to be sure. With arguments like hers, the men suddenly weren't so sure she was safe either but they soon decided she was probably alright with the Protect-Cuirass on.

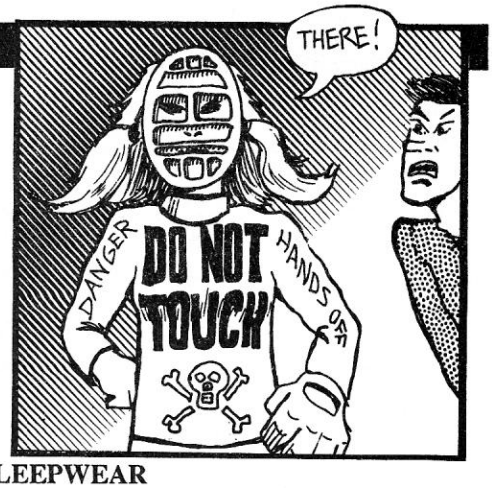
Jim, being a city boy, (a good, conscientious city boy), had a different problem. He had a hard time adjusting to the noises from the wildlife and opted for the Sleep-EZ Earmuffs to insure a comfortable night's sleep. Trust the Sneeho Guild to make the swamp and your home seem like the same, comfortable place!



The next day, it was decided that the party should split up and search for a way through the swamp to the north. Jim sent Arnold and Spud one direction while he took Bambo the other.

Rule #5 -- Sometimes it's good to be the leader.



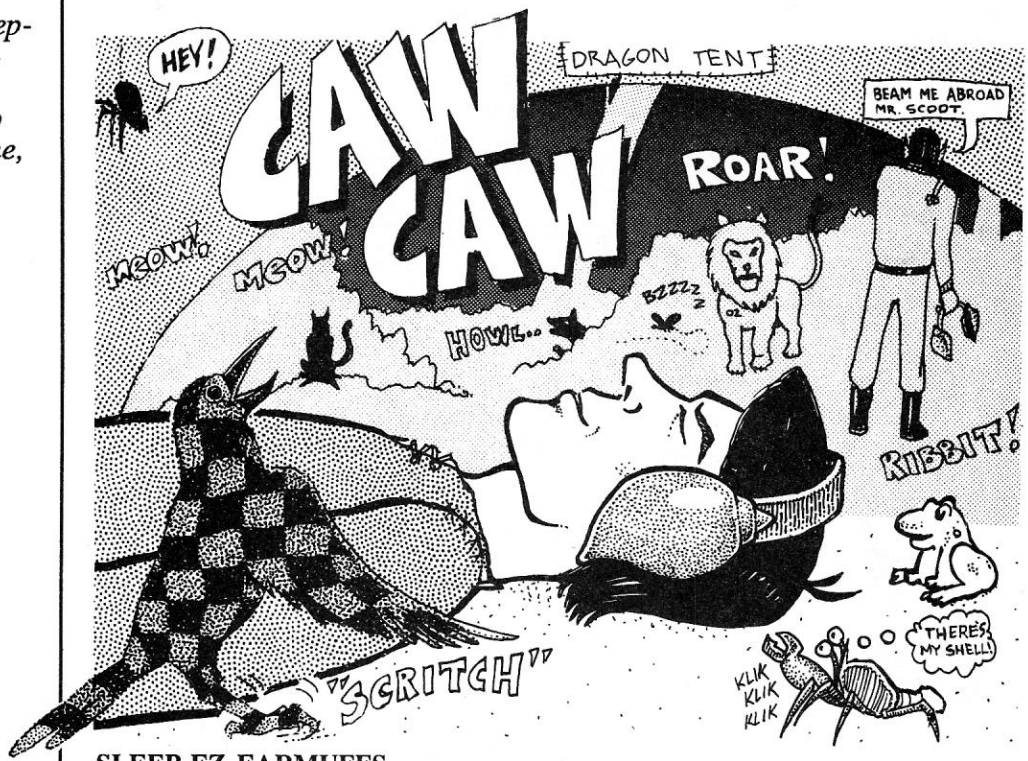


PROTECT-CUIRASS ARMORED SLEEPWEAR

Hardy adventurers everywhere will rejoice at this revolution in wilderness fashions! No more sleepless nights spent tossing and turning in your bulky, old-fashioned armor! Now Frederick's of Whyborya announces a new era in comfort and protection -- The Protect-Cuirass Armored Sleepwear, the answer to the weary warrior's prayers.

Here's how it works. The sleepwear appears to be just an ordinary cotton tunic on the surface. Underneath the comfortable cotton lies the secret, specially-designed, ringmail-reinforced leather strips. These strips are scientifically placed in such a way to insure maximum protection and still allow for the most comfortable rest you've ever had in the great outdoors. Now tired adventurers can sleep soundly with the knowledge they are safe, thanks to Protect-Cuirass! More than just a name, it's a state of mind.

JD162 - 80 Royals



SLEEP-EZ EARMUFFS

We've all been there: tired from trekking through long dungeon corridors, needing sleep, grouchy, irritable. You lay down to catch forty winks and the monsters won't shut-up! They're making enough racket to wake the un-dead! What can you do?

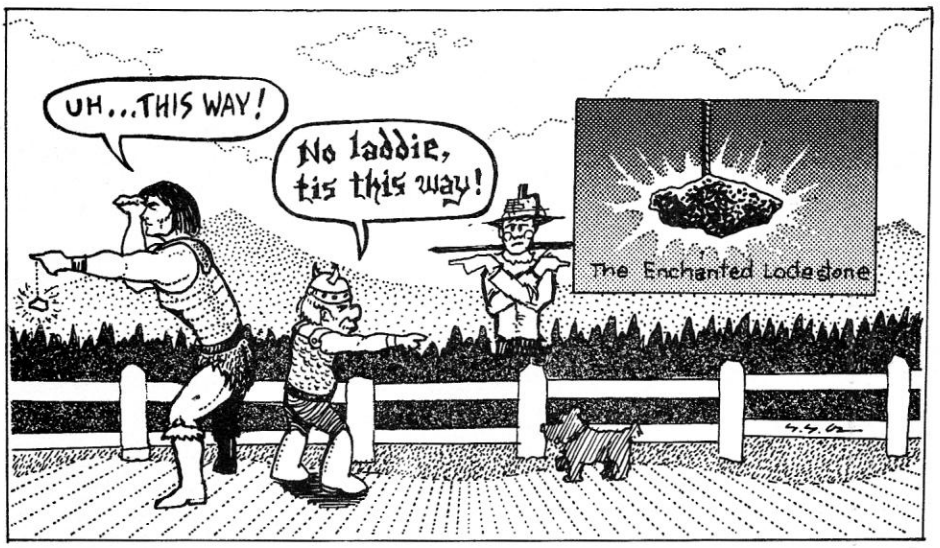
Wear Sleep-EZ Earmuffs from Ripco, that's what! Designed and tested for eons, these stylish earmuffs will soothe you to sleep. It's almost like sleeping on a peaceful ocean beach! Easy to use and cleverly disguised, the Sleep-EZ Earmuffs let you sleep when you need it most!

MS222 - 50 Royals

ENCHANTED LODESTONE

Is there a map-making fanatic in your group? Sure there is! And, like everyone else in the party, you're tired of hearing "Just one more measurement." Want to fool the fool? Give him a Blue Foon Enchanted Lodestone! It automatically points to the nearest source of low-grade zinc! The practical joke of the century!

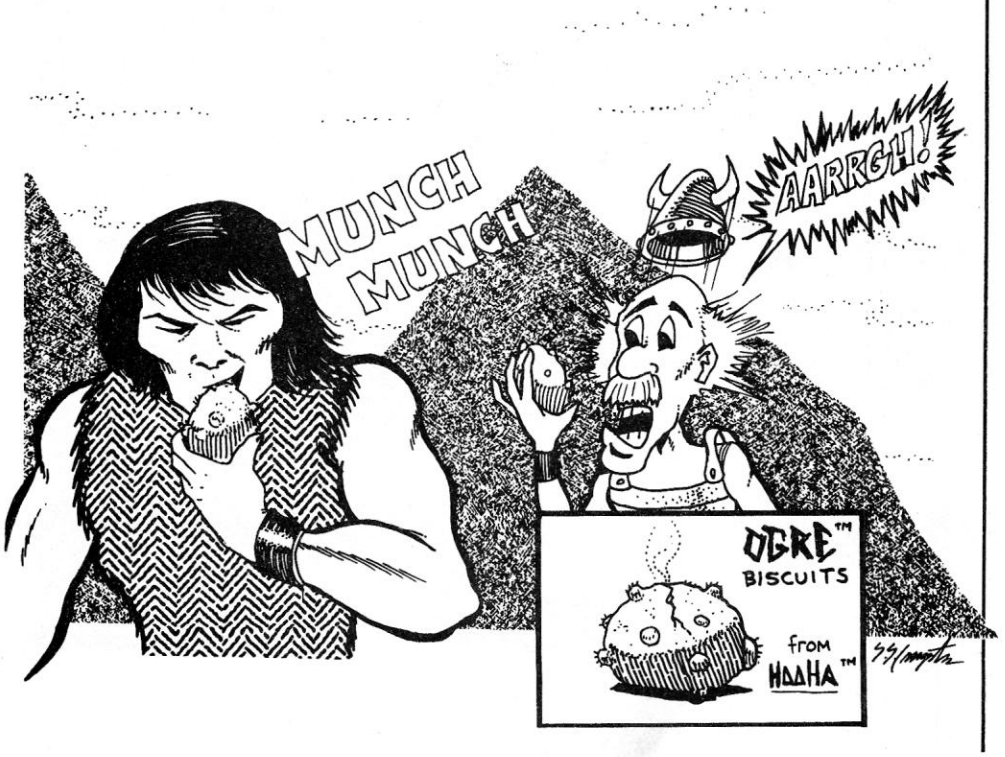
LC225 - 25 Royals
MO226 - 5 Royals for 10 lb. lumps of low-grade zinc.
MO227 - 10 Royals for gallon of zinc based paint.



OGRE BUNION TRAIL BISCUITS

These tasty treats are perfect for the trail. You can chew on one for weeks! And, in an emergency, you can use one for a substitute anvil! How convenient!

LC209 - 1 Royal/biscuit

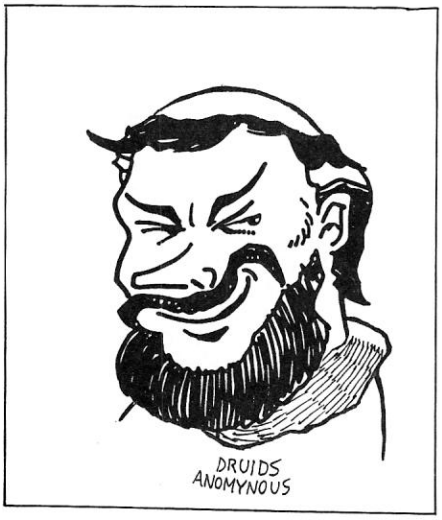




Arnold dragged Spud along claiming he knew of a hidden trail leading north, one they would find with no problem. Unfortunately, Arnold didn't realize the lodestone he was using to keep directions was another offering from Blue Foon, this one called the Enchanted Lodestone. It looked like it would be a long and hungry day for the pair until Arnold brought out an Ogre Bunion Trail Biscuit. Spud was thrilled.

Let me explain something about the company that produces the Ogre products. Hooha stands for Handicapped Old Ogre Hunters Association - a non-prophet organization. Now it's not often I get involved with a charity group and this time is really no exception. Normally, though, I wouldn't have picked up so many of their items but you should see the looks on those poor old hunter's faces. And the stuff is cheap, too. Anyway, ***you*** *should be aware that all Hooha products are hand-made (or hook-made, as the case may be) from genuine ogre renderings. Buy these, folks. It's an ecologically sound idea and for a good cause. (And the Hooha guys get a cut, too.)*





The first day of searching by Jim and Bambo led them to a deep forest on the edge of the Momar territories. It was full of thick growth but they felt sure it would be a safer path to the northlands and started pressing through. After only a few minutes of hacking away at the foliage, a woodland magician wearing pieces of green appeared and threatened the adventurers if they didn't stop tearing up the forest. They reluctantly agreed but the pest got upset everytime they stepped on a blade of grass! Finally, Jim remembered another of the Blue Foon gag gifts that was perfect for this situation. When the offending mage had his back turned, Jim brought out a package of Confuse-a- Druid. In a few seconds, he and Bambo were off again.

They continued hacking through the forest only to have ***another*** *figure step out and complain about their methods. "You need not cut, especially not the... cane," the bald fellow said. "Instead, one must become one with the oneness of the forest. If one can overcome the single oneness of one's spirit and instead become of the oneness of all, then one will have won!"*

He kept bowing and scraping and spouting this stuff until Jim and Bambo could take no more. So what clever item did they use to elude this annoyance?

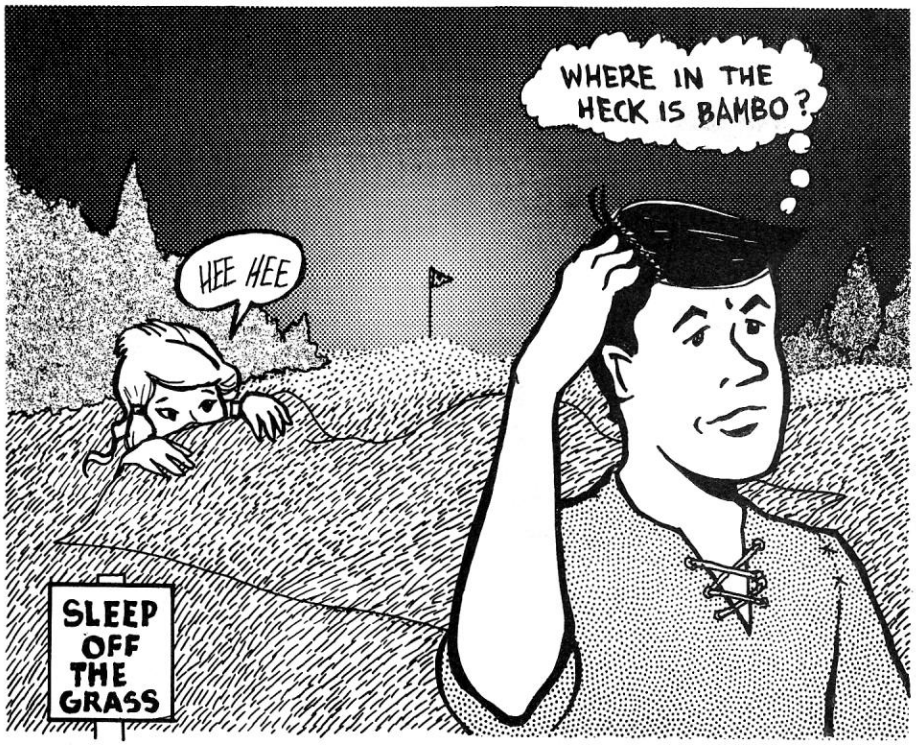
CONFUSE-A-DRUID POWDER

Tired of not being able to clear a trail? Tired of trying to make a bow out of dead wood? Tired of that holier-than-thou druid complaining when you've had too much wine the night before?

Show him how you feel with Blue Foon's Confuse-a-Druid Powder. The merest touch to any plant will cause it to emit moans, pitiful pleas for help, even screams! For best results, sprinkle a little on the druid's clothing -- then watch him fondle a fern or tickle a tree! He'll try one soothing spell after another but the closer he gets, the more the plants complain! Drives druids as crazy as they drive you!

LC228 - 20 Royals/vial





CAMOUFLAGE BLANKETS

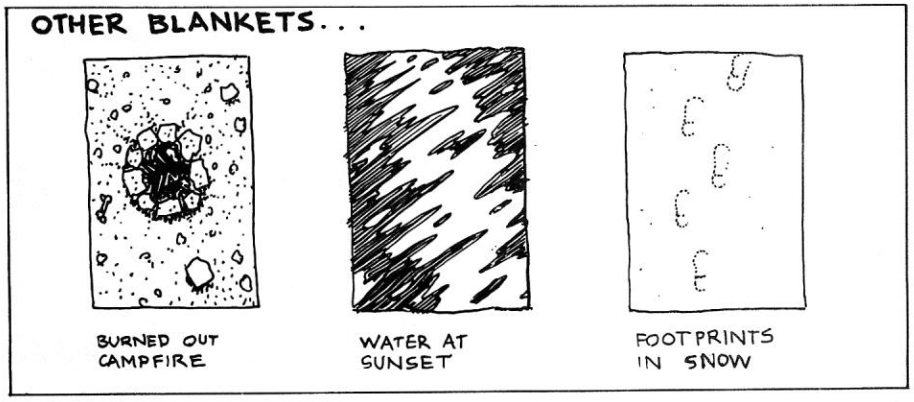
Not wandering around with a group? Out in the woods by yourself? Don't like the high cost and heavy weight of a big tent? Would rather sleep naked on a bed of gold in the middle of a nest of dragons that in a tent with a bunch of scruffy explorers? The Shyster & Son Camouflage Blanket system is for you! We can make you look like anything from a moth-eaten brothel blanket to a week-old wolf carcass to a burned-out campfire. Get a few yards from the other brigands, crawl like a whimpering dog under your blanket and vanish from the sight of any of those 'sleepwalkers'.

MO219 - 40 Royals
Give locale or item you want to look like when ordering.
Note - Not responsible if you put the item down and can't find it again.

NOW AVAILABLE (Special orders only!)

Exploring a volcano? Need a little shut-eye? Our new Incandescent Camouflage Blankets are guaranteed to hide you completely on even the most exposed lava bed! You are also guaranteed the MOST UNINTERRUPTED SLUMBER you've ever had! Your money cheerfully refunded if you are not totally satisfied -- No questions asked! All prior tests of this model have yielded heart-warming results!

LC220 - 75 Royals



No item needed! Bambo just waited until the bald guy bent over a little too far and gave him one of her own!

But the two delays cost them precious time and they had to bed down for the night. Jim was really heart-broken at not having the happy band all together. At times like these, he really missed Arnold's camaraderie and Spud's intrusions. So instead of the entire party, including bearers, being crowded together for the night, it was just the lovely Bambo and good, conscientious, and slightly-agitated-for-some-reason Jim. (Ah, well, one, er, a person, must be strong in trying situations.)

And, a person must not forget safety, especially in dangerous areas. So the duo used the Camouflage Blankets for the night. Jim was looking forward to using a product that would make the two of them nearly invisible from prying eyes. Bambo was also delighted by the clever item. She got a big kick out of being only a few feet away from Jim without his knowing it.

Even with the Camouflage Blankets, Jim had a troubled night.

After they woke up in the morning and rediscovered each other, Jim expressed concern (rightly so) for the welfare of Spud and Arnold. But before Bambo could answer, time froze as a dreaded Meanwhile zipped away from them and landed on the next page.





*Meanwhile, Spud and Arnold had found their way back...to the Momar lands. Once again the Momars massed forces and charged the intruders. Without good, conscientious, slightly-intelligent Jim to hold him back, Arnold rushed the Momars! (Of course, he **did** have a fabled Never-Miss Sword with him, courtesy of the Sneeho Guild Emporium!) Spud made sure more Momars didn't sneak up from behind the hill and surprise Arnold. In fact, thinking he heard them on the way, Spud risked life and limb to make sure the Momars couldn't make it up the hill.*

*Finally, through titanic stupi... courage, Arnold drove off the hoard, but not without taking minor damage himself. Spud came back from routing the hill Momars, (so **he** said), and ministered to Arnold with the No-Flo Stiptic Pencil.*





NEVER-MISS SWORD

The stuff of legends. You've all heard about them. Now, as a limited time offer, Ripco is selling the fabled Never-Miss Swords! Craftsmanship you can't believe! Balanced like no other weapon! Truly the most amazing weapon you'll ever see!

We need say no more. Supplies are limited, so hurry! Be a legend yourself with the Ripco Never-Miss Sword!

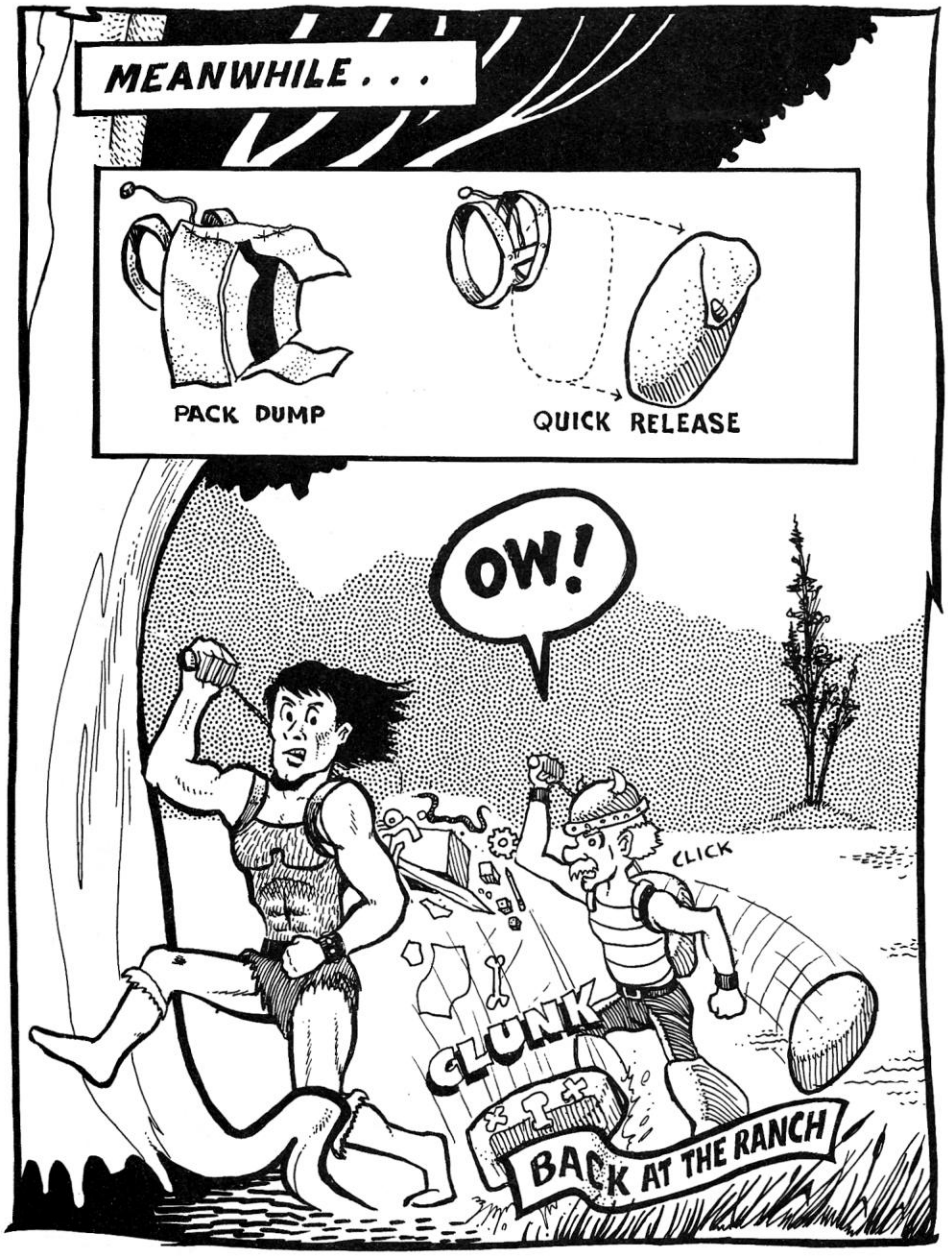
MO146 - 10000 Royals
Shipping Wgt. - 1500 lbs.

NO-FLO STIPTIC PENCILS

Are you tired of oozing cuts that refuse to close even days after a battle? How many times have you been laughed at for clotting a gaping wound with toilet paper? Tired of slippin' on all that blood you've been drippin'? You'll never have these problems again when you have the Ripco No-Flo Stiptic Pencil. Merely rub the tip over the wound and presto, no more blood flow! Comes in three handy sizes!

MS180 - Slight - 5 Royals/stick
MS181 - Gaping - 10 Royals/stick
MS182 - Critical - 25 Royals/stick





PACK DUMP

You've just cleaned out the tomb of Tootandcomein and are heading home loaded down with an immense treasure. But wait! You fall into the raging river, get surprised by renegades, or are invited to dinner by ogres! You can always go find, clean out, and loot another ancient lost treasure-of-the-ages, but you can't spend money when you're dead! We at Ripco want to keep you alive! That why when your treasure becomes a burden we're there to help! Just pull the cord on the Ripco Pack Dump and you're off and running again! No muss, no fuss.

MO210 - 15 Royals

QUICK RELEASE PACK

If you're like most adventurers, you have a tendency to carry enough stuff around to open your own store. Let's face it, all that weight can interfere when you get into a fight. It's not likely you can call for time to take off your pack, so you better have an Avarice Quick Release Pack. It can be a lifesaver! When trouble strikes, just pull the cord and you're ready to go.

Not to be confused with the Ripco Pack Dump system.

MO211 - 50 Royals

Arnold had barely pulled himself together (with Spud's help) when the Momars attacked again. Not having the strength to fight, they ran like craven, cowardly dogs! If it wasn't for Spud's Quick Release Pack and Arnold's Pack Dump, they may not have made it!

(What am I saying! It wasn't ***their*** *packs, it was the* ***Sneeho Guild Emporium*** *packs that saved their bu, bu, buttons.)*

Onward they ran, and on, and on. The Momars took the opportunity to take a look at the kitchen sink. (How Arnold got one of those in his pack I'll never know, we don't sell them... yet. Maybe the artist knows something.)

And on and on they ran. Arnold was exhausted and poor Spud's little legs were on the verge of overheating.

And ***still*** *on and on! They would have stopped, but the stupid Meanwhile still lingered overhead, not ready to go back to Jim and Bambo, so Spud and Arnold had no choice!*

Finally, the Meanwhile spotted a circling Back-at-the-ranch and took off in its own pursuit. Arnold and Spud used the opportunity to take a short nap knowing the silly aboriginal Momars had never seen a Meanwhile before and would stand around gawking for several minutes.



MEANWHILE...

How, they wondered, were the Momar hoards finding them so easily? Nothing came to mind for a while until Arnold reached over Spud to pick some fruit of a tree. (No, I refuse to make that joke!) Spud realized the reason they were being found was a plain as the nose on his face...literally. The Momars, with ample beaks of their own, could ***smell*** *the heroes! They'd been too long on the road without a bath! Not having clean water nearby, they instead turned to Best Defense Colognes to throw their pursuers off the trail.*

The whole situation really was becoming offal. The look on their feces was terrible. (Ok, I'll put an -- end -- to these jokes.)



They continued on back to the camp only to find Jim and Bambo had not made it back. Heroes first and foremost, (as opposed to thinking, sentient beings), the duo set off to rescue the beautiful damsel now in distress...and good, conscientious Jim. (I'll bet you thought I'd make a bad pun about Bambo in distress and dat dress, didn't you? After feces, I thought I'd have mercy.)

BEST-DEFENSE COLOGNES AND PERFUMES

Even when you're at your sneakiest, sometimes they know you're there. How? The sad fact is, your enemies can SMELL you coming, and right away they know they're being stalked by a human, elf, dwarf, or whatever breed or halfbreed you are! When you lose that element of surprise, you just might lose your life, so why risk it? Give yourself that extra edge -- with Best Defense Colognes and Perfumes, you'll never have to worry about smelling like yourself again!

Subtly different for men and women, one application lasts weeks, or until your first swim. To ensure the most odoriferous freshness, your scents are sent out the same day they're created! Send today -- and never wonder what you smell like again!



Six distracting fragrances: Omnipotent Ogre, Deceptively Dragon, Tactful Troll, Glorious Goblin, Roc-y Roads, and Gentle Giant.

Remember, your Best Defense is a 'strong' offense!

LD239 - Chip size - 10 Royals
LD240 - Patties - 15 Royals
LD241 - Pies - 50 Royals

Warning - Use extreme care approaching the family guard dog after application.



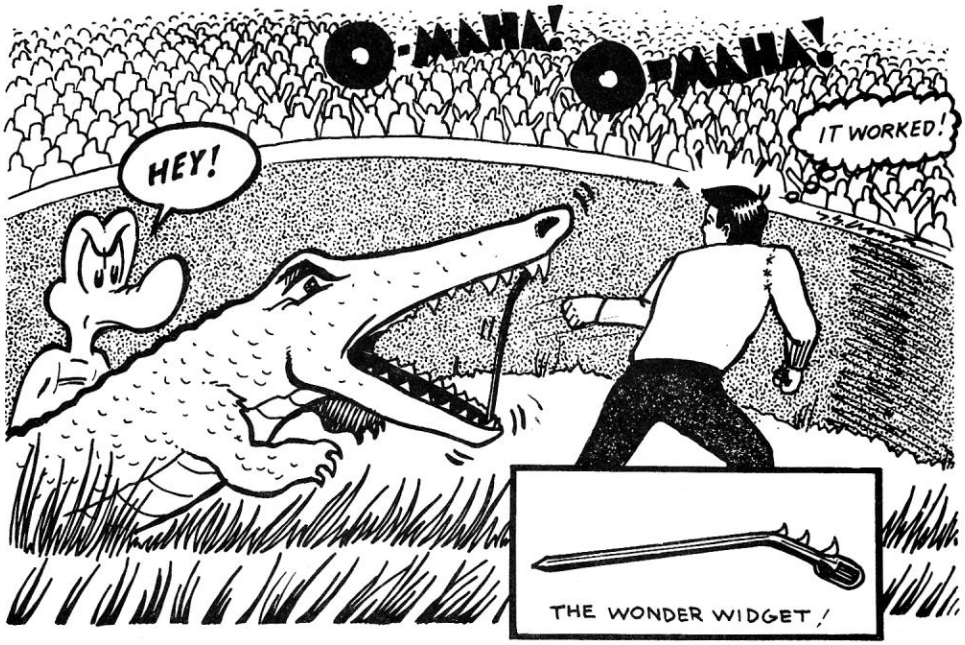
"DON'T KILL ME, I'M RICH!" SURVIVAL GUIDE

Translated from the secret annals of none other than King Frelant -- the Paranoid-- the "Don't Kill Me, I'm Rich" Survival Guide by Beowimp, Inc. features multiple translations of several key phrases that can save your life at a moment's notice. One of them is sure to work, or your money posthumously refunded. The book goes into rich detail on the appropriate gestures, utterances, and obeisances required to insure you maintain that tenuous grip on life.

As well as that old favorite surrender line the guide is named for, complete instructions are included on how to convey such ideas as, "Don't kill me, I'm a long-lost relative!", "Don't kill me, I'm harmless, pathetic, and totally incapable of any sort of violence!", and the particularly fitting, "Don't kill me, I've wet myself!"

Be a wimp with Beowimp -- and be alive!

MO302 - 20 Royals



WONDER WIDGET

Need a hand getting out of a tight spot? Are walls closing in on you? Is freedom from a trap just out of reach? Then Ripco's Wonder Widget is just what you need!

This handy, easy to conceal, portable tool is just the thing for those "impossible' situations! With this 101-use, miracle tool, you'll never have trouble getting out of scrapes again! Wonder Widget does it all!

You ask what exactly does it do? Well, it levers, it pries, it lifts, extends, bashes, smashes, jimmies, cuts, scrapes, pushes, pulls, bumps, grinds, wedges, twirls, and drops. It opens cans, chests (treasure and anatomical), windows, doors, boxes, bottles, and skulls. It replaces over a dozen tools every delver needs!

And Ripco gives you all this for only a few Royals. If it doesn't do everything we describe and more, your money back...and you know how we feel about that!

JW246 - Wonder Widget - 75 Royals
JW247 - Instruction book - 10 Royals
JW248 - *New* -- complete uses list - 5 Royals

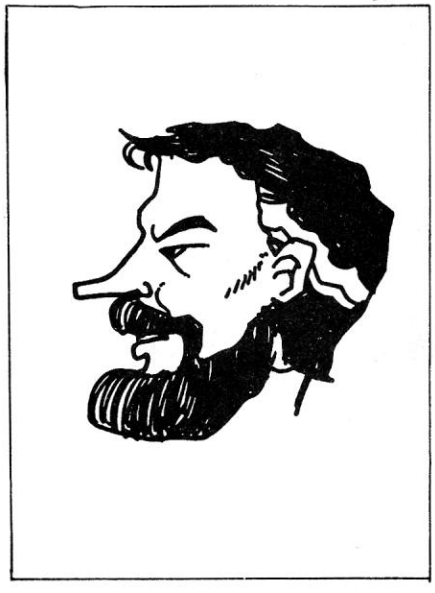
Rule #6 -- It's not always good to be the leader. Case in point, Jim and Bambo searching for the pathway to the north on the second day. A coward would have sent out some of the help at the start, but not good, you-know-the-rest, Jim. Instead, he was out front, so when they found the quagmire town of the Momars, it wasn't some worthless peasant that got nabbed, it was good, in-trouble, Jim.

Capture by the Momars usually means death as a sacrifice to the great frog god of the swamp, Maha. However, the Momars aren't completely without scruples with their prisoners...Well, actually they are but they're also very stupid so they gave the duo a chance at trial by combat.

The Momar high priest, Quadaffy, took Jim to the edge of a murky pool to partake in mortal combat with one of the denizens of the swamp. The other tribesmen chanted for their frog god as they threw my poor son in. (Ready?)

So while Jim wrestled the wild alligator, the crowd screamed, mutually, "O Maha!" (Out in the wild kingdom, Bambo got violently ill...)

Jim would have been found in the future in a handbag and matching luggage set if not for the Wonder Widget.



Jim was saved! The bad news was that his defeat of the alligator meant he would be a better sacrifice for the Great Frog. (The Momars have the same sort of logic the old witch hunters had.)

The sacrifice was scheduled for dawn the next day. That same day, Spud and Arnold got up at the squawk of dawn thanks to the Clockman...and the Sneeho Guild Emporium, of course. (There ***is*** *a minimum number of plugs I have to do!) An excellent idea to get up early in view of their circumstances. You've all heard the saying, "Early to bed, early to rise, keeps my behind safe and alive!"...You haven't?*

CLOCKMAN

You ran all day trying to get away from those bad guys. Come nighttime you knew with a little sleep you could reach safety tomorrow. Just a little peaceful shut-eye and up at the crack of d(yawn)...and you wake to find the sun high in the sky and a spear prodding your side.

Want to avoid this situation? You may have had a hard time getting up in the past, but never again with the Clockman from Sosume. Just lift the cover from the cage containing our famous Mini-Minahs and don't give another thought to missing the dawn. At first light, the Clockman will fill the valley with a choice phrase to greet the new morning. For those of you who want a snooze button, just fit the optional muzzle attachment over the little beak and tie the other end to your foot or arm. Your first thought of the morning will be how surprisingly strong the little bugger is. Or at least your second thought. You'll never oversleep again with the Clockman... by Sosume.

Available in "Turn out the light, schmuck!", "AAAARRRGGHH!", and "I'm melting! Melting!" Your own phrase 30 Royals extra.

MO223 - Clockman Minah - 50 Royals/Minah
MO224 - Muzzle - 10 Royals
Extra Minahs at 10 Royals less!





Anyway, getting up early gave them time to restock with Sneeho Guild Emporium merchandise before going out to find good, conscientious Jim and Bambo the Bimbarian. Spud knew I'd be worried about my boy so he took a few minutes to prepare a letter telling me (lying to me) about how well things were going. Being in the swamp, the Carrier Duck delivery system was just the thing to get the good news back to me without delay.

That done, the terrible twosome set out to find their friends.

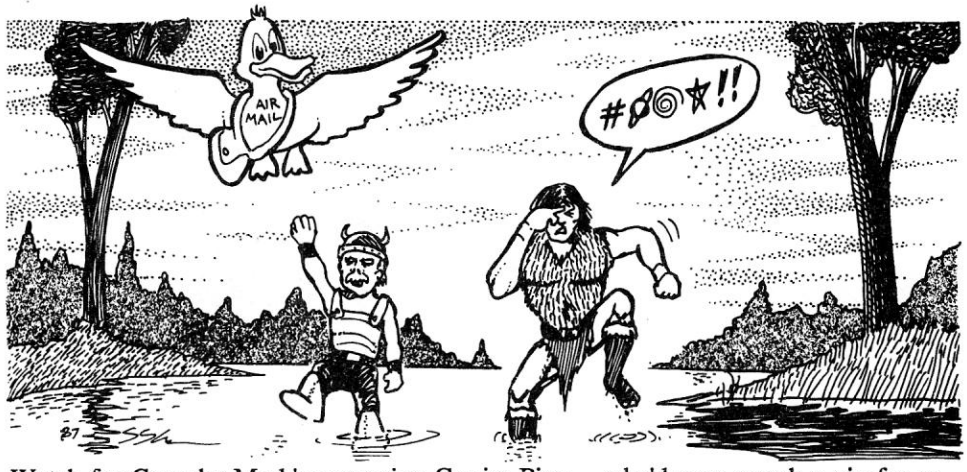
CARRIER DUCKS

Sure, anyone can use a carrier pigeon. And they do serve a purpose but what about that swamp dwelling friend you need to contact? How about the Lady of the Lake? What about the king one ocean away? No pigeon's going to make it in these situations! But Grouchy Mark's Carrier Duck can!

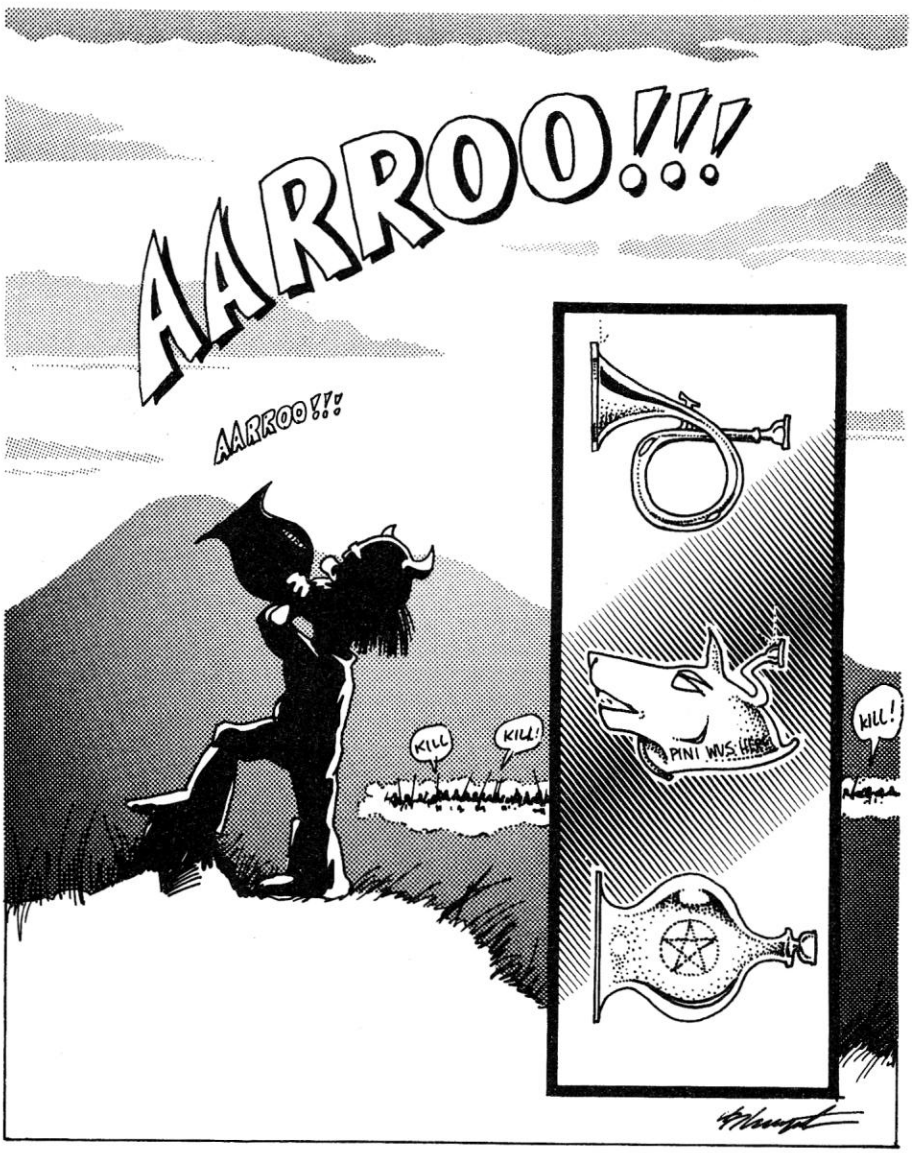
And our ducks have another advantage. While homing pigeons only go to one location, ducks will go to two!* If worse comes to worse and the target of your message is under siege, ducks make a delightful dinner -- far more meat than a scrawny pigeon!

*(Dependent on time of year.)

MO253 - 25 Royals/duck



Watch for Grouchy Mark's upcoming Carrier Pigs -- who'd ever search a pig for an important message?



For hours, Spud and Arnold searched for the Momar village. Finally, in the middle of muck, mire, and scum, (attorneys-at-law -- Do you know someone who's just had an accident? Have you had an injury to your spine?) they found it. After a short planning session, they decided to split up and surround the village filled with hundreds of the Momars.

Rule #7 -- Are you insane?

Actually, they were going to use the Calling Horns, (offered by you-know-who), and thought the cowardly Momars might think the duo was an army and run off. At the appointed time, they trumpeted battle calls back and forth, filling the valley with the sounds of advancing troops.

Unfortunately, the Momars, (not to be confused with the Larrimars or Curlimars) wouldn't have enough sense to run even if the entire Roman Legion marched up and announced they were going to kick tail and drink ale. So the silly swampers came pouring out of the village ready to fight again.



CALLING HORNS

Need to get in touch with an ally across a long distance? Are you lost and in need of help? Or do you want to confuse a chasing enemy patrol?

You can do all of this and much, much more with Quinton Callers Calling Horns! Imagine the strategies you could use if you could control all the troops with simple commands broadcast powerfully across the battlefield! Think about the increased chances of your survival if you could be heard miles away from your injured location!

And, we have special horns that sound like different animals! Tuned by the master himself, these horns sound just like the real thing! The enemy may ignore that wolf-call but your friends know it's an attack signal! Or make a wailing demon sound guaranteed to raise the hackles of even the veteran warrior!

Use it for travel, battle, or just to entertain you and your friends! The Quinton Callers Calling Horns -- so you can reach out and touch those long distance friends.

MO287 - Basic Horn - 40 Royals
MO288 - Wolf Call - 50 Royals
MO289 - Demon Wailer - 75 Royals
Other horns available on request.

Arnold stood his ground. He was well prepared, cool, ready to fight any army with his trusty sword and gleaming armor. The quintessential (you look it up!) hero, he would **not** *be denied!*

*(**Boy**, is he dumb! Let's think about this for a second. You're alone against a bunch of crazies that don't know the meaning of the word fear or many other words. C'mon! These guys a worship a **frog**, for crying out loud! Not exactly the cerebral sort you'd want your sister to date. Guess that depends on the sister, though. The only help you will possibly get is from a cook who specializes in **chicken** soup for a reason! So you meet them head on?)*

It was definitely a showdown, a real wit-battle of the ages.

So there he stood, posturing in all his glory while the Momars kept charging. (At least he let them do the running.) Then, at the last second, he let out a blood-and-milk curdling scream and leapt into the enemy midst, ready to unleash carnage and devastation.

Sounded good, didn't it. Too bad he'd picked up the Droopy Sword as his weapon. Oh, well, at least he had the invincible Dragon Armor to save him from further embarrassment.





DROOPY SWORD

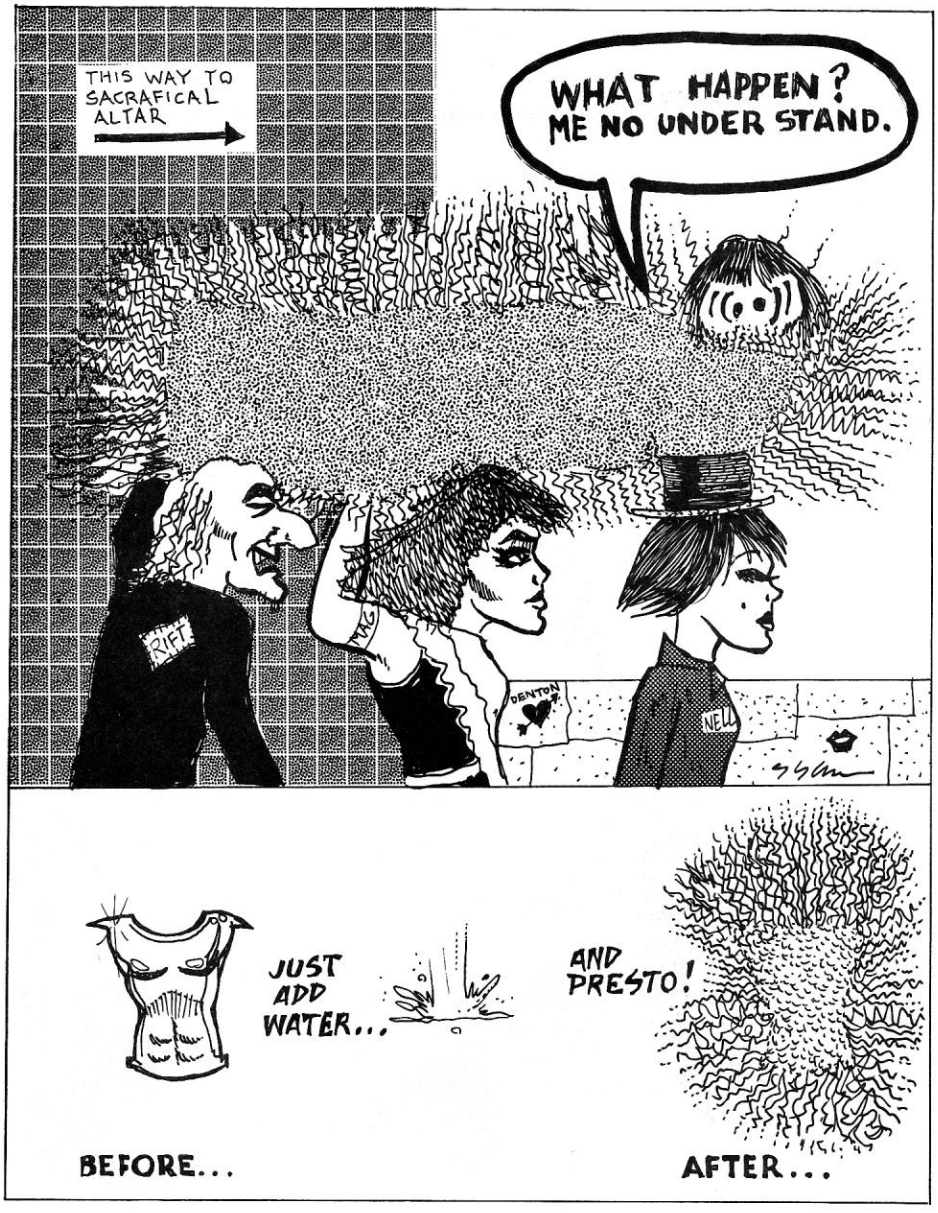
Looks like a handsomely made sword. Feels well-balanced. Even has a fairly keen edge.

But, when the hand gripping the hilt of this Blue Foon exclusive starts to sweat -- like in the heat of battle -- a built-in "Metal-to-Tofu" transformation spell is activated! Just the thing to surprise your 'hack and slash' friends!

LC151 - 35 Royals

DRAGON SKIN ARMOR

What's the toughest thing you know? Not trail food, the thing with the toughest skin. No, we still don't mean trail food, we mean the dragon, of course! It's hide is the stuff of legends and dreams. Only the finest weapons wielded by the purest warriors with the greatest skill... you get the idea, it's tough!



Ooops! Wrong again! Arnold had ***thought*** *it was the invincible Dragon Armor. Actually, he'd reached into the Blue Foon gag box again! Instead of getting durable dragonskin, he got Fuzzy Armor!*

Well, it did answer a question I had. I wasn't sure if slime, such as the normal skin coat of the Momars, would activate the, uh, properties of the Fuzzy Armor. An important lesson for us all.

After a few seconds of total, and usual, confusion on both sides, the Momars trussed the unlucky Arnold up and dragged him off to the altars to be sacrificed along with Bambo and good, conscientious, kind-hearted, and captured, Jim. They were overjoyed to see him.

At least Arnold had the satisfaction of knowing he'd littered the Momar camp with sticky orange fuzz. (Small mind, small victories.)



Well, now you can have dragon armor of your very own! That's right, the folks at Ripco have done it again! We have a nearly unlimited supply of this stuff and we're offering it to you at a discount rate! To insure a perfect fit, your transportation to our armory is included free at a slight extra charge! You may come here as an ordinary peon but when you leave, who knows!

MO159 - 20,000 Royals
(including transportation!)
All Dragon Armor is sold in 'kit' form only.

FUZZY ARMOR

Although it looks like a fine suit of mithril, this armor only provides the protection equivalent to the silk scarves of a belly dancer. But that's not the best part. Just get the armor wet and watch out! The slightest shower or even a drooling barbarian will activate the special fuzzing properties. That's right, it will grow 100 - 200 pounds of mottled orange fuzz in seconds! Especially funny if given to straight-laced do-gooders or grumpy dwarves! It's expensive, but aren't your friends worth it?

It'll work!...Once in a Blue Foon!

LC161 - 250 Royals



This left the rescue up to my faithful retainer, Spud. But with hundreds, even dozens of Momars running around him, what could he do?

His immediate thought was a good one. ***RUN!***

But still they closed in on him. Was it their cunning, their wiles, their knowledge of the local sloppy terrain?

Nope, Spud's small legs weren't even a match for their small minds.

It looked like all was lost, the last hope of the party was soon to go down, time for sacrifice and raising of the great Maha was at hand!

And worse yet, no one would be able to bring my stuff back.

Once again, deception and trickery to the fore! (I've really taught Spud well!) He dove into a bush and rolled out a head from the "Naw-He's-Dead" Makeup and Disguise Kit! The Momars found the head and, not being too bright or thorough, danced back to the village singing the worst victory songs ever invented. They're not much as dancers, either.

Meanwhile, Spud used the time to slither off, uh, make good his escape.

THE "NAW -- HE'S DEAD" MAKE-UP AND DISGUISE KIT

You're surrounded. All of your friends are dead. You left your sword wedged in the body of a brigand whose 50 friends are now searching for you. Has this situation ever happened to you? (Of course not! If it had, you wouldn't be reading this!) But that doesn't mean you can't be prepared if it does happen! Watch your foes cringe in horror from the huge, ugly holes that appear on your body. Still doubtful? Here is a testimonial from Gordon McGordon, famous living adventurer:

"Yeah, I thought them desert nomads had me fer shure until I took a life-sized replica of my head out from the kit and stuck it on a pole. While they was all a celebratin', I snuck off with their crown jewels and 13 harem girls."

Thanks to our kit, Gordon McGordon is still alive but barely able to talk about it! You could be next!

JD185 - Head	- 75 Royals
JD186 - Assorted Body Parts	- 40 Royals
JD187 - Assorted Wounds, cuts	- 10 Royals
JD189 - Assorted Wounds, slices	- 15 Royals
JD190 - Assorted Wounds, gashes	- 25 Royals
JD191 - Mixmaster Special	- 50 Royals



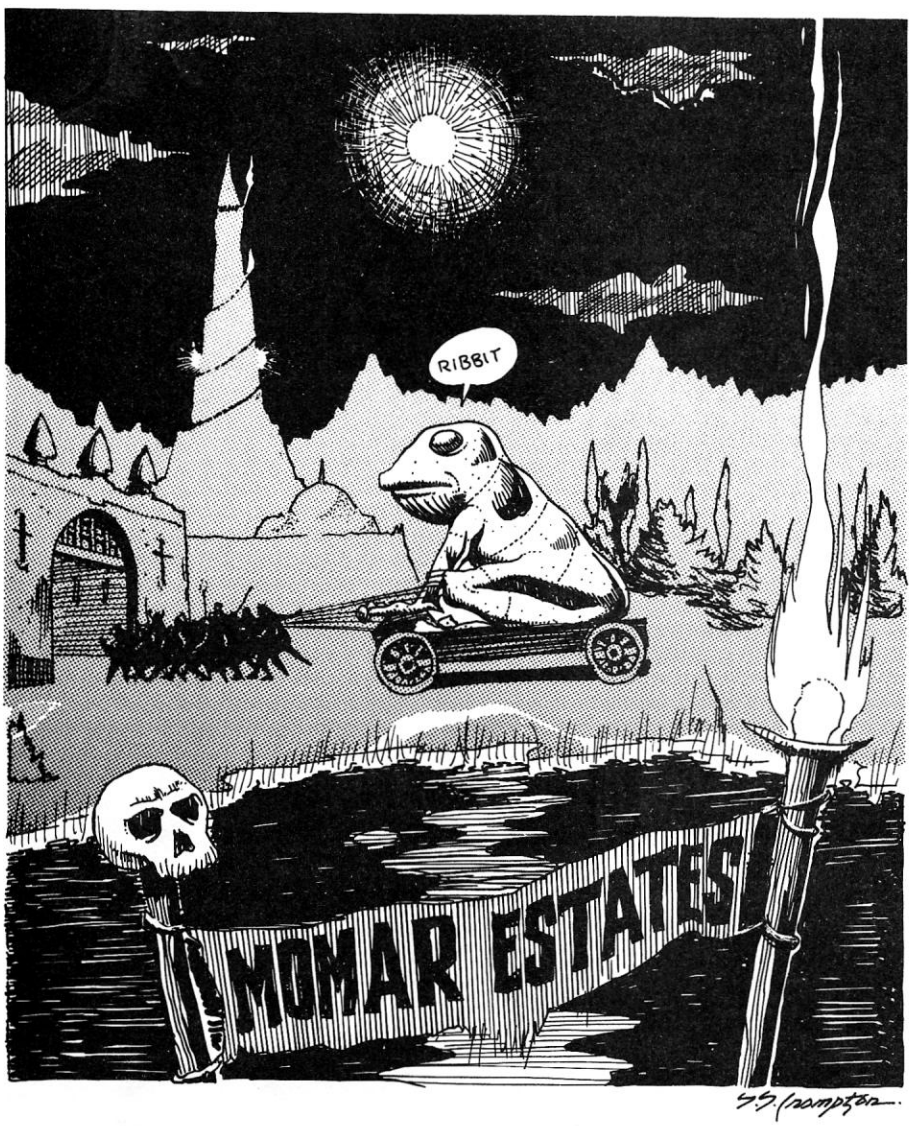
EASY ENTRY ANIMALS

How often have you been welcomed into your enemies' stronghold with open arms? (Us, too.) But we at Trojans found a way in easier than fighting and easier than sneaking! In fact, the enemy actually will invite you in!

What we do is build an image of their favorite animal god big enough for you and your friends to hide in! Don't worry, we can make the animal large enough for a small army! All you do is roll it up to the enemy gate late one night, jump in, and wait for them to haul to entire structure in the next day. They'll think it's a gift from their gods! You just wait patiently inside until the time is right and then slip out and do what ever it is you came for! Even if you're not trying to invade a castle, the Trojans' Easy Entry Animal system can be effective! Just imagine what the poor swamp savages will think when they see a giant frog in their lands one morning!

Remember Trojans for easy entry and complete protection!

MO290 - Small animal (holds 2-3) - 1000 Royals
MO291 - Medium animal (4-8) - 1750 Royals
MO292 - Large animal (9-20) - 3000 Royals
MO293 - Enormous thing (21-50) - 5000 Royals
Give type of animal, locale, or cult when ordering.





But what could one lowly cook-valet do against a fierce tribe of swamp dwellers?...(Quit and go home would be a good answer.) However, Spud wasn't whipped yet. He scurried back to base camp as fast as his little legs could carry him and brought out one of the big items carried by the Emporium, the Easy Entry Animal. Fortunately, either someone had done their homework before the trip started or the party was lucky enough to have brought the giant frog model with them.

(Funny how those things seem to work out when you're adventuring. Let's make that Rule #8.)

Spud had some of the bearers help push the frog up to the village later that night. He counted on a Momar guard seeing the 'gift from the god' before dawn. Sure enough, the frog was spotted (Who could miss a 15 foot frog?) and it was hauled inside. (Rule #8.)





Now, the proper use of the Easy Entry Animal system calls for staying inside until everyone's asleep (everyone outside of the animal, of course!) but Spud knew time was of the essence. So he waited only long enough for most of the excitement to die down and the majority of the limited-attention-span Momars to shuffle off before he started humming "It's Not Easy Being Green" as loud as biologically possible.

Through the little opening between the fake frog's lips, Spud saw the wide-eyed Momars approach. (That's one of the ways the Momars worship, through wide-eyed emulation of Maha.) Spud waited until the pair of the morass Momars (that has nothing to do with their weight) were just outside the mouth, then lowered the jaw and walked out in his glowing "Guiding Light" Armor. The astonished guards immediately fell to their knees, which put them almost at Spud's level.

Needless to say, it was no problem for the little culinarian (I got the Thesaurus as a gift, OK?) to convince them he was sent by Maha, him/it/self! After all, he's worked around ham so much of his life that it was bound to rub off. So he made a few gestures, croaked a little, and slurped at a few passing flies before he let the guards back to their feet.

"GUIDING LIGHT" ARMOR

Introducing a new revolution in modern metallurgy! Due to a radical discovery at Oppy Armory, we are presenting the new age in armor technology!

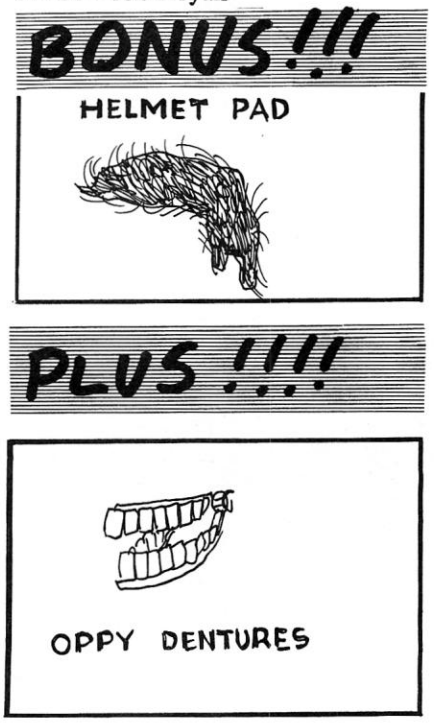
When preparing for the smelting process, we noticed this new ore gave off a soft glow! That's right, it glowed in the dark! And it was even brighter when purified! You never need cumbersome torches again! Instead enjoy the calm, cool, bluish glow of the "Guiding Light" Armor!

For you cold weather workers, the "Guiding Light" is perfect! It will actually generate its own hea to keep you warm no matter where you go!

Missionary clerics will find the armor gives that 'blessed by the gods' look -- perfect for impressing and converting the pagans!

Order now, and as an added bonus, Oppy Armor will send you a free, hand-woven, camel-pelt helmet pad. It looks like real hair! But that's not all! The first one hundred orders will also receive a free pair of wooden dentures! They look just like human teeth! Use them to fool your friends! All at no extra charge! But order now! No telling how long the "Guiding Light" Armor will last!

JD158 - 350 Royals





DISINTA-DAGGER

Have you ever been in a tavern and heard someone tell a story that had a line like this? "And he said he would split me open with my own knife!" Have you wondered how anyone could possibly survive such an encounter?

We know! In fact, we're probably responsible! What used to be a closely held secret is now available to the general public! Introducing the Breakaway Disinta-Dagger, one of many special weapons made only by Breakaway!

The Disinta-Dagger looks and feels just like an ordinary blade but it will disintegrate on impact, leaving the target untouched and the user mystified. Switch it with a ceremonial dagger just before the sacrifice and then convince the superstitious lot that you're a god! Give it as a gift to your favorite assassin before he goes out on a job that's too easy! Or, get a big laugh from the king after you plunge it into his chest! Just be sure to keep one for yourself in case you ever are captured by someone who wants to split you with your own knife!

The Disinta-Dagger -- don't leave home without it!

MO148 - 75 Royals
Coming soon -- the Shatter Sword.





BENDER BLADE

Some delvers carry weapons that break apart on impact to avoid being slain by their own weapon. That's all well and good, but what happens next? Does the villain give up just because one weapon broke? Certainly not! You don't need to get out of situation like that temporarily, you need to turn your foe's certain victory into his certain death!

That's why we built the Ripco Bender Blade. Looks just like a normal sword, but it's hinged near the hilt. All you have to do is give the point a little flick when it comes near and the blade will fold back toward the user! Gloating villains always try to jam their weapons home too hard anyway, so the added impetus will surely prove to be the fool's own downfall!

The Ripco Bender Blade, make the first strike count.



MO149 - 150 Royals

Spud let one of the guards guide him to the tent where the rest of the group was being held. He started to untie them when he heard the squawk of Quadaffy to all the villagers to prepare for the rites of sacrifice. Realizing he didn't have the time or the means to haul the whole group out before more guards arrived, he took a second to hand his friends as much equipment as he could before slipping out the back of the tent and heading back to the frog.

Of course, the guard told Quadaffy about the glowing visitor. When Spud wasn't found in the tent, the priest chalked it up to just another holy visit.

Time for the fun stuff! Our heroes were hauled out of the tent cermoniously and brought to the altars. After a few random invocations, the first priest prepared to turn Jim into fly-in-the-sky for Maha.

(I should explain, it's a tradition at Momar sacrifices to use the sacrificee's own blade. I guess it saves on clean up or something.)

Anyway, Spud had time to give Jim the Disinta-Dagger so when the priest plunged it at Jim's heart, the only effect was that Jim had suddenly won a ***lot*** *of respect.*

Seeing trouble brewing, Quadaffy signalled the second priest to take Bambo's sword and continue the ceremony. The second priest was not happy with Quadaffy.

Arnold also had a problem.



While the Momars were milling around in confusion and fear, Jim got a chance to use the other item Spud had slipped him. The Ripco Wrist Blades were just the thing for secretly cutting his ropes and those of Bambo and Arnold. The Momars never noticed the trio getting up off the altars. (Well, Arnold actually sort of slid over the side in a heap but he did get off.)

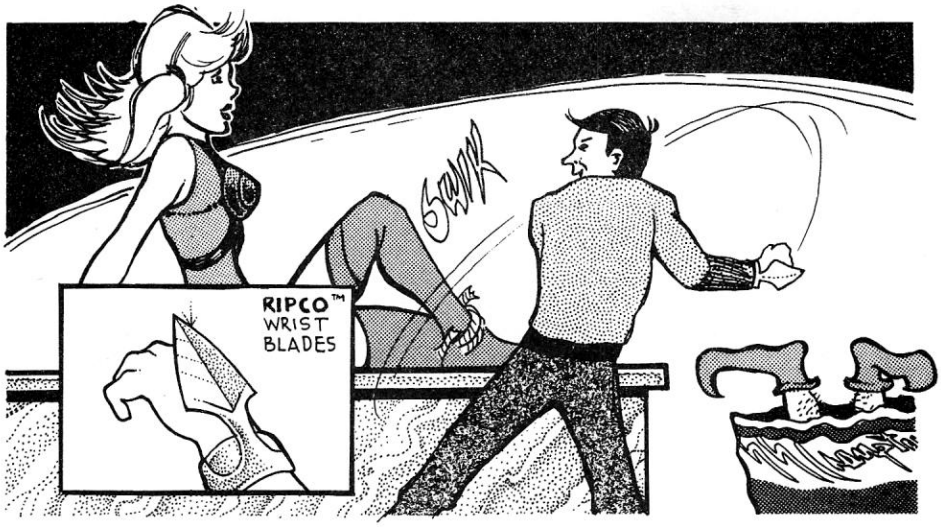
Arnold was certainly in no condition to run but Jim knew that soon the shock would wear off the Momars and the party would be in trouble again. It was a desparate time, a desparate decision. Should he leave Arnold behind and together with the others, make his escape? (Yes! Yes!) Or, should he be conscientious and help Arnold out? (No, not conscientious again!)

So, he brought out the most powerful medicine he had ever seen, the Ogre Bile Healing Potion.

Arnold made a remarkable recovery.

But the Momars did, too, and our heroes were quickly surrounded. Jim, thinking quickly, called for another challenge. He knew the tribe was still a bit in awe of what happen at the altars and if he had to wrestle another wild alligator there might be time for escape while everyone was tossing their lunch. The challenge was accepted but this time it was with the champion of the Momars. Bambo was relieved not to have to go through another Maha calling.





WRIST BLADES

Want to discourage wrist-grabbers, or secretly mark some cards? Ripco Wrist Blades do both of these and more! Have your hands tied behind you? Got a 'secret' handshake to show someone you don't like? Or, do you simply want a sharp concealed weapon? Ripco Wrist Blades once again! Thousands of uses! Easy to use, easy to conceal. Be that sly trickster with something 'up your sleeve' with Ripco Wrist Blades!

MO145 - 55 Royals

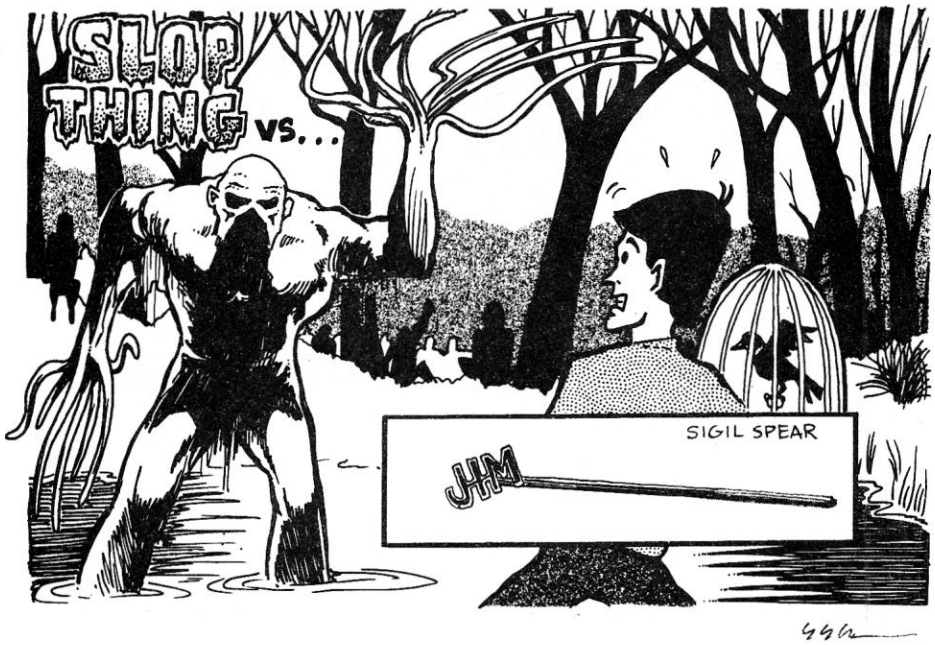
OGRE BILE HEALING POTIONS

Just show the Hooha Ogre Bile potion to any sick or injured party member -- in extreme cases, let them sniff the delicate aroma. Then, tell the wimp you are going to pour it down his or her throat! There's one adventurer that's going to get up, (no matter what), and swear he or she is feeling much better now! Don't let gold-bricking laggards slow down your adventure! Even dragon-bite victims will keep up the pace when you have Ogre Bile Healings Potions -- a Hooha specialty.

LC178 - 10 Royals/vile
(Not to be taken internally!!)



* Gas Mask and Tongs available separately.



SIGIL SPEAR

Does he disgust you as much as he does me? You know who I'm talking about, that swordsman with the quick wrists. He comes into town and after a few fights, everybody knows him. Why? Because he leaves his brand on every opponent! It may be an X on the forehead or a Z across the belly, but no matter the initial, he's earned respect.

Don't have that kind of skill? Who does? Maybe he just has a secret you don't! Do you want to be the talk of the town? Then you need the Spear Chuckers United Sigil Spear! Make the other guy look like an absolute piker! Our spear has a special tip! Poke an opponent and instead of a messy gash, you have a crisp initial or small message in beautiful red letters! For even greater effect, and so your 'ink' won't run, heat the Sigil Spear before application! A brand of beauty is a name forever!

MO142 - 175 Royals
Watch for our Trademark-Mauls, coming soon.

MOCKMAN

You've all met this type of fighter: strong as an ox, quick as a cat, brains of a fish. If you're good enough to hit him, it probably won't help because not only will he hit you back harder, but he's too stupid to realize he's hurt! How do you defeat someone like this? Put him off stride, confuse him, make him too mad to fight well! And how do you do this? With the Mockman, of course!

This brand of Mini-Minah is guaranteed to rattle any opponent, from the the calmest to those too stupid to understand most phrases. You simply won't believe what the little boogers will say next! Two or more can hold off several opponents with no help at all! Keep 'em off guard with the Mockman... by Sosume.

MO177 - 60 Royals
Extra Minahs at 10 Royals less!
We have four new models under development. Look for them in your next catalog.

The marshmen gathered in a great circle and waited for the contestants to pay homage to the great frog god who happened to have shown up for this contest in the form of a wooden statue. While Jim was at the fake frog, Spud slipped him the Sigil Spear and the Mockman. Since it ***was*** *from the god, nobody thought a thing of it.*

Jim was a bit frightened by the Momar champion. The man was huge, ugly, and muscular. (In other words, your standard champion. Except for the weeds and slime, of course.)

The warriors entered the circle. Electricity filled the air. (It was a thunderstorm, alright? Makes for better atmosphere and backround in a big challenge scene.) When the huge fen fighter screamed out a battle cry, Jim answered by whipping the cover off the Mockman cage.

It was terrible, brutal. The poor gladiator had no chance. A cringing crowd (can you say alliteration?) witnessed the coup de grace of Jim putting his initials on his work. The champion, and the village, were in disgrace!

Rule #9 -- Find that weakness and exploit it!



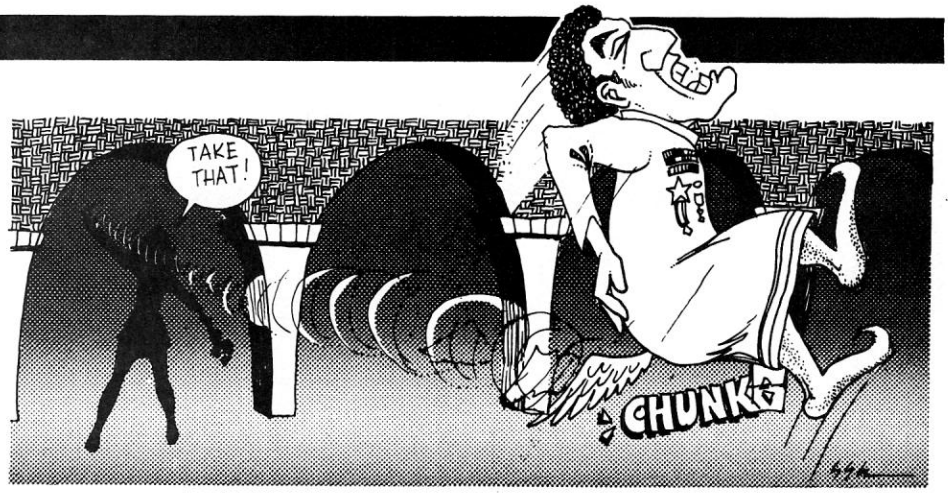
Quadaffy tried to rally his people by reminding them that someone who won a victory in a challenge was a more valuable sacrifice to Maha. (You have to hand to him, he's got an answer to every situation. They never make much sense, but they are answers!) Bambo had enough of ***that*** *idea and used theWinged Victory Helmet to discourage any more attempts at getting the Momars together. The first shot went a little wide and sent Quadaffy flying off to the image of the god for protection.*

"Nobody home but us Spuds!" was heard and Bambo's second attempt hit Quadaffy in the seat of his thoughts. Such a vital wound ended the reign of the lowland high-priest.

Arnold helped Spud out of the fake frog which set the Momars off in a killing frenzy again. (In sharks, a frenzy is frightening. In frogs, however,...) After some scattered fighting, the party decided it was time for a strategic retreat and ran like stink on a... Momar, I guess!

Most of the pursuers were wounded so when they saw the package of healing potions Spud apparently dropped by accident, they all took a second to imbide hoping with their wounds healed, they would be able to catch up with our heroes quicker.

Fake Healing Potions from Blue Foon are not a big aid to pursuit, so while our explorers ran north, the Momars tap-danced off into the sunset and out of our story.



WINGED VICTORY HELMET

Everyone has heard or seen the standard sword/cane. It's a handy device, but so many people know about it, it no longer holds it's major edge, that of surprise.

But now you can have that surprise packaged with protection in the Winged Victory Helmet! A beautiful piece of workmanship, this helmet is as functional as it is elegant! The secret lies in the apparently decorative wings on both sides of the helm. These gently curved projections can actually be removed and thrown! Perfectly balanced and shaped to similar contours of the famous boomerang, the razor-sharp wings provide a secret weapon for use in those times when you are supposedly unarmed.

Turn your time of seeming helplessness into a victory by air with the Winged Victory Helmet by Avarice.

MO166 - Helmet with wings - 250 Royals
MO167 - Spare wings - 75 Royals/wing

FAKE HEALING POTIONS

Guaranteed by Blue Foon to be non-beneficial! Give them to that macho barbarian! Let your enemies steal them! Whatever you do, don't drink them! A great ice-breaker after battle! Different colors available:

Ruby Slipper Red - Causes uncontrollable tap-dancing!

Eggshell White - Causes hair to fall out and re-root wherever it lands! Even on steel!

Black (We think) - Universal acid! (Limited supply.) (Bring your own container.) (Hurry.) (Never mind...)

Puce - Randomly teleports the wounded limb, organ, etc. up to 12 feet away making subsequent healing attempts a laff riot!

Ocher Offal Brown - Real Troll adrenalin! (Need we say more?)

LC184 - 10 Royals/vial



MAGNA-SHEATH

It's a dark and stormy night. You're heading back to the inn late. Trying to stay out of the rain, you take a back alley. (None of you would ever take one for any OTHER reason!) Suddenly, from out of the shadows jumps... It doesn't really matter what jumps out, does it? You're not prepared. And to make matters worse, what if your sword got stuck in that damp leather sheath? Your treasures would default to new owners, that's what!



But this doesn't have to happen to you! Now you can have your sword available in ANY situation with the new Magna-Sheath from Lodestone, Ltd.! Instead of being trapped in slimy leather, your sword will be constantly clear for immediate use. It just sticks to the small bar on your belt like magic! Just grab the hilt and give it a small twist and you're prepared for any emergency! One style sheath fits all your weapon needs!

MO152 - 45 Royals

BURNA SHAVE

Been out in the woods a long time? Getting to where it's hard to tell the bears from the party members? Try Burna Shave all around! Just place one of our handy packets in a kettle over a fire. Wait a few minutes until it's black and bubbly, like wilderness coffee. Then, apply it on the areas you want hair removed. In seconds, it will cool slightly and you can peel it off. Presto! The hair is gone! No need to worry about hairstyles or final length. And, it's reusable! Heat it up and use it time and time again! As an added bonus, Burna Shave will cause strange sounds that will scare even the largest monsters away. In a pinch, you can also use the kit to waterproof your boat! Use it to stop the rain from coming in the roof! And what about that fellow who won't give you the information you want? Treat him to Burna Shave, too! After being refreshed, he won't think of turning you down anymore!



Remember:
Be you warrior, king, or common slave,
It's all the same to Burna Shave!

MO206 - 3 Royals for a 2-pound pack.

With the swamp suckers taken care of, the happy little band figured on an easy trek the rest of the way north.

Rule #10 -- Don't forget Rule #1! One of the assassins had been following, waiting to see if the fennish tribe would do his work for him. So the group wasn't even completely out of the muck when the black-clad killer made an attempt on good, well-prepared Jim.

Now I don't know how many of you have been out in the swamp, but it's wet. Everything winds up being soggy, especially if you've been hunkered down in the slime trying to hide. Also, leather has this interesting property of swelling when soaked.

Now that you've had your science lesson, you'll understand why the assassin had a lot of trouble trying to get his sword out for the fancy, draw-and-strike move that was his trademark. Jim, however, was using the Magna-Sheath and had no trouble whatsoever.

Questioning the assassin had little effect. Surprisingly, Bambo pointed out that it might be that the fellow had been on the road too long and needed to be refreshed. Treating him to a Burna Shave didn't get them any answers but it put things in a whole new perspective for the assassin and the party never saw hide...nor hair...of him again.





After everyone had time at the base camp to rest and heal, the journey continued. Day after day of travel went by, taking its toll on the spirits of the adventurers. Finally, when things were geting a little tense between everybody, Jim decided to cheer up the group by giving a little reward for their courage and loyalty. The group voted and Arnold won the attractive neckpiece. He was thrilled and the rest of the group wasn't exactly upset either. The Hurts 3-in-1 Flea Collar had defused a ***Another*** *heiry situation.*

*The party travelled on into the northlands. Things started to get cold, so Arnold tried out the Heated Codpiece with satisfying results. (**I** liked it!)*

They also started hearing stories of the ruler of Whyborya. It seemed he didn't think think much of heirs to the throne and had in fact put a bounty on anybody answering that description.





HURTS 3-IN-1 FLEA COLLAR

Traveling with barbarians again? Tired of fleas, ticks, and other pesky parasites hopping off them and onto you? Then buy the savage in your life the Hurts 3-in-1 Flea Collar! Not only is it guaranteed to get rid of the bothersome bugs and protect the neck, but it's also disguised as a handsome collar so your 'friend' won't flatten your face when you give it to him. Just tell him it's a magic ju-ju to keep bad things away. Tell him it will block garrotes and choke chains. Tell him anything you can get away with, but get him to wear the Hurts 3-in-1 Flea Collar.

MO207 - 8 Royals

Not suitable for pets.

HEATED CODPIECES

For those intrepid delvers who frequent the colder latitudes, mountains, or the dank underground, the Ripco Codpiece Warmer is for you! Not only will it keep you warm day or night, asleep or on the go, but it can be worn under any garb with only minor modifications. Just open the first of two metal plates, deposit a glowing coal or ember and enjoy the comfort!

MO208 - 25 Royals



THERMAL SLEEPING BAGS

New from Ripco! The perfect gift for the man or woman on the move -- the Thermal Sleeping Bag! Just the thing to banish those late night shivers! Before retiring, just heat a few rocks in the old campfire. When you're ready to turn in, simply place the rocks inside the metal compartments of the bag and you're ready for a toasty night's sleep! Don't worry about fire, we've designed the Thermal Sleeping Bag not to burn, just to let you bask in the warm glow all night long! Imagine, feeling snug and comfy out on the trail!

JD221 - 100 Royals



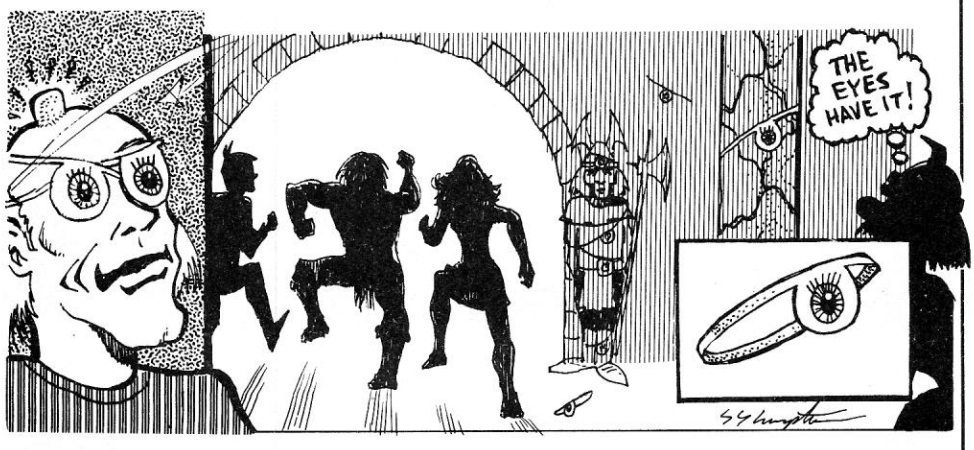
ALWAYS AWAKE EYE PATCHES

Do the people you travel with want to put up guards every time someone has to sneeze? Are you working for King Frelant...the Paranoid? Do you always seem to get the 3 A.M. shift? Are you tired every morning? Are you just flat tired?

Get the sleep you deserve! Use Insomniac International's Always Awake Eye Patches! Just affix these beautifully painted pieces of parchment on the outside of your eyelids with our special Sticky Liquid and get the rest you deserve! They look exactly like eyes! So good, they'll fool the watch commander or your comrades! They may even fool that brigand trying to sneak up on you! Who would attempt to crawl past a guard as wide-awake as you'll appear? You could even put them on other sleepers, even those sleeping-like-the-dead, and fool their friends!

Why lose sleep over guard duty? Be vigilant, even in slumber, with Always Awake Eye Patches!

MO212 - Eye Patches - 20 Royals/box of 12
MO213 - Sticky Liquid - 5 Royals/vial



The cold weather forced the troop to use Thermal Sleeping Bags to keep comfortable at night. Everyone liked them very much. In fact, one of the bearers apparently thought it was a great prize and one worth running away with. He was never seen again. (Shows you the lengths people will go to get Sneeho Guild Emporium products.) Finally one morning, after a few hours of travelling, they spotted the imposing Castle Snowsalot, home of the King of Whyborya. Learning from their experiences with the Momars, the party decided a frontal assault was probably not the best idea. So instead they stealthily approached the stone walls of the castle and searched for secret entrances. Rule #11 -- There's always secret entrances at these sort of places.

Too bad they couldn't find one and had to try something else.

*What they **did** do was invoke Rule #12 -- When in doubt as to what to do, try the Big Bluff. A Big Bluff is a preposterous story that you stick to no matter how stupid it is and how easily the enemy sees through it. In this case, our adventuresome crew went to the front gate and used the "Important News of a Coming Invasion, We Must See the King" Big Bluff.*

Big surprise -- it worked. Now that they were in, they needed a little time to explore and plan so Spud broke out a package of Always Awake Eye Patches and passed them around. The Eyes have it?



The whole idea behind this particular adventure was to introduce Arnold to his relative King, but the stories they'd heard on the trail made the ruler of Whyborya sound like a bit of an ogre. (Too bad they hadn't enlisted a few of the Hooha guys for the trip.) The fact that the castle was decorated in the popular Skull Trophy motif seemed to re-affirm the opinions of the peons.

The party decided, even though Spud protested that he was sure to end up getting skinned, to go on anyway. Jim felt a private audience with the King would probably benefit Arnold the most, and even Spud had to agree that they deserved to be alone together. (Although he did have some comment about the location for the meeting.) Jim also felt that getting through all of the guards and defenses would certainly impress the old fellow with what a worthy and competent heir Arnold would make.

All this sounded fine to Arnold, (big surprise, anything sounds good to Arnold), but everytime the group had run into anybody up to this point, ***he*** *always seemed to be the one that got beat up! So, when they happened by the smithy, he took time out to whip up a batch of Armor-It-All.*



ARMOR-IT-ALL

Need added protection? Wish that your cloak, shoes, breechclout, horse, fingers, etc. could be protected a little better? Want things to be tough as iron? Use Armor-It-All! Simple to apply, it will give all these surfaces and more a new, sturdy, glowing surface! Just follow the simple heating instructions on the kit and you'll never have to worry about a thing again!

Armor-It-All, a subdivision of Ripco.

MO176 - 50 Royals/pack
One pack covers 10 square feet.





MEDUSA CAP

What's easier than fighting dumb warrior-orcs? Fighting dumb warrior-orcs trying like mad not to look at you!

Why hide your handsome face under a full helm when you can have better protection with the Medusa Cap! Imagine the looks on your companion's faces when you put on this genuine replica of the fearsome Gorgon's coiffure and inflate it so the snakes hiss and writhe in authentic fashion! When the shock dies down and your friends realize they haven't been turned to stone, explain that the minute of paralyzing fear they felt will also affect the terrible creatures you face on adventures! Couldn't you use an extra few seconds to lay into a foe? The Medusa Cap is just the thing!

Comes complete with pump and hoses. One size fits almost all.

LD168 - 3000 Royals

Environmental Impact Statement: All snakes used in the Medusa Cap are specially raised in pleasant surroundings on our exclusive Medusa Cap, Inc. reptile ranch where trained peasants work hard to ensure all the scaly little buggers are killed as humanely as possible.

TOE BLADES

Everyone has heard of 'winning your spurs', but what good are they really? Unless your foe plans to put on a saddle and get down on all fours, spurs are not exactly helpful in combat! What will be helpful are Toe Blades from Whirling Dervish Weapons!

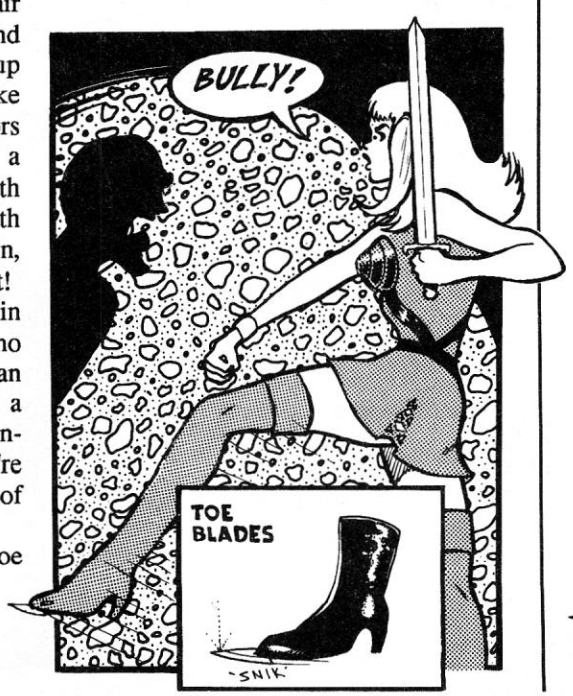
Let's look at it logically. Most fights are a long, back-and-forth affair with your sword hitting his shield and vice versa. What you need to break up this sort of deadlock is a surprise -- like kicking your opponent! Most warriors are not guarding against a kick in a swordfight. Who can hurt anybody with a toe to the ringmail? You can! With Toe Blades, you can rip him in the shin, gouge his knee, or really make him hurt!

Toe Blades are safely tucked away in your boot, out of sight and in no position to accidentally do yourself an injury. However, when trouble calls, a simple trigger can be flicked, (instructions included free), and you're ready to give your attacker the surprise of his or her life!

Whirling Dervish Weapons' Toe Blades -- for the unexpected.

MO135 - 100 Royals

Some installation required.



At almost the very, exact, same moment that Arnold was using his Armor-It-All, disaster struck. A loud, piercing noise shrieked through the castle, alerting the guards. What a coincidence!

Figuring the guards would all head outside to the castle walls, Jim and company tried to run past into the lower levels of the castle and fool them. But of course, as soon as they got to the junction of the corridors leading ***down****, the guards arrived coming* ***up****!*

So the battle lines were drawn. (No, we don't offer any battle-line drawers or battle-line quills at this time...They had to fake it.)

Jim and Spud, not having the battle experience of the other two, got together to take on one mass of guards. Rather than going mano-a-mano with veteran fighters, (since they would be a mano short and a short mano), they used the Medusa Cap to frighten their foes. It's easier to win when the other guys aren't looking.

Meanwhile, (it's back!), Bambo and her Toe Blades were busy creating the Vienna Boys Choir in another corridor.



And poor Arnold got stuck in the middle of the largest group of guards. But this time, he had picked up Magna Armor. And while he didn't come out unscathed, he did come out, which was more than you could say for the guards. Just one of the multitude of testimonials for products offered by the Sneeho Guild Emporium. (OK..Well, it's the first one. Ya gotta start somewhere.)

Of course, Arnold got hurt again. But this time he didn't seem to mind even when Spud brought out the Ripco Blood Stancher for emergency first aid. Arnold just sat there and smiled all the while. He had a moment of glory and was now certain the King would be impressed. (I know I have ***always*** *been impressed by Arnold.)*



But this was no time to be sitting around swapping stories. Jim got the group up and moving deeper into the bowels of the castle. They encountered several TRAPS but found them all easy to deal with. It's almost like they had previous knowledge of how the deadly things worked!

The guards finally tracked them down and it was off to the races again. But wait, that corridor up ahead has a caltrop dump in the ceiling. How can they get through without ripping apart their feet?



MAGNA-ARMOR

No armor can keep you from getting hit. Never being hit takes the kind of skill few people have. So you're going to get hit! It's a fact of life for the adventurer. The trick is not getting hit repeatedly! What would you pay if you could be sure you would never be hit more than once by anyone, even the best! Thousands of Royals to be sure!

But now you don't have to pay thousands, not if you buy Magna-Armor from Lodestone, Ltd! You may get hit once by that expert swordsman, but we guarrantee that's all.* We can't reveal the special properties of the armor but we will say that while your opponent struggles with his weapon, you can beat the heck out of him. Won't that be a fun twist!

Hurry! Magna-Armor is sure to sell out quickly and then we'll be gone and where will you be? Out of luck again?

MO160 - 500 Royals
State size when ordering.
* Magna-Armor only works against ferrous metal weapons.

BLOOD STANCHER

For those desperate situations when you have to stop the blood flow somehow, use the Ripco Blood Stancher! Just one application will stop all but the most fatal of wounds! Carry it with you wherever you go! Added bonus! Our stancher also will light the trail ahead! Another unbelievable bonus from Ripco!

MO179 - 3 Royals
Warning: Not intended for use with internal hemorrhaging.



SAFETY SANDLES™

Caltrops, broken glass, bone shards aren't a pain in the rear to walk on, they're a pain in the feet! Let's face it, there are too many hazards around already to have to take time worrying whether or not you're going to be able to run, or even walk away!

That's why you need Claude Hopper's Safety Sandles.™ It's like having a shield on each foot! These are the most durable, most protective, and probably the most costly brand of footwear you've ever owned.... But you're worth it, right?



MO163 - Ankle Huggers - 50 Royals
MO164 - Calf Riders - 75 Royals
MO165 - Thigh Highs - 100 Royals
Specify shoe size and race when ordering.

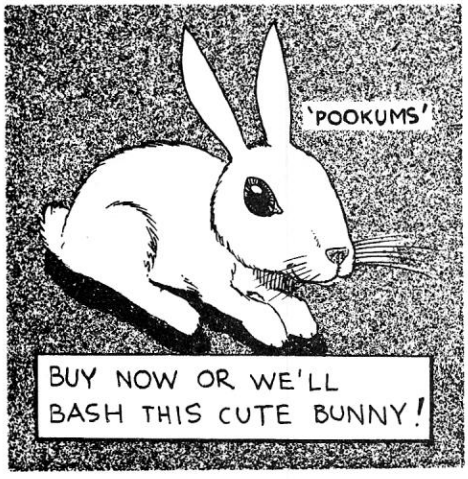
DUNGEON BUNNIES

For countless centuries brave adventurers have used rabbits, hares and other little, fuzzy, helpless creatures to precede them into unexplored territory. While these tiny fuzzballs were cheap to buy, delvers got what they paid for. Those rodents died without a clue as to what destroyed them.... But no more. Elmo Fudd has undertaken the selective breeding and training of rabbits into highly specialized animals designed to perform atrue service for their masters.

The HARVEY model is breed for invisibility. Due to the power of the inherent magic, these rabbits can only be seen by stuttering actors with an odd drawl. They (the rabbits) are trained to come back and pull your leg if everything is safe up ahead.

The THUMPER model makes a worthy ally for even the hardy barbarian. Fearing only fire, this animal will attack with a ferocity totally unexpected from such a small bunny.

The JACK model is bred for quickness, to get in and get out of difficult situations. High survivability makes this rabbit a real bargain.



The newest and best of the bunch is our POOKUMS model. Bred for irresistible cuteness, this little fellow will soften the heart of even the most evil of wizards. Even an Archdemon will pause in mid-blow when confronted with this adorable piece of fluff. More than one party has been saved by begging mercy on POOKUMS' behalf.

Be a hare's breath from death with an Elmo Fudd Dungeon Bunny.

MS242 - Harvey - 15 Royals
MS243 - Thumper - 20 Royals
MS244 - Jack - 5 Royals
MS245 - Pookums - 200 Royals

(You knew this was coming, right?) With another offering from the Sneeho Guild Emporium, of course. They all had on their Safety Sandels so while they were able to traverse the corridor with no problems, the guards were forced to stand helplessly and watch our heroes jog away.

...Right into the waiting clutches of King Vater, himself.

*The favorite son of his mother, Ella, the King was **not** in a good mood. All this 'impressing' work by the party had left him short a few guards. "Let me introduce myself," he said. "I am King Vater. Although Termin is my first name, you may not use it. Enough pleasantries -- how do you want to die?"*

Needless to say, it was not one of the high points of the adventure. The King, being ever the considerate host, offered the group a choice being introduced to the Iron Maiden, flayed on a post, or forced to go back and reread the section about Jim,the alligator, and the frog god. Spud passed out.

But Jim was never concerned. He just found a hat and pulled out one of the most powerful defensive weapons ever devised, the Pookums model Dungeon Bunny!

Even the cold heart of King Vater couldn't withstand such an onslaught. So he decreed,(Kings do that) that one of the party would be spared. But which one?



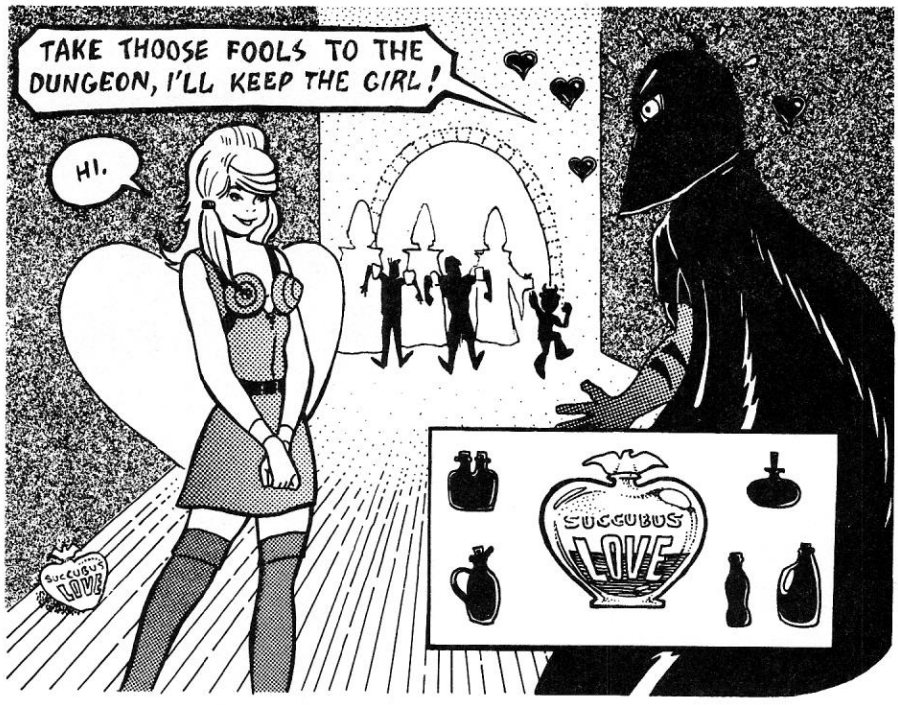
Being that the King was neither blind nor stupid, (which convinced Jim this was no relative of Arnold's), the King choose Bambo. (Maybe it was the gentle odor of one of the Piglander's Cologne fragrances she was wearing?) Whatever the reason, King Vater escorted the seemingly smitten Bambo off to his chambers while the guards dragged the other calm and stalwart heroes kicking and screaming down to the dungeons.

Bambo seemed quite taken with the King, figuratively as well as literally. She insisted on a 'private audience' as soon as possible. How could Vater resist?

The others, however, were trying to get private rooms. Vater hadn't had his dungeon cleaned out for some time and the odor was a bit on the thick side. Too bad they didn't have a little Piglander's to pass around.

They were getting nowhere with their requests until Arnold mentioned he was the long-lost son of the King. Immediately, the men were pulled out of the empty, but smelly cell. A-ha! Now they would get the treatment they deserved! Which, unfortunately, meant they went into a cell with several other long-lost's. (I am appalled at this turn of events. I'm disgusted. But I am impressed with the sales of TITLE SEARCH!)





PIGLANDER'S COLOGNES

Piglander's, the Cologne of Kings, is proud to present its off-season collection of scents for the well-groomed adventurer. These scents are truly gifts from the gods themselves, each essence guaranteed by the oldest perfume and cologne house in existence.

Scent number one, Orcish Lather, is hand-squeezed from the breechclouts of thousands of orcish gladiators. It's delicate musk will have the taskmaster in your life screaming, "All my men wear Orcish Lather, or else..."

Scent two, Old Slice, is a "rough-and-ready" after-close-shave designed to bring back memories of manly hours on the high seas happily hacking foes to bits. Old Slice can bring out the buccaneer in all of us.

Scent number three, Brackish Spring, is a sure reminder of those romantic days spent splashing through swamps searching for the giant lizards that make up so much of this cologne's ingredients. Women will say, "Men love it, but women love it, too." And so do newts, toads, kelties, and others!

Scent four, Canal #5, is something special. Like it's predecessors, Canal #5 captures all the romance of gliding through the watery streets of a city, including those with gondolas. To bring out the extra something, we actually made genuine canal water part of the secret blend. Canal #5 is sure to bring out the moat monster in your special someone.

Scent five is Rear Guard. The perfect way to leave a lasting impression, the gentle fragrance of Rear Guard will remain in the air -- and on every surface you come in contact with! It tantalizes nostrils for hours -- perhaps even days! Just the way to leave a gentle reminder of your own special magic behind!

Scent number six, specially for the women, is Succubus Love. Compounded by our best herbalists and hedgewizards, this scent will bring out the demon lover hidden in all of you. Recommended for use with any love potions, Succubus Love has the seal of approval by the Northern Wasteland's Nec-romantic Society.

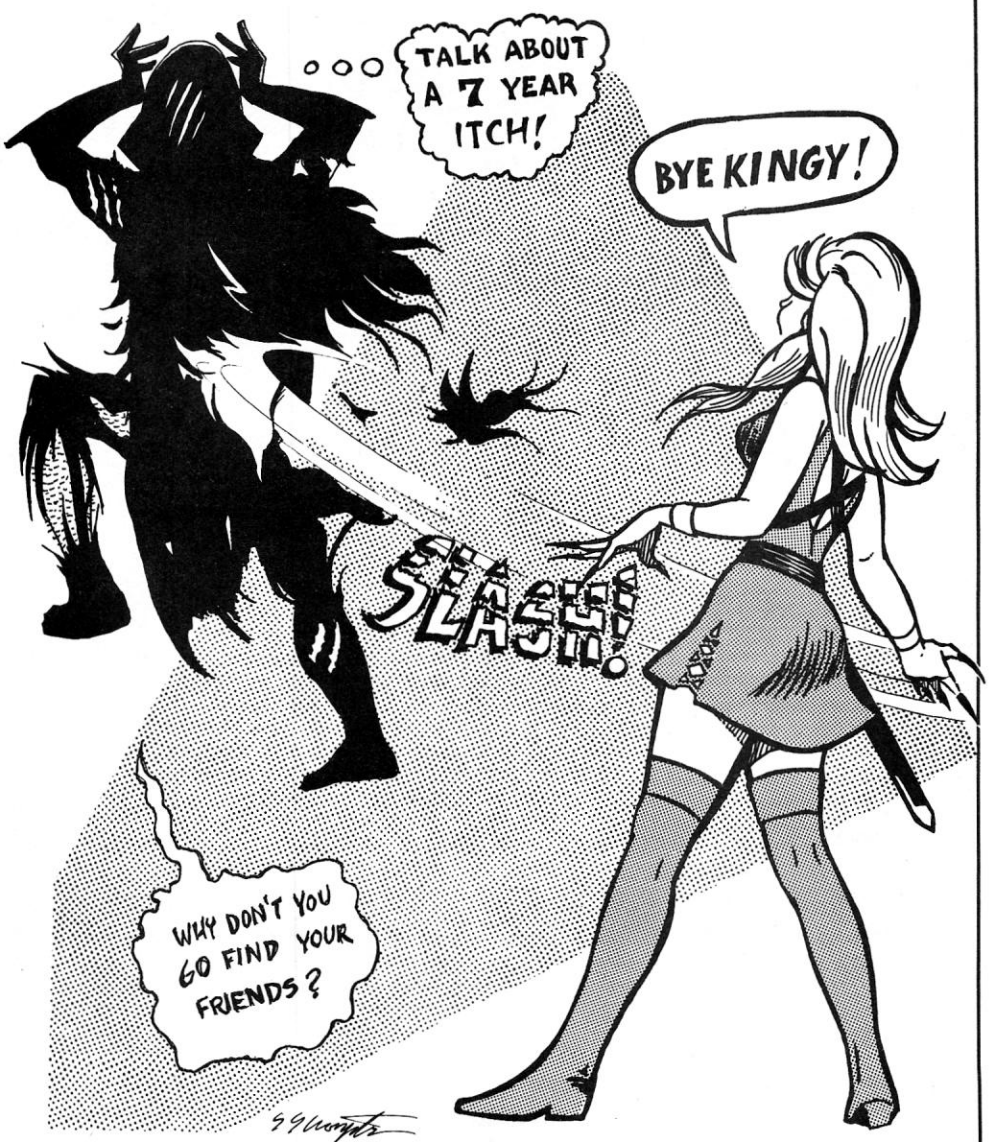
JW256 - Orcish Lather	- 50 Royals/vial
JW257 - Old Slice	- 40 Royals/vial
JW258 - Brackish Spring	- 35 Royals/vial
JW259 - Canal #5	- 75 Royals/vial
JW260 - Rear Guard	- 15 Royals/vial
JW261 - Succubus Love	- 60 Royals/vial

NAIL 'EM NAILS

While Frederick's of Whyborya normally doesn't normally deal in weapons, we found these fashion nails too much to resist! They don't look like ordinary fake fingernails -- they look much too good! In fact, they're the sort of haute couture you'd expect to see only in the royal courts. But in times of trouble, the Nail 'Em Nails show their true colors! Two secrets make the nails so effective. The first is that there is no adhesive. There is a special metal framework that supports the nails no matter how hard you scratch. Of course, the metal is highly polished and very chic. The second secret is the construction of the nails themselves. Not made out of camel toenails or even ivory shavings, the Nail 'Em Nails are made of hand-folded steel with a layered coating of your favorite precious metal! Now you can be the height of fashion and still be protected in the clinches!

Nail 'Em Nails, beauty and utility in another great package from Fredrick's of Whyborya.

MO136 - Silver Nails - 500 Royals/set
MO137 - Gold Nails - 2500 Royals/set
MO138 - Platinum Nails - 5000 Royals/set





After taking her to his private chambers, he tried to persuade Bambo to stay in the castle permanently. Suddenly she didn't seem as interested as she had been earlier. So he attempted to convince her.

First, he tried to impress her with tales of his battle prowess. Bambo was not impressed.

Next, he showed her huge trophies from great hunts. She showed no emotion and told him his trophies weren't all that big.

He offered to make her his queen. She offered to make him one.

He even said she could put on his helmet. (You guessed the next response.)

Finally, he boasted of the kingdom's wealth. This time she listened. (Another of life's big surprises.)

Encouraged, he described the treasures in detail, including the fact that the vaults were located in the lowest level of the dungeons guarded by a treacherous maze. (Maybe he and Arnold really are related!)

Well, that was all Bambo had been waiting for. She sweet-talked the King into letting her go right then and there. He must have really liked the way she flashed her high-fashion Nail 'Em Nails.

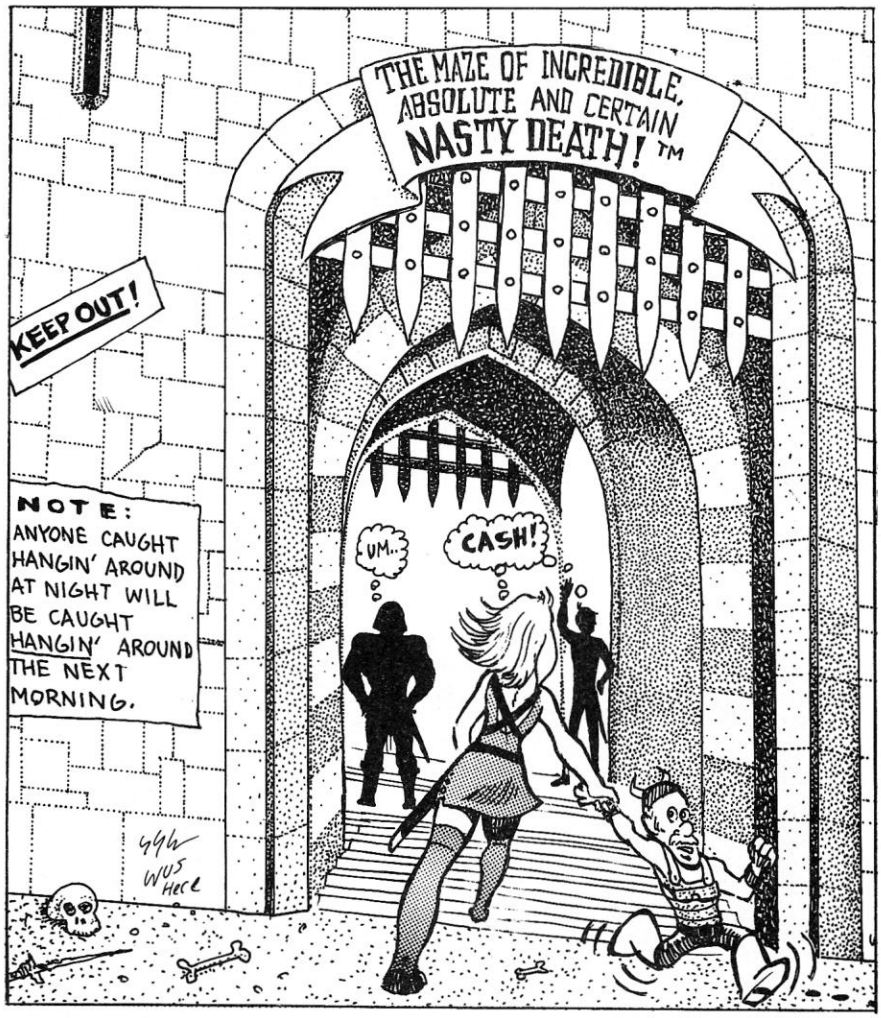
Bambo slipped out of the King's quarters and made her way down to lower levels to find her compatriots. Her searching continued until Spud's moans led her to a dank cell. After a short chat with a guard about the keys, she came back and released the three.

While they gathered their equipment, Bambo explained about the treasure vault in the lower dungeons. Spud was skeptical about anything being lower than the cell they were in, but Bambo convinced him of it and also persuaded Arnold that this was not the kingdom he wanted to run. When she got to the part about winter colds, Arnold agreed.



Now operating under the Deadly Profit Motive, the party set their sights on cleaning out the treasure trove. To do it, they had to first pass through the Maze of Incredible, Absolute, and Certain Nasty Death (TM). Every dungeon has one.

But keeping from getting lost in dark and twisting passageways takes a little doing. Spud wasn't taking any chances and brought out an Insta-Mapper and set it to work keeping them on course. Much better than any breadcrumb trail.



INSTA-MAPPER

A revolution in delver's aids! A totally new concept to make sure that what you get into...you can get out off! The Hassel and Grendel Insta-Mapper! It provides a recognizable trail for you to leave behind, making sure you can find your way back! The special leather carrying pouch holds Hassel and Grendel's specially formulated Mapper's Fluid. Just remove the ScrewTite nozzle, (replaceable to conserve fluid), and the Mapper's Fluid dribbles out behind. Distasteful to most creatures, (we haven't been able to test it on everything), the blotches of Fluid will lead you back to the entrance you came in!

Here's the best part -- if you run out of fluid, fresh blood can be substituted, or any free-flowing liquid! Of course, we can't guarantee the ScrewTite nozzle will remain clean and functional using anything but Mapper's Fluid so keep plenty of extra on hand!

Hassel and Grendel's Insta-Mapper -- don't leave home or go into a cave without it!

LD235 - Base Kit	- 25 Royals
LD236 - Mapper's Fluid	- 10 Royals/vial
LD237 - Spare ScrewTite Nozzles	- 7 Royals

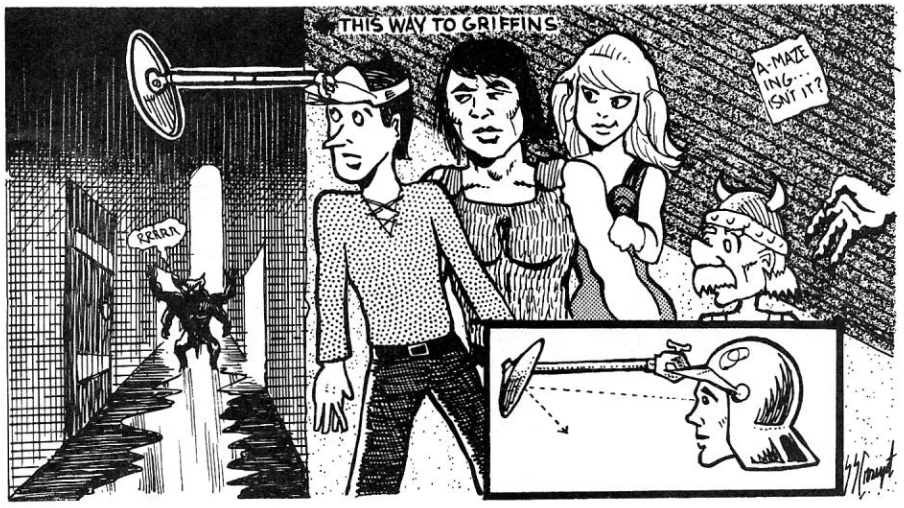
MIRROR AROUND

There are two problems all delvers worry about: What's around the next corner and is anything behind me?

Now there's a simple answer to both problems! The Avarice Mirror Around! Simplicity itself, the Mirror Around consists of a sturdy metal rod with a strong clamp on one end for attaching to your armor or headgear, and a finely-tooled swivel joint on the other end gently cradling a deluxe mirror. By making simple adjustments, the Mirror Around can be turned from facing backwards and protecting your behind to any forward angle allowing you to look around the next corner without losing your head in the process. Or be doubly safe and buy two!

Avarice -- we try harder.

MO172 - 50 Royals



KNIGHT LIGHT

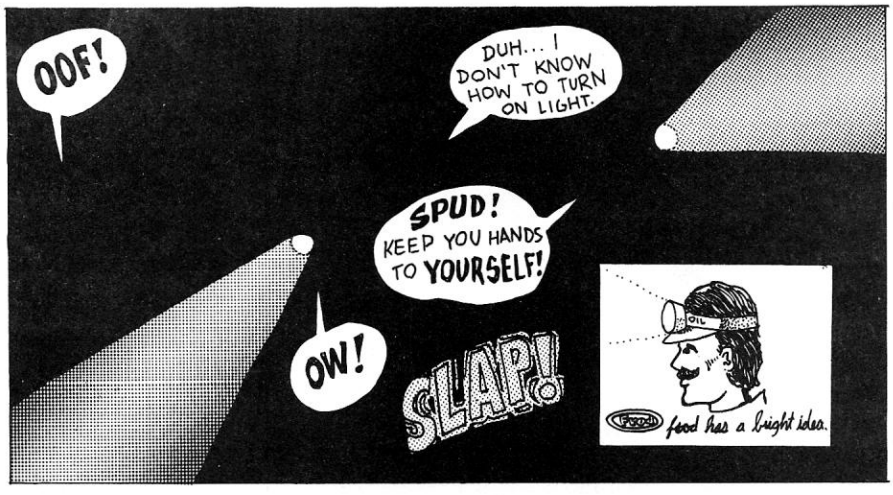
You're in a strange new area. No problem -- you're confident, prepared. A savage villain confronts you. No problem -- you've got your trusty sword and your shield arm is covered. Suddenly, a door shuts and it becomes dark...

Problem.

This is but one of thousands of situations where you need light but don't have any way of holding it.

But now there's Knight Light! A brilliantly conceived helmet-and-light combination sure to be the "light" of your life in the future. It not only protects, it illuminates... which protects, too!

A brighter idea from Frod.





From the talk the guys had heard from the guards while in stir, there were some rather ugly critters lurking in the depths of this Maze of Incredible, Absolute, and Certain Nasty Death (TM). (I get a bonus if I give the Maze guys an extra plug.)

What would they do now?! There could be Ogres, and Griffins, and Werewolves. (Oh, my!) Huge, ugly, scaly beasties that would just as soon rip your heart out as look at you! Actually, they would ***prefer*** *to rip your heart out! Things that wiggle, things that crawl, things on the ceiling, things on the wall! Yucky, horrible, brutal...*

AAAAAAAAHHHHHHHHH!

Oh! Whew! My, scared myself for a second. Where was I? Oh, yeah.

AAAAAAAAHHHHHHHHH!

What a terrible situation! It called for cunning. (There goes Arnold.) It called for courage. (Bye-bye Spud.) It called for Jim (I read the script) but I've got to come up with a c-word to exclude Bambo without enraging her so she won't rip my ears off when she returns.

The big problem was it was dark. (It sure seemed to affect me!) So, as a favor, the party put on their Knight Lights and Jim took the lead using the Mirror Around to be safe.

Sure enough, the maze contained several strange beasties. Only stealth could possibly get them to the treasure without being eaten. Rule #13 -- When talking about stealth, grab hold of the party bozo.

Arnold, returned to his previous level of over-confidence by his recent successes, decided it wasn't heroic to creep around and took his Seven Hells Cudgel and charged the beast. (See!) The famous weapon frightened the monster so bad it was unable to run from the berzerk barbarian. Trapped, the monster put up a terrible struggle. The battle raged across the dungeon floor and reached the place where the rest of the party was hiding. Everyone scattered to stay out of the way of the carnage.

The battle continued but in the end it appeared the beast was too much for poor Arnold and he was swallowed by the creature!! At least that's what it looked like at first in the wavering torchlight. The remaining members cowered back at the approaching rasping sounds, but were relieved to find out it was just a panting Arnold. He attributed his victory to the use of the Aura Armor. (Good thing he didn't wear this when Spud had on the "Guiding Light", things could have gotten...critical.)

In fact, the only casualty other than the monster was the artist. In his haste to get away from the beast, he zigged when he should have zagged and was eaten.





SEVEN HELLS CUDGEL

We at Ripco are particularly proud to be able to provide this item. Almost legendary, the Seven Hells Cudgel is one of the most versatile weapons we've ever seen! Imagine the impact on your foes when you come down the corridor with a weapon flaming with fiery fury! Not only that, what about the benefit of being able to see in the dark! Simply magic! But hurry, it's certain the Ripco Seven Hells Cudgel won't last long!

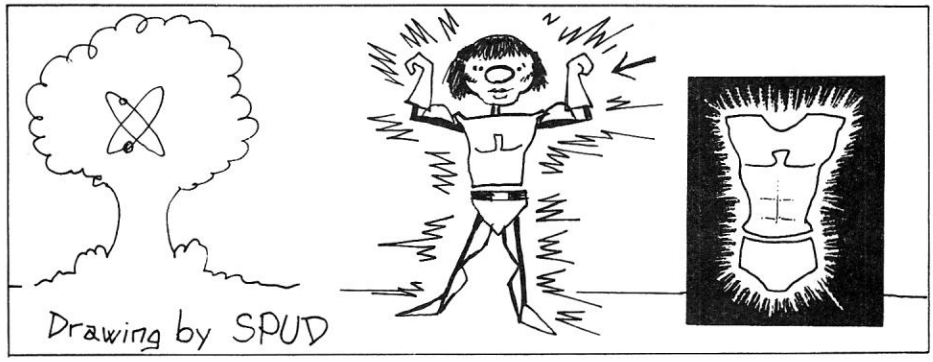
MO139 - 65 Royals

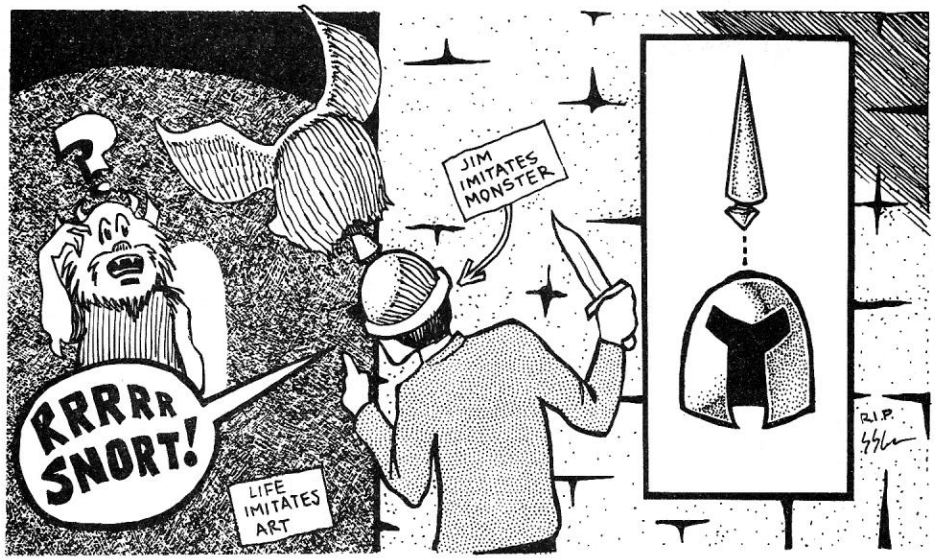
AURA ARMOR

The hottest thing from the Fermi Furnaces! A quantum leap forward! With this armor, you will never again need to carry a torch into that dark dungeon! You will positively glow in the dark! You, and everyone around you, will be able to see, thanks to this new, clearly superior armor! Not only does it illuminate, it incinerates! That's right, it will keep you warm, too! Looks? Why, you'll be radiant! And, to keep you looking good enough to go with this armor, we will throw in a beautiful wig at no extra charge! But it's nothing like the charge you'll get when you buy Aura Armor! Guaranteed to be the last armor you'll ever need to buy! Do U have 238 for Aura Armor?

MO155 - Radiant Ring - 238 Royals
MO156 - Reaction Chain - 242 Royals
MO157 - Periodic Plate - 254 Royals
Include size when ordering.

Look for our Lite Spears.





HURTS 2-IN-1 HELMOUNT

The Hurts 2-in-1 Helmount helmet mounting system is truly a masterpiece of utility! Our sturdy, metal-tipped horns attach to the top of any helmet with special patented reinforcers. This makes your headgear suitable for clearing those sloth-like servants out of the way or goring other unfriendly creatures. And, for those among you who prefer disguise and deception, the horn provides a perfect vehicle for mounting the head of a local denizen! It's so easy to use -- just impale the head and you're ready to peek around the corner without fear of recognition.

Extra heads available. Specify locale or ask for the grab bag. Do-it yourself kits available -- just pop 'em off and push 'em on!

Horns available in rugged rhino, mighty minotaur, and the fabled '56 Chevy.

MO169 - Fitted to existing helmet	- 65 Royals
MO170 - As option on one of our new helms	- 55 Royals
MO171 - Heads	- 10 Royals/each

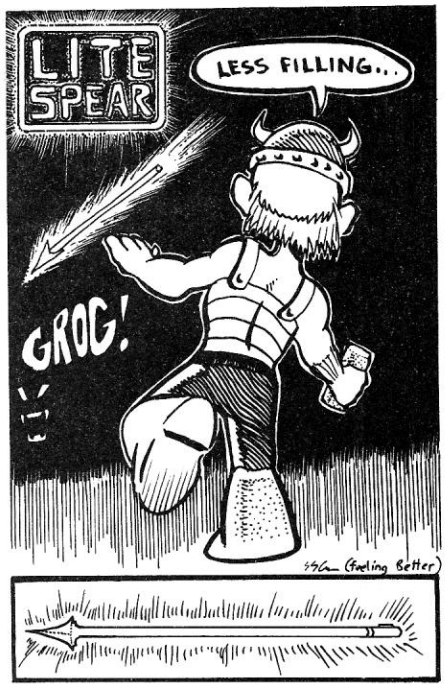
LITE SPEAR

It's been a hard day in the dungeons. Nothing but fights and hacking and slashing. Finally, your weapon breaks and what does your friend hand you...a spear. Tell him, "Make it a Lite Spear."

That's right, the boys from the Fermi Furnaces are at it again. A spear that not only lights your way through those dark corridors, it GUARANTEES that anyone you stick it to will be dead. It may take a month, but they'll get there! So tough it will only rarely split! This may be the ultimate weapon, and at a price you simply won't believe!

Lite Spears, more killing and wastes great!

MO140 - 100 Royals





But he got better.

Now, with the one of the great beasts down, Jim had a chance to try out the Helmount system. It confused the other monsters long enough for Jim and the others to get down to the final level. Victory, and better yet, treasure, were in sight! Only a few obstacles remained.

The first was that the largest, most ferocious creature in the dungeon guarded the entrance. (I said there were just a ***few*** *obstacles left. I* ***didn't*** *say they were small.) If not for the Lite Spear from Fermi Furnaces, the band wouldn't have had a chance. Spud had been furiously trying to open the spear, all the while muttering something about "less filling." When the monster roared its challenge, Spud thought it was some sort of anti-tampering spell on the spear and hurled it away. Rule #8 reared its ugly head again and the toss impaled the beastie.*

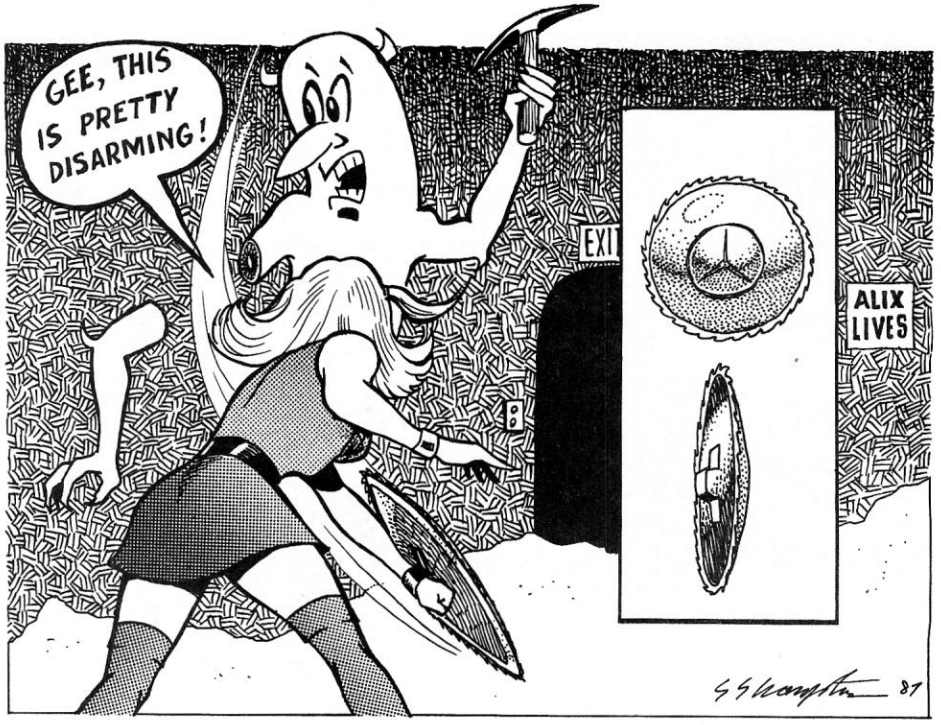
With the spear's astonishing killing power, and the fact that the poor monster had been held in the dark so long the light given off by the spear blinded it instantly, the critter only had the time to belch out something that sounded suspiciously like "taste not good" before our heroes popped by.



Getting by the first obstacle meant going right into the second. It seems that Vater had built the vault somewhere past the lair of all of the guardian creatures. To get into the treasure section, you had to cross the Demon Lair. (Bum-bum-BUMMM. Insert favorite scary music here. For me, it's "Santa Claus is Coming to Town." That guy knows how to ruin a good deal.)

The biggest problem was that the giant door guardian had not taken kindly to getting a spear in the forehead and made a lot of noise before it had the good grace to croak off. The racket brought every ***other*** *monster running to see what was for lunch! So the party had to figure a way to close off one of the three entrances to the lair to give someone time to open the remaining door into the vault area.*

Bambo used the Cutting Edge Shield to hold off the rush at one end. None of the critters appreciated her asking for a hand later.



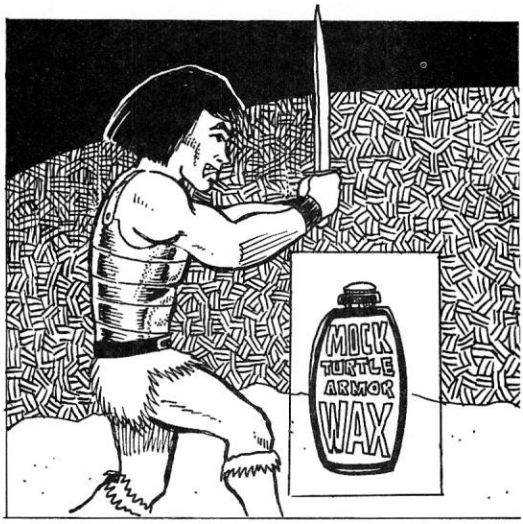
THE CUTTING EDGE SHIELD

It's the stuff of nightmares. You're poised for the attack, weapon held forward, shield in position for the berserker charge of the (insert crazed beast of choice here). You impale it and still it comes! Will your trusty shield protect you?... NO! It simply wraps its (insert beastly appendages here) around the shield and, fortunately, you wake up.

Want to avoid the reality attached to this nightmare? You can do it with The Cutting Edge Shield! What's the difference between this shield and any other? The razor sharp edge, that's what! Just let some behemoth reach around this beauty and see what happens! The harder he/she/it squeezes, the better! If she/it/he isn't careful, it/he/she will have to learn how to eat with he/she/its feet! And, you can even use it as a secret slashing weapon. Think how chagrined your foes will be when they tell their friends the huge slash across their chest was from a shield!

Be protected, be extra safe, be the first in your party to own a shield from The Cutting Edge... an equal opportunity annoyer.

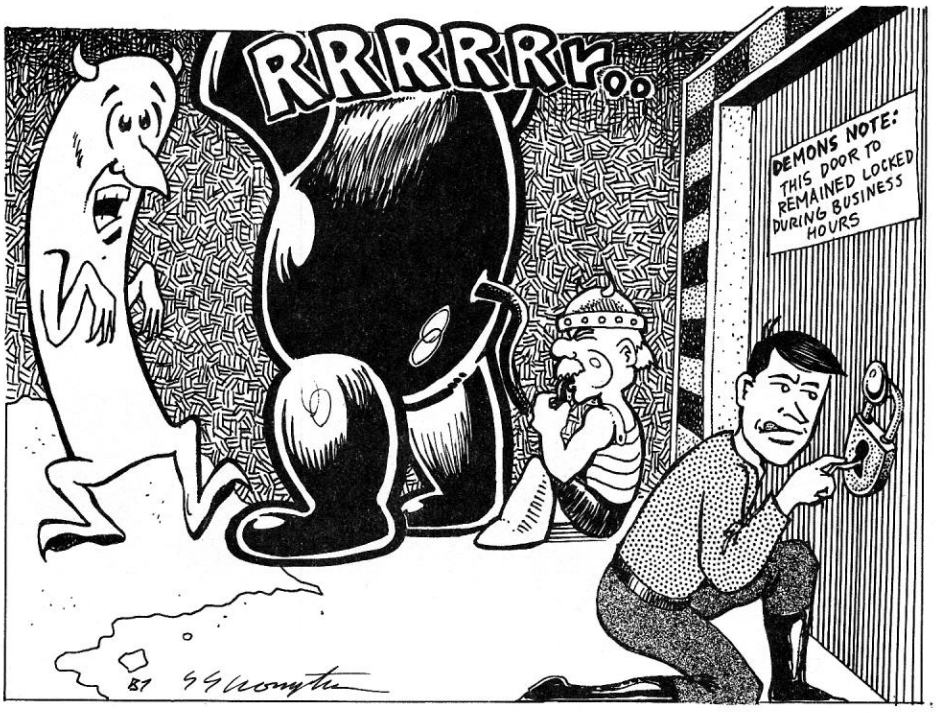
MO153 - 150 Royals

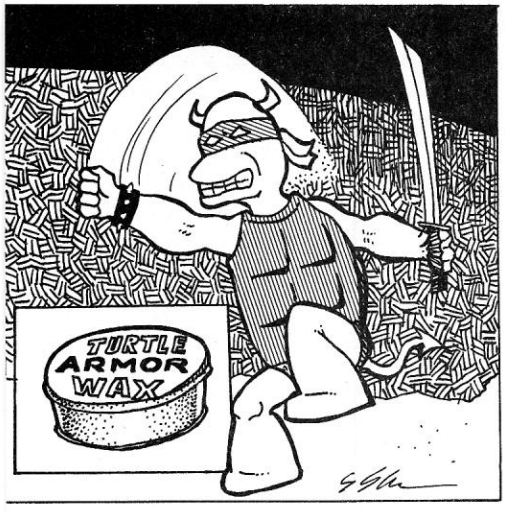


MOCK TURTLE ARMOR WAX

This tough, all-purpose armor cleaner and waxer will give life-saving protection to your life-saving protection. Not only does it prevent rust, water, or blood spotting, it also gives the armor a nearly frictionless surface coating to let you wriggle out of even the tightest monster embrace! Comes with a lifetime guarantee! Recommended by our used armor dealers everywhere.

JD174 - 2 Royals/tin





TURTLE ARMOR WAX

This tough, all-purpose armor cleaner and waxer will give life-saving protection to your life-saving protection. Not only does it prevent rust, water, or blood spotting, it also gives the armor a nearly frictionless surface coating to let you wriggle out of even the tightest monster embrace! Comes with a lifetime guarantee! Recommended by turtles everywhere.

MO175 - 2 Fish/tin.

INFLATA-DEMON

Sometimes, when you can't trick it, fight it, or outrun it, you have to try to scare it. This applies to humans and monsters, alike!

We at Inflata-Demon, Inc. took this idea one step beyond. What was it, we asked, that scared both person and thing? The answer was three-fold. Size, loud noise, and ug-lee!

We took those three things and incorporated them into one package, a package convenient to use yet still big enough to pack the necessary punch to scare off just about anything. And so easy to use! Just put your mouth on the opening in the back and blow quickly into the giant bladder. You shouldn't have any trouble breathing hard enough with some huge nasty coming at you. In minutes you have the largest and ug-lee-est demonic thing between you and the now frightened monster. And what about the noise? A special small opening in the 'demon' mouth lets out just enough air to make a terrible sound. This will work. We stake your life on it!

MO294 - 250 Royals



Arnold knew he was in for a tight squeeze and wanted to make sure his armor was working at peak efficiency, so he slathered on Mock Turtle Armor Wax. The thing he faced was an abomination, something that would only appear ***in the wildest*** *nightmare. To make matters worse, it was obviously intelligent. (Which put it* ***two*** *steps up on Arnold!)*

Jim and Spud teamed up again, this time with the Inflata-Demon. The sight of an even ***more*** *fearsome monster growing in the doorway scared the fiends in that corridor back to the maze. That gave Jim the time to go open the final door.*

Even with all the tricks, all of the items from the Sneeho Guild Emporium, (it's an overdue plug), and their raw courage, (this is getting a little deep, I hope they hurry up and get through the stupid door), it was only at the ***last*** *instant and by the* ***slimmest*** *of margins that they got through the door and into... The Suspense is killing you, isn't it?!*

...Another chamber with two doors. Rule #14 -- Don't even ***think*** *about trusting an obnoxious king who wears his helmet* ***backwards!*** *But which door? Certainly they were close to the treasure. And Rule #15 states -- The closer you are to the goodies, the nastier the baddies. (I wrote that one myself.)*

After much conferring and debate, the decision of which door to try was made by keen deduction.

The Squawkman objected and would not be overruled. If not for the sensitive beak of that little bird, the party would have failed only a matter of feet from their objective. Instead, they took door #2.

While it didn't have poison gas behind it, the second door did have a pit filled with awful, slimy things that I don't even want to talk about. Yuch!



Now what? Go back or go over the ... in the pit?

Spotting a conveniently placed little outcropping of rock over the pit with the ..., Jim took out an Ogre Eyelash Lash, snagged the rock, and swung himself over! It wasn't long until everyone was across. You know, I've been thinking about the Hooha guys. Have you ever seen an ogre big enough to have an eyelash like the one Jim used? Me, either.

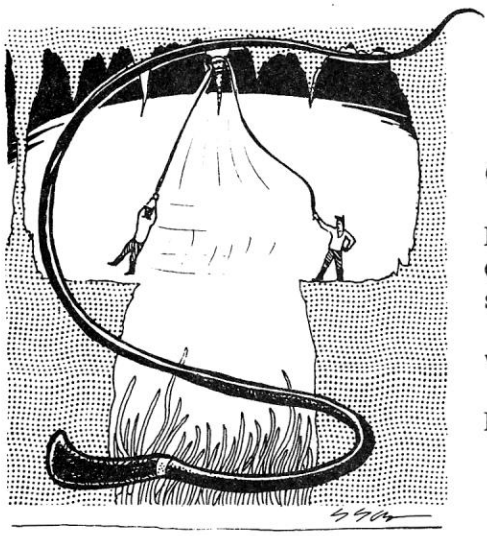


SQUAWKMAN

It's been another hard day in the caves, fighting hoards of monsters, leaping giant chasms, and generally being an all-around doer of derrings. Wouldn't it be a shame to have all of this ruined by something as simple as bad air? Think back, when was the last time you ever paid any attention to what you were breathing? Well, you don't have to take up your valuable time and effort worrying about gas attacks with the Squawkman by Sosume! Inside a small, beautifully-made cage is one of our masterfully trained Mini-Mynas guaranteed to detect the slightest hint of deadly gas or DOUBLE YOUR MONEY BACK! Unlike other gas-sniffing birds that simply keel over and die, these feisty little devils will start screaming bloody murder even if it's just a problem with your breakfast beans! You won't be able to ignore their warnings or live without the Squawkman... by Sosume.

MO238 - Squawkman Myna - 40 Royals/Myna
Extra Mynas at 10 Royals less!

We have four new models under development. Look for them in your next catalog.



OGRE EYELASH LASHES

We at Hooha, (Handicapped Old Ogre Hunters Association -- a non-prophet organization), sum up this weapon by saying: "Smarter than a striking cobra."

We don't know why we say that, but we do. It's a good whip anyway.

MO150 - 25 Royals



"MY FAIR SHARE" TREASURE SCOOP

How many times have you been pressed into loading treasure too quickly and had to leave half a king's ransom behind? Never again with the Ripco "My Fair Share" Treasure Scoop! This handy, easy to use scoop loads, holds, and unloads. What more could you want? And, as an extra bonus from Ripco, this scoop will actually remove the snow from your path if you should happen to get caught in the Great North! What a bargain!

MS249 - 35 Royals

STEEL WHEELS

Finally, after months of arduous searching, you've succeeded in discovering the treasure vault of Nutinincommon. The tomb houses a huge gold statue, more valuable than anything you've ever seen. But wait! How can you get it out of the tomb and become rich beyond your wildest dreams? That's no longer a problem with Runaway's Steel Wheels. Just attach a steel wheel to each corner and you're off and rolling. Perfect for chests, giant gems, luggage, and anything else you're likely to find.

You can steal away with Runaway's Steel Wheels!

MO250 - Set of four - 12 Royals.

They made their way down a short corridor to a single door. Was this it?

Yes! The treasure room! Finally, after all their trials and tribulations and any other bad words. While they stood around celebrating, Spud noticed something was wrong. Was it the water that was filling the room, the fact the ceiling was coming down, or that the statue in the corner was coming to life?

(No, it was that I hadn't said Sneeho Guild Emporium for some time now!)

All those other things were going on, too, so the party had to hurry. Normally, any group getting to this point would try too hard to pick up all the treasure and would forget Rule #16 -- Greed kills.

*Most other groups don't have the great equipment Jim and company possess though. (**You** can, just by opening up those AirPockets **right now**!) So while Spud loaded sacks of gold with the "My Fair Share" Treasure Scoop, the others used Steel Wheels to get the treasure-of-the-ages statue ready to go.*

They'd done it! By getting out of the room early they avoided absolutely every trap and creature that would have bothered them between the castle and home! Sneeho Guild Products -- simply amazing!





Now for the good part, the returning heroes celebration. Spud sent a crew of SingaSerfs forward to prepare the welcome. After that bunch was finished, the townspeople were convinced that the little band had saved not only the village, but Mom, head polo, and Ogre pie as well. (I've thoughtfully provided the recipe for Ogre pie at no extra charge.)

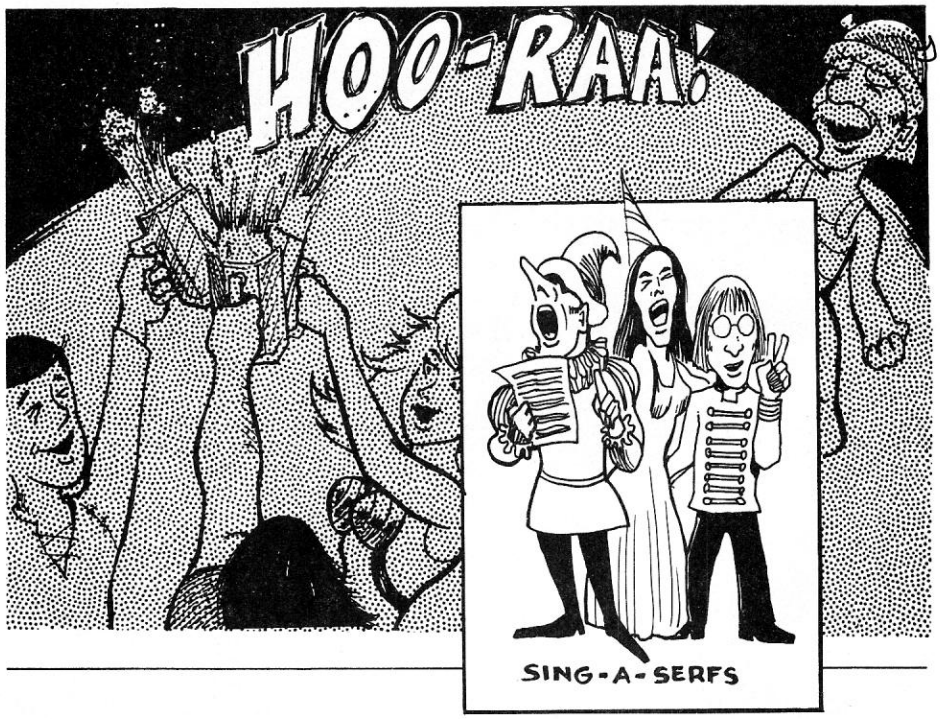
Celebrations for good, conscientious Jim, the beautiful Bambo, awesome (choke) Arnold, and my faithful potato peeler and shoe shiner, Spud, continued for hours.

OGRE PIE

Mixing directions: To a very large bowl, add a ***gallon of bat milk.*** *Beat in a* ***small sack of ground prune pits.*** *Add a* ***dozen large lizard eggs,*** *beaten. Roll the crust mix out on the kitchen floor and cut to size of pan. The pan should be made out of* ***old Ostrich offal.*** *When crust is secure in the bottom of the pan, add* ***one Ogre,*** *also beaten. (And tenderized, mauled, mashed, diced, etc.)*

Cooking directions: Place pan and pie in oven, cook for ***three weeks at 600 degrees.*** *At the end of that tims, remove from oven.*

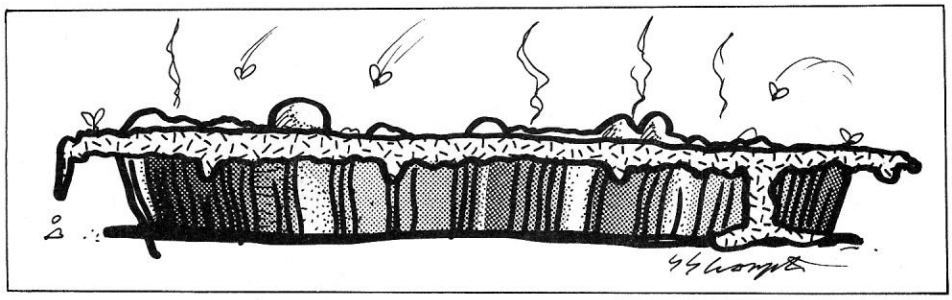
Eating directions: Throw out crust and Ogre and eat the pan.



SINGASERF

Not getting the attention you deserve? Have you slain huge monsters single-handedly only to find yourself a complete unknown when you get back to civilization? Are you tired of rebuilding a big reputation every time you show up in a new area? We can solve this problem quite easily with SingaSerfs from Serf 'N Slave. Not only will your spoils be toted for you, but you'll have glorious songs of your exploits made up and sung at the same time! Just send a SingaSerf into town a little before you arrive and enjoy the hero's welcome you deserve! Or, for those really big jobs, get the whole vassal choir to follow you around! You'll attract all the attention you could ever want... and more!

MO101 - Buy - 1500 Royals
- Rent - 50 Royals/day
(Not to be confused with any offerings from "SlingaSmurf Enterprises"!)



OGRE PIE-SON

A delectable blend specially prepared by Secretia Borgia, head cook at Hooha, Ogre Pie-son is perfect for convincing that heir apparent that mother knows best.

If you don't believe us, just ask that monarch-to-be if he wants, "A little more Ogre Pie-son?" He'll never get out of line again!

Ogre Pie-son, feed it to all your "friends".

MO303 - 15 Royals/pie



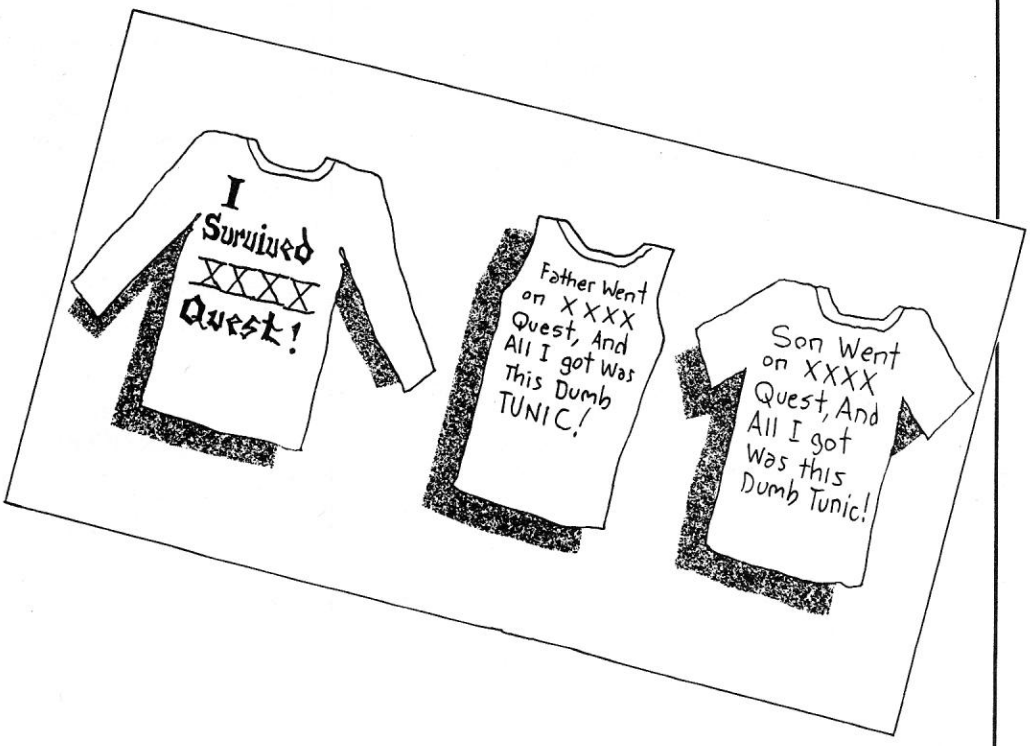
"I SURVIVED XXXX'S QUEST" TUNIC

Trading stories in the local tavern and no one will believe you are the Bellin the Cat who really slew the dragon? That won't happen anymore when you get a "I Survived XXXX's Quest" Tunic. It tells your tale, right up front for all to see! No tunic issued without documentation. Send proof with order.

And, don't forget the kids with the "Father went off on XXXX's quest and all I got was this dumb Tunic" tunics!

Available in earth tones from Zeus Looms. Specify small, medium, large, or barbarian.

MS277 - "I SURVIVED" Tunic - 10 Royals
MS278A - "Father went" Tunic - 7 Royals
MS278B - "Son went" Tunic - 7 Royals

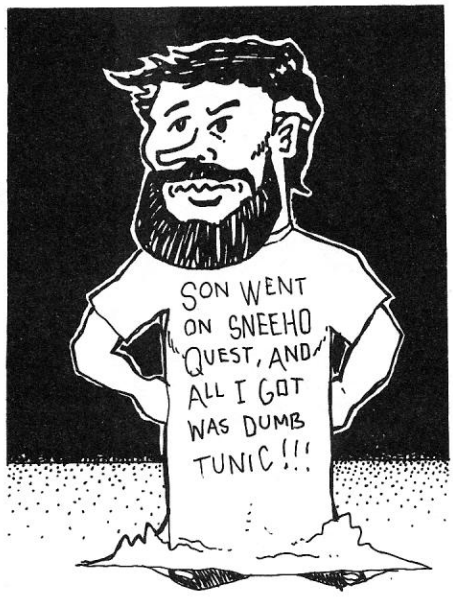




The ceremonies were topped off when Spud brought out an "I Survived xxxx's Quest" Tunic with Jim's name on it. It was a disgustingly touching scene.

(What's worse, nobody mentioned the fact that it was all due to the Sneeho Guild Emporium products and offerings! What ingratitude! They wouldn't have had a ***chance*** *without my stuff! You'd think they'd give credit where credit is due... Did I just use the word* ***"CREDIT"****!?*

I'll get them for that.)



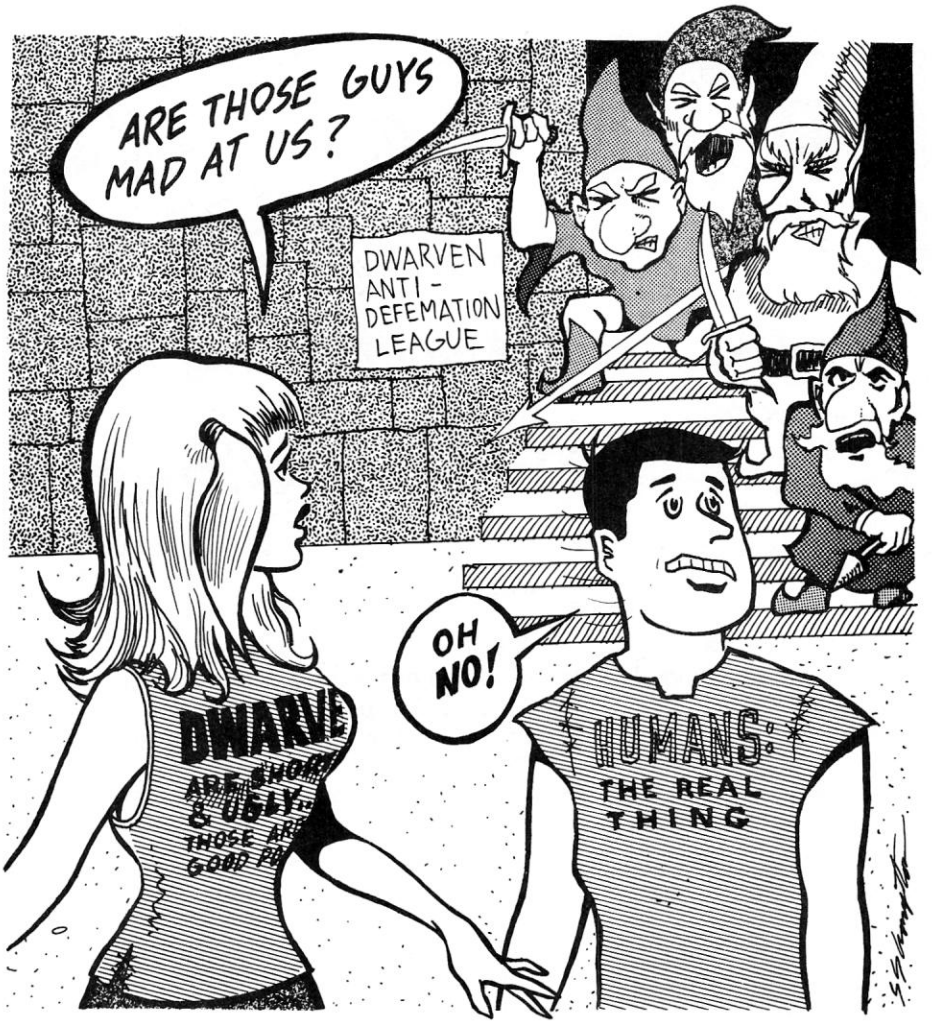
Yeah, and then that good, conscientious boy of mine went out with Bimbo, Bambi, Bambo -- whatever her name is -- and went ***shopping****! Not at* ***my*** *place, somewhere* ***else****. He bought a Pride tunic and she got a Cut 'Em Tunic.*

(I guess they did shop at the Sneeho Guild Emporium...But not ***all*** *the time!)*

When Bambo wore that tunic around I thought she might start a fight. That would show them. Without the Sneeho Guild Emporium stuff to help them out, what would they be? I ask you, would they be anything without me?... Of ***course*** *they'd be dead, I meant would they be something* ***worthwhile****! And don't tell me not to say "Sneeho Guild Emporium" so much. I can say it as much as I want, this is* ***my*** *catalog!*

Sneeho Guild Emporium.
Sneeho Guild Emporium.
Sneeho Guild Emporium.
Sneeho Guild Emporium.
Sneeho Guild Emporium.
Sneeho Guild Emporium.
Sneeho Guild Emporium.
Sneeho Guild





PRIDE TUNICS

Don't be ashamed of your ancestors! Eye-catching slogans adorn these super-chic tunics! Now you can show all your friends how great it is to be an orc -- or anything else for that matter!

Only 25 Royals/each from Zeus Looms!

JD266 - JOIN THE ORCISH GENERATION
JD267 - ELVES DO IT IN THE TREES
JD268 - DWARVES DO IT DOWN DEEP
JD269 - I AM DRAGON, HEAR ME ROAR
JD270 - HAVE YOU HUGGED A HOBBIT TODAY?
JD271 - OGREISM: NOT JUST A WAY OF LIFE, IT'S AN ATTITUDE!
JD272 - HUMANS: BE THE REAL THING

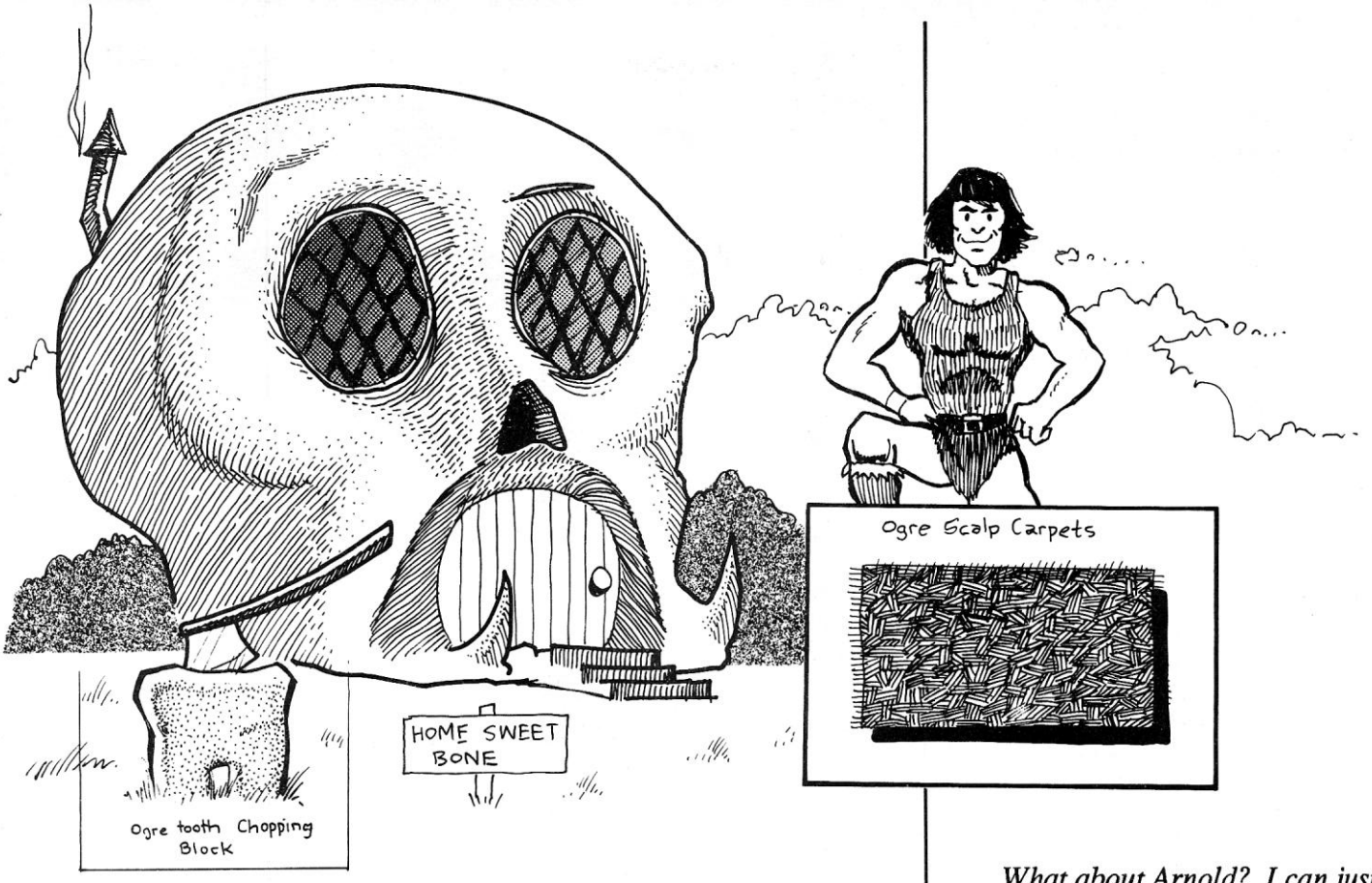
Give size when ordering.

CUT 'EM TUNICS

Fed up with cutesy phrases about someone or something's heritage? Want to let some troll know what you <u>really</u> think? Try one of these tunics on and watch that clown start to fume. Pass out a few to your friends and you may have another fun war on your hands before you know it!

Only 20 Royals/each from Loki Linens Limited!

MO273 - ORC: LESS THAN A DORC
MO274 - THE ONLY GOOD TROLL IS A... THERE <u>ARE</u> NO GOOD TROLLS!
MO275 - O-GREISM: NOT JUST A WAY OF LIFE, IT'S AN IQ RATING!
MO276 - DWARVES ARE SHORT AND UGLY...THOSE ARE THEIR GOOD POINTS!



OGRE SKULL HOVELS

These Hooha hovels have large, airy first floors with a beautiful arched doorway. The tiny second floor features four windows. (And, the second floor is guaranteed to never have been used!)

LC262 - 1000 Royals

OGRE SCALP CARPETS

Woven together using only the finest ogre-gut, these gorgeous rugs from Hooha are perfect for irregularly shaped, non-level, packed earth floors. Available in dirty gray, greasy gray, and the ever popular grimy gray.

LC264 - 200 Royals

OGRE TOOTH CHOPPING BLOCKS

This is a handy Hooha device no ruler or pretender should be without! Impervious to guillotine or greataxe scratches! Blood spills absorbed immediately! Your executioner will love you for this handy present.

LC265 - 50 Royals

*What about Arnold? I can just **imagine** what he's up to with all that extra money. Probably buying something absolutely **worthless!** Like an Ogre Skull Hovel with an Ogre Scalp for the floor and an Ogre Tooth Chopping Block... Like I said, Arnold is a loyal, generous, bright fellow. It's really a shame he didn't become the king of Whyborya. Why, we could have opened trade routes, exclusive buying and selling agreements, we could have been rich! Hmm, maybe if I gave him some more stuff he'd go off again... I'll have to talk to him about that. What a good fellow he really is.*

*That reminds me, have you ever seen an ogre with a head big enough to **live** in? I've never seen one with a head big enough to **use**! You know, I'm beginning to think the old ogre hunters have been hunting **giants!** It should be **Hogha,** not **Hooha!** Small wonder they have so many problems... But don't tell them, they'll just try to raise their prices.*

*Now look what they're doing! They could have invested in the **company** with all that money but what do they do -- get pets. Even my own faithful Spud got a "My Fair Yeti." Where does he plan to put it? I'm not going to let him keep it in his quarters! My closet is full enough with Spud's bed and my Marcos shoe collection as it is. Can you imagine what a thrill I might get one morning putting on my shoes?*

Even Bambo got one!

*And all this money is going to positively ruin Jim. I'll **never** get him to help again. He'll stop being good and conscientious. He'll spend his inheritance and that'll kill me!)*

*And look at the big fool. "Don't **want** to go out in woods," he says. "Don't **want** to rule country. Just want to play with pretty things and have fun."*

*What kind of adventurer is that, I ask you! Pet Roc or no Pet Roc, he has to be helped soon or he'll loose his hero standing. Even worse, as one of the idle rich he'll probably be hanging around all the time talking to **me**! I just can't sit around and let that happen!*





MY FAIR YETI

Wondering what to get the little warrior at home? My Fair Yeti is the perfect gift! Order the miniature version as a growing-up companion for your little sprite. We know how the tykes like to dress up things so we even include two outfits for play, the junior Warrior Yeti, complete with armor, and the Yeti Prince set with a tiny crown. Other clothes sold separately.

For the adolescent fighter just about to leave the fold, we also have a full-size My Fair Yeti for a little practice. Tough and durable, My Fair Yeti has a lifetime guarantee!

Exact anatomical features included where allowed by law and prevalent religious persuasions.

Another fine product from Hathbro.

JS281 - My Fair Yeti Junior - 5000 Royals
JS282 - Clothing sets - 50 Royals/set
JS283 - My Fair Yeti Senior - 2500 Royals

PET ROC

For the ruler with everything...almost.

Is the Emperor in your life tired of his pack of dogs? Does your favorite King weary of the antics of chained mountain cats? Does the sight of countless pitiful peons in a pit full of wolves bore the Count to tears? Bring some new life into the old throne room! Get that leader something worthy of his or her stature -- a Pet Roc from Hathbro.

Dangerous, you say? Not in the least. At least not to the owner. These birds are better trained than even the best falcons. (Although, unless the owner-to-be possesses considerable strength, we do not recommend this type of use.) In fact, you won't even have to worry about droppings like you do with other birds and pets. Just give the bird the word and it will make it's deposits wherever you wish. Can make for a whole new type of sport with the peasants! And just imagine how jealous the neighboring kingdom ruler will be when you show up with your Pet Roc! For those of you that want to do your own training or just like a more surly bird, ask for the Punk Roc. These critters are guaranteed to be surly, irascible, and disagreeable or your money back!

JS279 - Pet Roc - 20000 Royals
JS280 - Punk Roc - 3500 Royals



SAFETY-HIDE PURSE

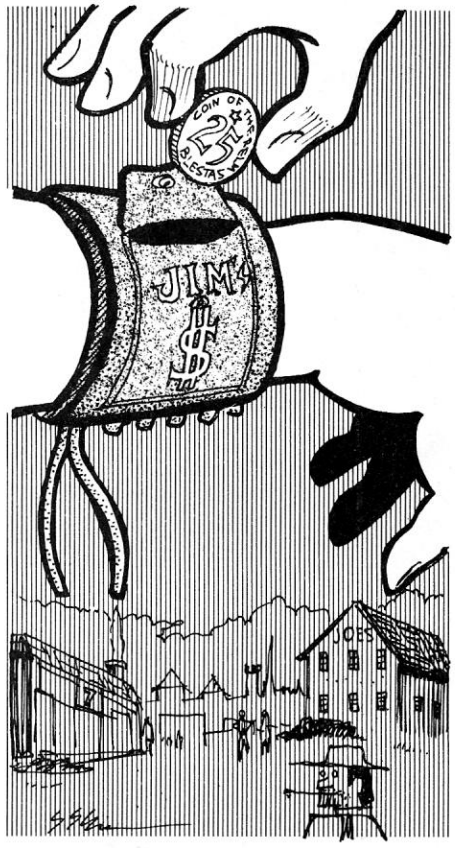
Rolf is a barbarian. He can hack and slice his way out of many tough situations, grab the loot, and run away without a scratch. Yet Rolf is scared silly to bring his hard-earned money into the city! Why? Because of thieves and cutpurses!

How many of you know someone like Rolf? Be kind to your savage friend by giving him the world-famous Safety-Hide Purse -- the purse thieves curse!

Safety-Hide is a hollow leather band tied at the ends to form a nearly indestructible carrier for small valuables! The trick is the metal bands reinforcing the tough leather will stop most blades.

Even more valuable is the very usual looks of the Safety-Hide. It can easily pass as an ordinary wrist or ankle support! Thieves find it impossible to cut loose the purse without being seen! Buy one for yourself and another for Rolf -- because a happy barbarian is a peaceful barbarian.

JW251 - 15 Royals



THE BAD-AS-WE-CAN-MAKE-IT REAL OLD TIME CRIME DETECTOR

Are you constantly looking over your shoulder, watching in case a stranger or even someone you know is pilfering from you? Are you afraid to go to sleep at night, not knowing if your belongings will be intact come morning?

If you fit this description, then we at the Bad-As-We-Can-Make-It Security Company have the answer to your prayers! We call it the Bad-As-We-Can-Make-It Real Old Time Crime Detector and it can be yours at a low, low price! This patented, guaranteed device is sure to leave even the most wily thieves daunted. Just place the Crime Detector in any backpack, coffer, or sack, (preferably your own), and presto -- like magic, nobody will go anywhere near it! If you are not completely satisfied, return it in ten days for a full refund!

Comes in cobra green, asp yellow, and coral coral.

JW252 - 60 Royals/detector



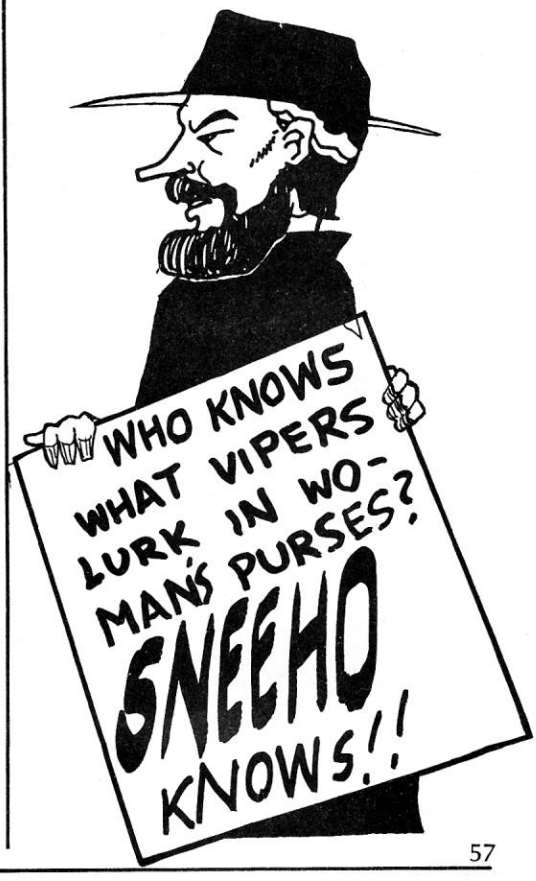
OOH, nooooooo! Since Arnold had a house no one in his right mind would go in, the rest of the group had entrusted almost all of their money to him! And he got robbed while he was out playing with his bird! OOH, nooooooo!

When they were comparing notes, Jim mentioned someone had made an attempt at his money while he was on the streets! Only due to the quality, and, and, and, the durability of the Safety Hide Purse was Jim able to keep his few remaining coins.

Bambo said someone took a shot at her purse, too, but the Bad-As-We-Can-Make-It Old Time Crime Detector worked like a charm. (Rule #17 -- Understand the saying, "Hoist by your own petard.")

Was this the work of some evil cult? Was it the foul machinations of some jealous delver? Was it just because they had more money than sense?

Jim, undaunted, (as well as all that other stuff), vowed they would find the answers. But how?



Pooling their remaining money, the party hired a specialist to find out who was behind all of the robberies. They got the best, (darn), a man who was bright, (rats), a man who was incorruptible, (worse yet).

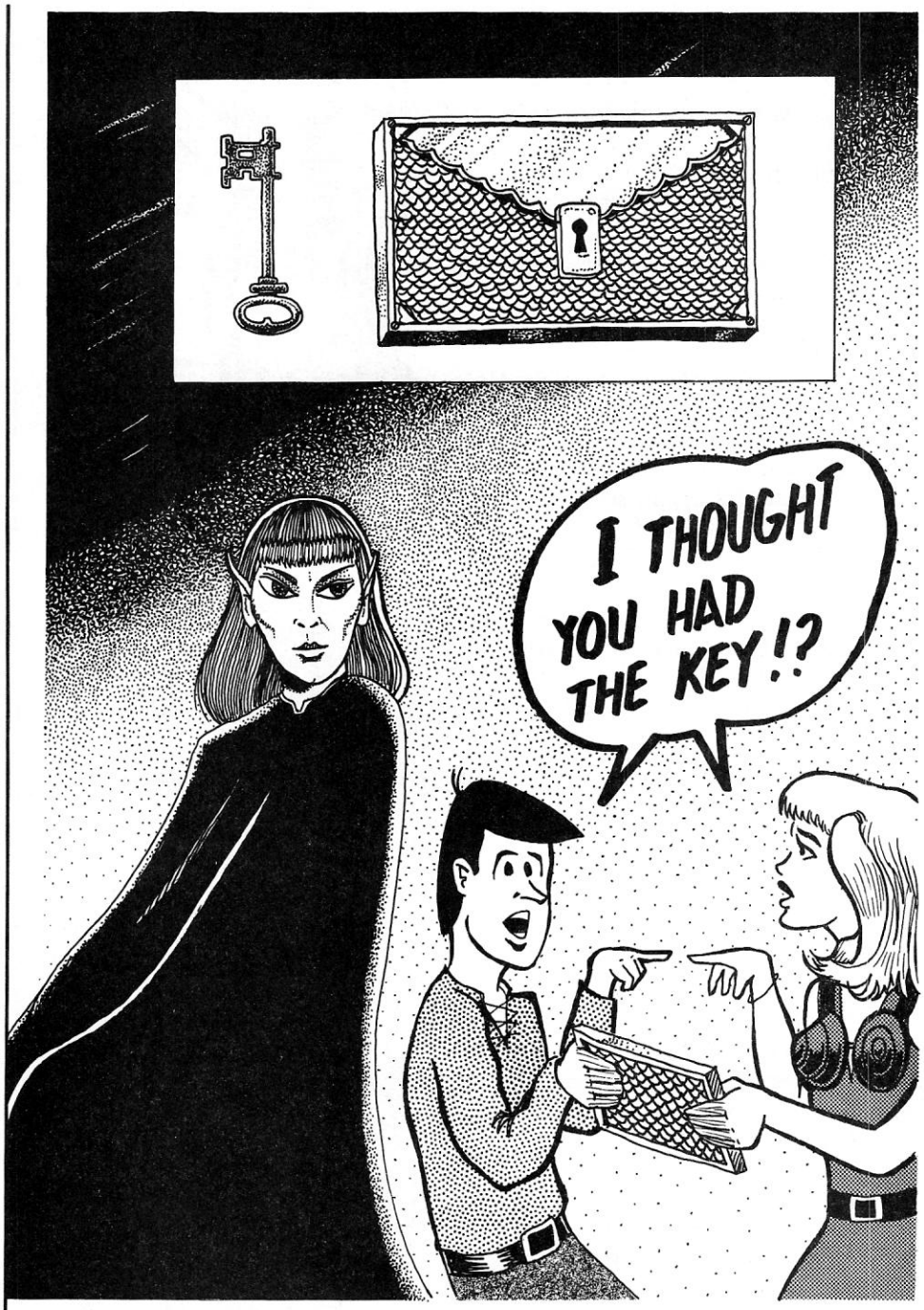
The group plotted revenge while their agent worked. Once they knew who was master-minding this dastardly plot, they vowed to make his/her/its/their life/lives a living heck. (Jim's too conscientious to use that other word.)

Of course, I would have helped but I was busy mastermin, er, minding the store. So I had to content myself with waiting for word of the agent's report. One of my other helpers was at Arnold's house to interc, ah, inform me when the agent disclosed his results.

Finally, word came in! Who could it be? Who had the most to gain by the theft? Who knew when they were out shopping at other stores? Who was the criminal? Who was in a lot of trouble!

To make sure no one would tamper with the results, they had given the agent ChainMail, an unbeatable system for delivery of important messages! (See Rule #17 again.)

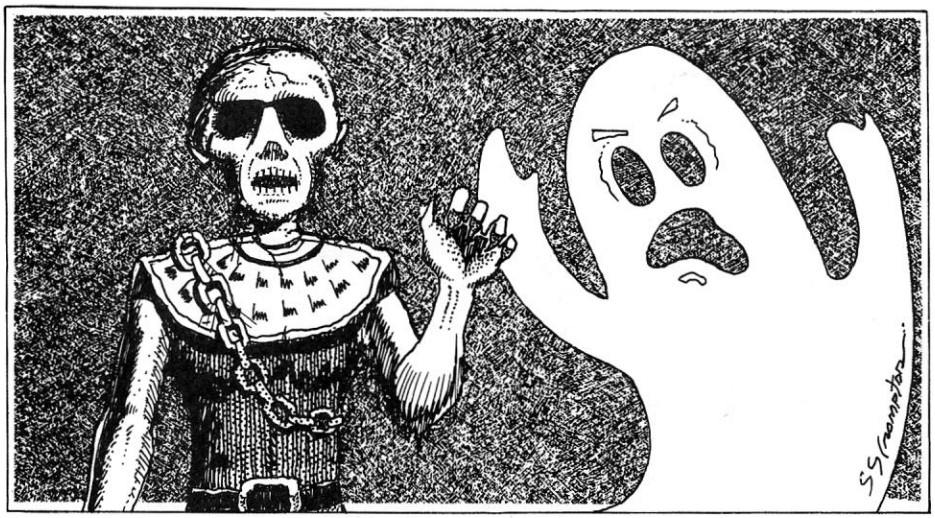




CHAINMAIL SECURITY ENVELOPES

Anyone can deliver messages fast, but can they promise only the intended recipient can read the mail? Free yourself from the worry of damaged or intercepted correspondence. Never again will your battlefield orders be tampered with or your tender amorous proposals read out loud at the local bar. With Chainmail security envelopes, thieves and messengers alike will be unable to intrude in your personal correspondence. A special blend of magic and metal makes an unbreakable casing for your letters. Chainmail can only be opened with your individual key. Lose it, and even you can't read your mail! Unsurpassed security can be yours with Chainmail!

DW254 - Envelopes - 3 Royals each.
DW255 - Special Key - 100 Royals each.
Note: If you lose your Special Key, just let us know and we'll sell you a duplicate for only 500 Royals.



HAUNTERHELPER

Owed money by a skittish skinflint? Need to rout some superstitious savages? Or just want to scare a sleeze? You could do it yourself by staying up late at night and terrorizing your victim. But all that bumping in the night can tire you out! And, you're too sleepy to see the results the next day!

Use the Serf 'N Slave HaunterHelpers! Specially trained to howl like a banshee, creak like an opening crypt, or scratch a wall like something fresh from the grave, the HaunterHelpers will get you fast results with no loss of sleep! In fact, they're so good we know you'll be so spooked just having them around that we won't ask for any deposit.

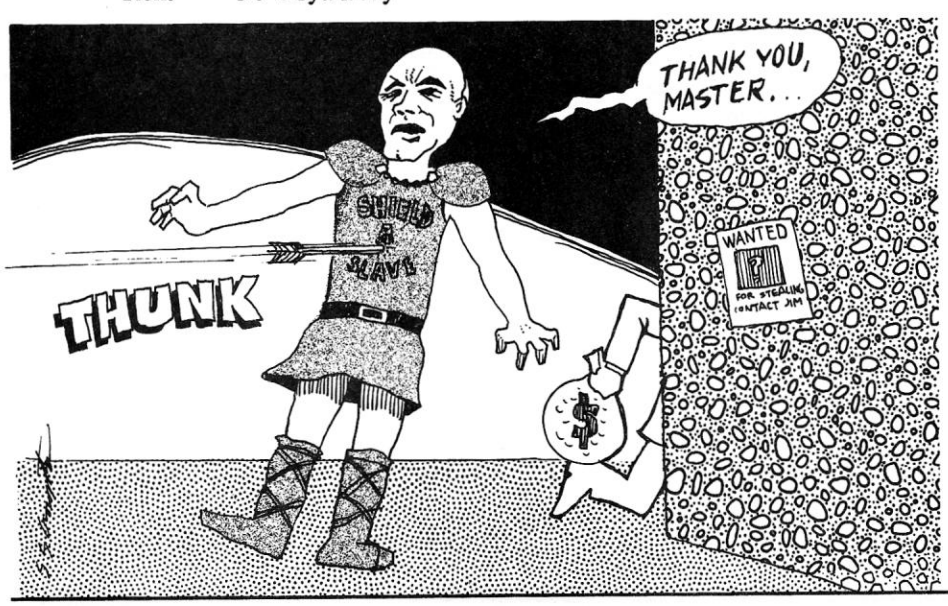
Haunter Helpers, for the night work you don't want.

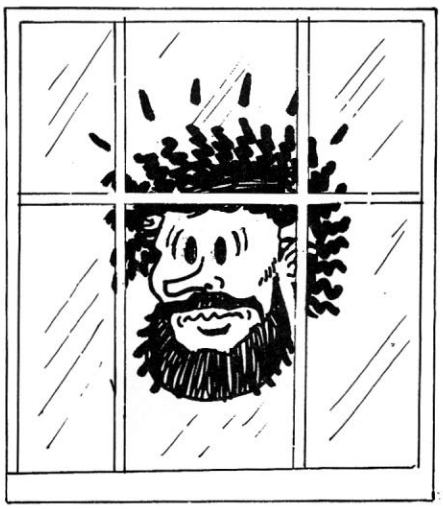
MO104 - Buy - 1500 Royals
- Rent - 50 Royals/day

SHIELDASLAVE

From the stables of our master trainer, Whipther Pavloffs, comes a brand new breed of bearers: The Serf 'N Slave ShieldaSlave. Through secret methods, Pavloffs has trained this elite corps to act as human shields protecting you at all costs! Just makes you salivate thinking about the ramifications, doesn't it? Not only will the ShieldaSlave step in front of an oncoming dagger, arrow, or other undesirable danger, but he'll thank you for the privilege! This could be the ultimate gift for high-ranking friends!

MO105 - Buy - 3500 Royals
- Rent - 2000 Royals/day

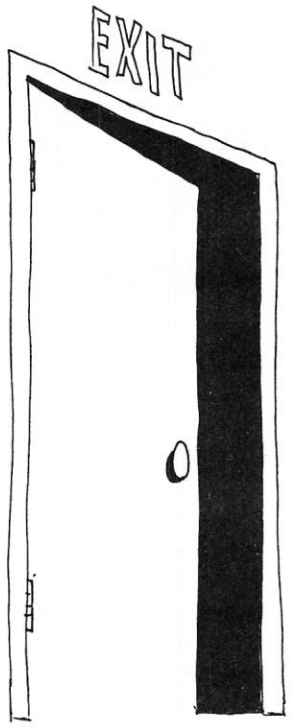




Having the dastardly criminal's address but not his identity, they went to flush him out and regain their money. Spud, my former retainer, showed Jim how good a job HaunterHelpers could do.

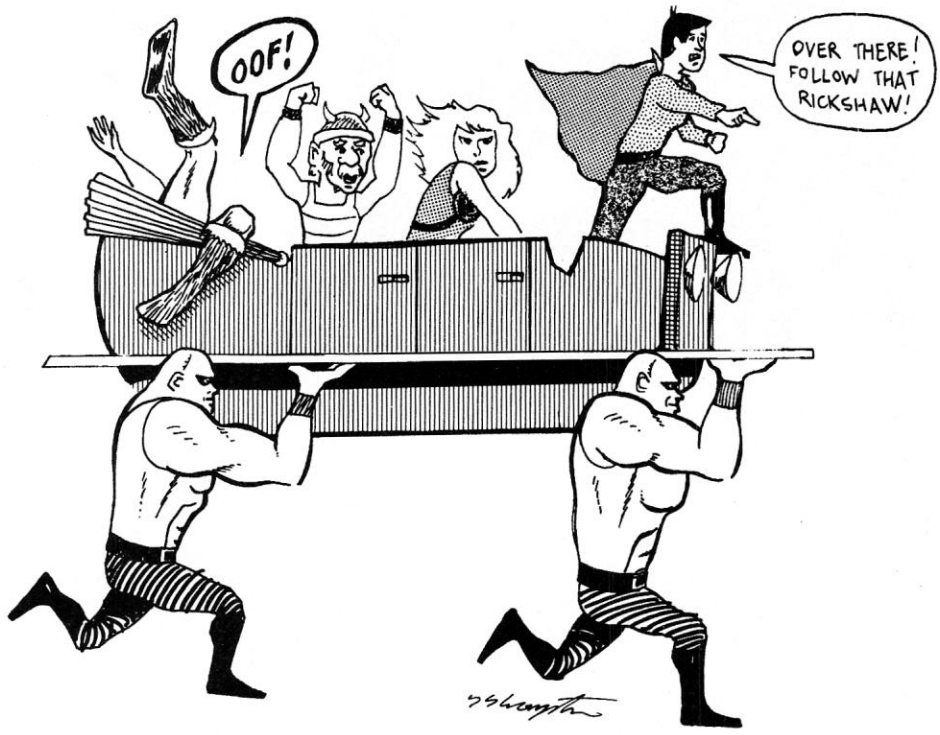
The ruse worked and the villian ran out trying to get away. Bambo was waiting in the dark and had a perfect shot to stop the crook but at just the last second out stepped a ShieldaSlave who took the arrow for him. What a brave act! Whoever this mastermind was, he was obviously well-connected and well-liked to have such a high-priced offering from the Sneeho Guild Emporium as the magnificant and masochistic ShieldaSlave!





Not content with letting him get away peacefully, Jim brought out a Litter big enough for everyone to pile on to try to chase down the thief. (He opted for the sport model LitterLifters.)

*Unfortunately, **he** had a Rickshaw complete with the finest in RickshawRunners. More than ever they were certain he was rich and important (and really a good guy) because his servant was wearing the best in Slave Guy/Slave gal uniforms. Too bad for them he had this nice Sneeho Guild Emporium equipment, because he got away clean!*



LITTERS

There are many ways to get around, on horseback, on foot, in a wagon, but there is no more regal way to travel than by litter! We're not talking two sticks and some cloth here, we're talking about Honest Omar's classiest line! Let the peasants and peons see you and awe at your stature! Float down the street above the heads of normal men! Treat yourself to the ride you deserve!

Honest Omar's Litters are frankly quite expensive. But now you can qualify for the elite group that rides "head and shoulders above the crowd."

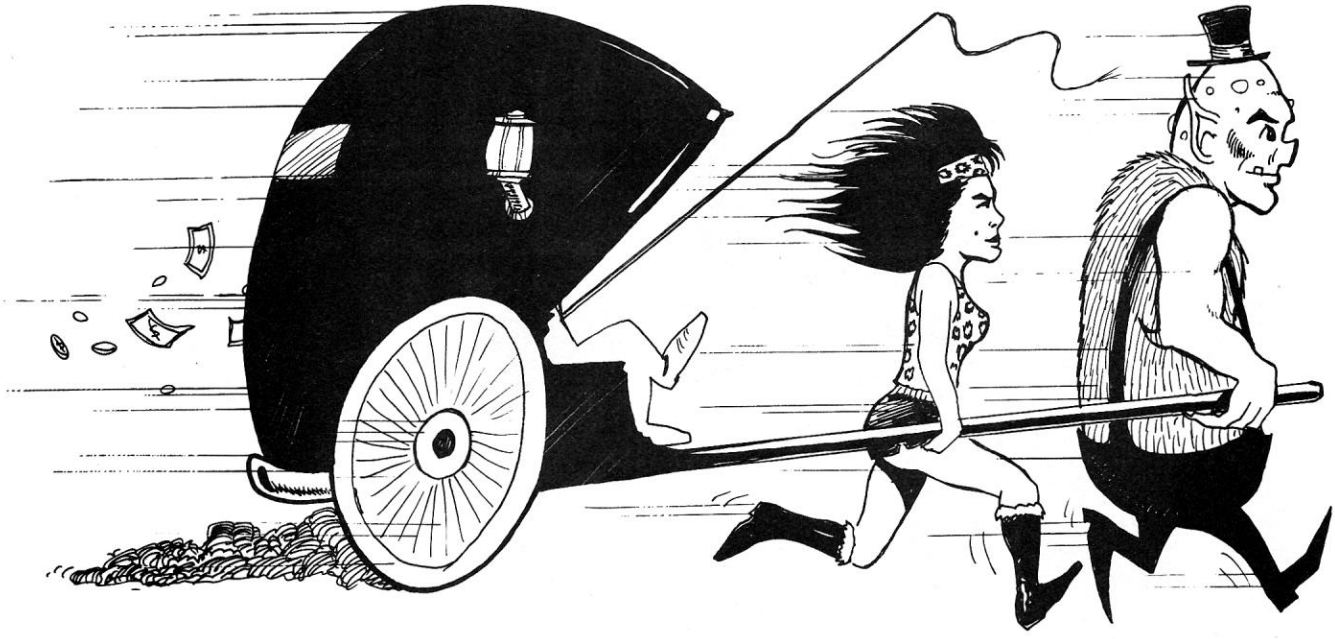
Check the Serf 'N Slave section for LitterLifters. For the sporty look, order two short for the front and two tall for the back.

MO201 - Base Model - 1000 Royals
Options available.

LITTERLIFTERS

Powerfully built, the LitterLifter from Serf 'N Slave can do it all! Trained to lift and carry heavy weights with ease and grace, these sturdy slaves have a marvelous physical control and are just the thing for any work needing raw power yet fine movement. Since they all must be qualified to carry kings around on their shoulders, they are also a particularly handsome lot and can be used to impress friends and enemies alike.

MO232 - Buy - 1500 Royals



RICKSHAWS

Chasing a thief or running like one can be a tiring and degrading affair. So take the work out and put in some style with Runaway's Rickshaw. Each and every one is made of fine, sturdy wood and has a tastefully padded seat for extra comfort. Speaking of extras, Runaway's has several options available. Armored sides, spear racks, and our special caltrop drop tanks are but a few of our more popular offerings. You name it and we'll add it on! There's even a special 2-passenger version that splits into separate rickshaws at the throw of a bolt! Guaranteed to confuse both pursuer and pursuee alike! Fleet discounts and used models available. Bearers not included, see Serf 'n Slave section for appropriate model. Remember to Runaway with Runaway's!

MO192 - Standard model - 250 Royals
MO193 - Armored sides - 65 Royals
MO194 - Spear rack - 20 Royals
MO195 - Caltrop tanks - 100 Royals
MO196 - Hidden wheels - 80 Royals
Other options available upon request.
MO233 - Rent (per day) - 50 Royals

RICKSHAWRUNNERS

Trained for speed and quick cornering, the Serf 'N Slave RickshawRunner is a joy for the Master in a hurry. It doesn't matter if this peon's pulling transportation around or running a message across town, no one will get there before he does!

MO230 - Buy - 1200 Royals
MO231 - Rent - 40 Royals/day

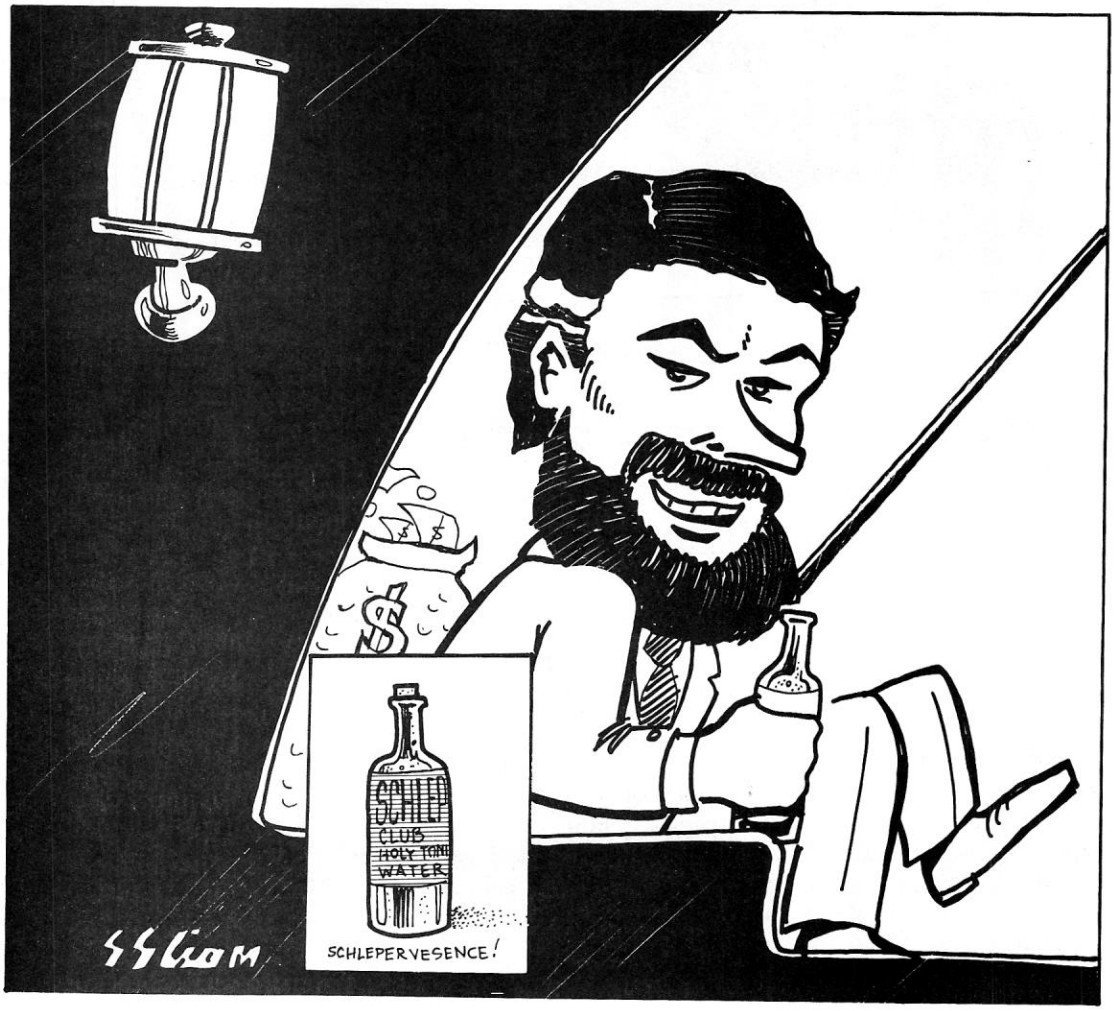
SLAVE GUY/GAL UNIFORMS

Do your servants look like common peasants? Are they clad in boring, look-alike rags? Make your servants look like they work for a king with Slave Guy/Slave Gal Uniforms from Fredrick's of Whyborya. Each slave outfit includes a natty vest and briefs ensemble suitable for male or female wear. The four styles in this Fredrick's line include: Arctic (fur and whaleskin), Desert (leather and wool), Mountain (feather and bone), and Jungle (hide and palm fronds). For you nomads, ask about our mix and match specials!

Remember, give your servant a sense of fashion pride with Slave Guy/Slave Gal Uniforms. Sizes for starved, fit, or pampered peons.

DW106 - 45 Royals a set.

I guess since Jim and the rest are broke again, I'll have to find them some work. Who says there's no such thing as a happy ending? See you next time!



SCHLEP'S CLUB HOLY TONIC WATER

Introducing a new sensation straight from Schlep's secret springs! Whether it be for the religious man to banish his demons, mages concocting arcane potions, or just the warrior relaxing at an after-dungeon party, Schlep's Club Holy Tonic Water makes a perfect mixer! Even the crankiest dwarf will cheer up at the sight of Schlep's blessed bubbles making their merry way to the top of the vial!

Available for most common denominations, Schlep's Club Holy Tonic Water and Schlepervescence are registered trademarks of J.R. Schlep and Sons.

JD284 - 1 oz. vial - 10 Royals
JD285 - 3 oz. vial - 25 Royals
JD286 - 6 oz. vial - 40 Royals

SNEEHO GUILD EMPORIUM

ORDER FORM

PRODUCT CODE	NAME	PRICE/UNIT	QUANTITY	TOTAL

GUARANTEE

We guarantee that you will be completely satisfied with our products. If you're not fully satisfied, return the product to us and we will sell it to somebody else.

No refunds, no substitutions, no exceptions.

TAX (23%)	
SHIPPING/HANDLING (19%)	
GOOD GUY CHARGE (8%)	
TIP (15%)	
TOTAL	

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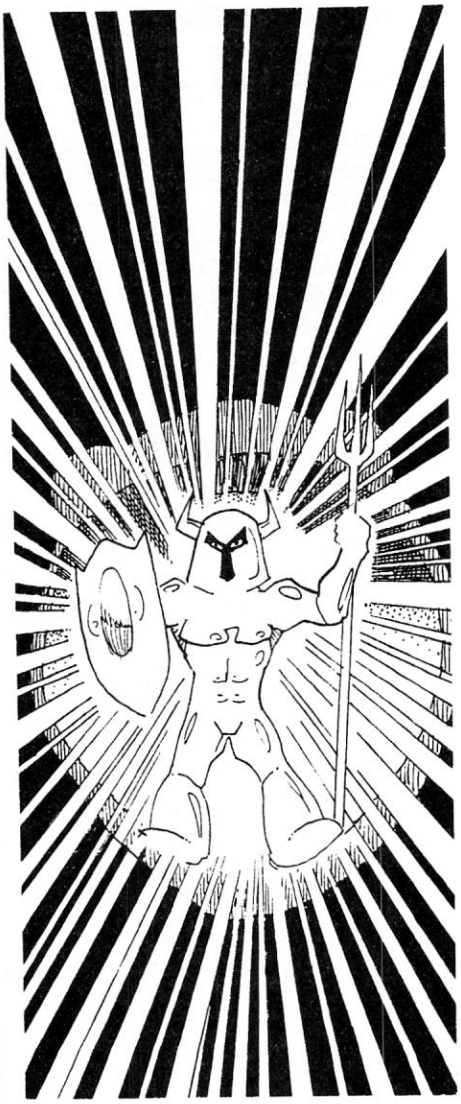
DO YOU HAVE WHAT IT TAKES?



When you go out into the wide, wild, weird world, do you come across unusual items? Have you found yourself in a situation where you couldn't possibly have survived without a special piece of equipment? Do you moonlight as a smithy when not adventuring? Do you have some redeeming social factor?

The Sneeho Guild Emporium is always on the lookout for new products for its catalogs. Have you found one? If so, why not let us know! We wouldn't sully your amateur standing by trying to bribe you with cash, we wouldn't think of buying information from you like a common snitch, we wouldn't even consider giving you any reward other than a heart and purse-felt thanks, a copy of the catalog your item appears in, and the certain, absolute, and immortal fame that goes with having your name (and any alias) emblazoned on the gilded pages of the world renowned, highly sought after, and a bargain-at-twice-the-price Sneeho Guild Emporium catalog.

In other words, No bucks, just glory.



Interested? What self-glorifying hero wouldn't be? Here's all you have to do:

1. Find an item! (It's got to live up to the high standards of the S.G.E.!)
2. Obtain a copy of the 'ad' for above item. (We have to be able to read it for you to obtain your celebrity status.)
3. Be sure to get the item and company name. (If either are known.)
4. Write your name, any alias, and any other information you wish to pass along on the above parchment. (I know, the 'write' part gives a lot of delvers problems.)
5. Send it to: The Sneeho Guild Emporium, P.O. Box 26220, Tempe, Arizona, 85282.
6. That's it! Your chance to be one of the few, the proud... THE CONTRIBUTORS!



Silas T. Huckster

You know, the more I think about it, the more I think the Emporium will be a big success. Why, I can forsee my offspring selling products in times when people are faster than a speeding arrow, have weird devices that spit lead pieces out, or even when they aren't on this world anymore!!! Hey, maybe your descendants will report on the items they find!

HOW TO USE THIS CATALOG

This book is meant to sail a fine line between utility and humor. (Though I'll be the first to admit it does list about 30 degrees to the humor side during the trip.) As well as to entertain, the purpose and hope is to get you to say, "Ooo, wait! I can use that idea to..." Exactly what you can do will be dependant on the type of game you are involved in. Even the most serious GameMaster can incorporate a disguised tent like Shyster and Son's Sleeping Monster Tent. However, Powdered Kraken is more likely to work only in the more light-headed affairs. What will or will not be used is up to the local skipper.

Players, some items are meant to be taken at face value. Merchandise like Pack Dump can be a life-saver for your character. However, many other products contain important ideas. The Talkman, while a legitimate purchase, also says something about the use of bluffing.

A few items contain multiple ideas. A good example is Airpockets. Is it some sort of an extra-dimensional space, a place that should be only big enough for a dagger -- yet holds a sword? Or is it padding to hide something under your tunic? In other words -- no unsightly (or telling) bulges.

Other wares contain good ideas that need only be toned down a little, like Handsome Ransom Dentures. Although it is possible to fit a full set of expensive dentures to your character, it may cause more problems than it solves. Besides the pain involved, each time your character smiles he becomes a beacon to every thief in the country. It would be much smarter just to fit a gem in one of the character's back teeth.

For those of you wondering why the term "Royals" is used, it's none of your business. No, actually, it's because not all games use the same monetary standard. Some use gold, some silver, others something else. Royals represent the main unit of exchange, whatever that may be, in your game. The relative value of items is usually shown by the price given, but there are exceptions like the Bottle Blade. Chalk up the price of items like that to the fact Ripco is a fast-buck company. Bottle Blade is in the catalog so you're aware you don't have to be unarmed even if you aren't carrying or can't carry your usual weapons. (Silas would have made that "Rule 18" except it would have lost him some sales.)

I really hope you enjoyed -- or will enjoy -- (W)Hole Delver's. It was a lot of fun to put together. (I know, I know... you've heard all this before, but International Game Designer Code, page 294, section 7 says, "Failure to be pithy in regards to the enjoyment factor of the creation of the product will result in cataclysmic loss."

Can't argue with logic like that! (But it was fun, honest.... You trust me, don't you?)

Finally, the Sneeho Guild Emporium always holds customer satisfaction uppermost in its mind -- and well out of the way of interfering with profits. But I would like to know what you think before (W)Hole Delver's II comes out! If you have a suggestion or comment about the catalog (with the exception of the picture of the Roc), please let me know. Do you want more humor? More utilitarian items? More magic -- or just magic in its own catalog? What? Tell me! Please!... (Or I'll have Arnold come over and wear your socks for a week.)

Anyway, if you have a comment, send it in. And I really am looking for catalog items ranging from the very useful to the exteremely foolish. (The best kind is the extremely foolish presentation of a very useful item!) Be sure to include your real name, character name, the best 'catalog' write-up you can do, and an address to make sure you'll receive the free copy of the catalog you'll richly deserve if your item meets the "high standards the Sneeho Guild Emporium is known for." If you think it might help me understand the item better, include a sketch. Or, give an example of the item's use or where it was found. Heck, send anything you want to: Sneeho Guild Emporium, P.O. Box 26220, Tempe, Arizona, 85282.

"Everything I Am Today I Owe To This Book."
-- Anonymous

Hole Delver's Catalog

Players, are you tired of going into a shop and only being able to buy a sword, a shield, a pack, a tent, a-nother generic piece of equipment? Wouldn't it be nice to get hold of something special for a change? GameMasters, want to offer something different?

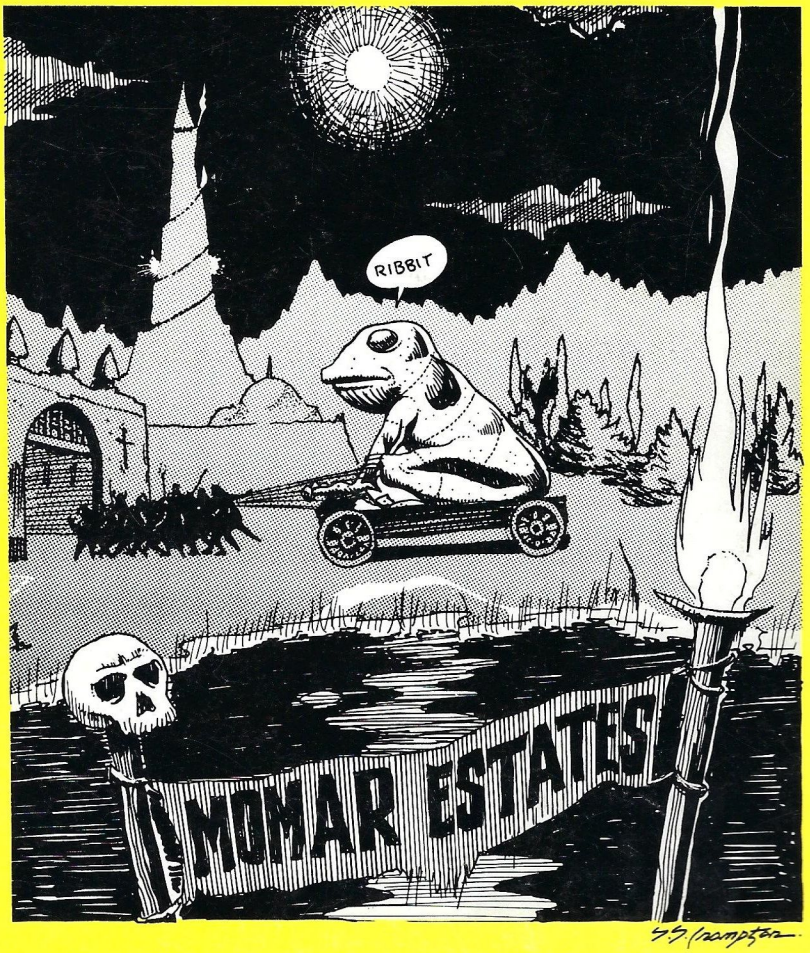
Then just peruse this paltry portion of paraphernalia we propose you purchase! Then just peruse this paltry portion of paraphernalia we propose you purchase! Then just peruse this paltry portion of paraphernalia we propose you purchase!

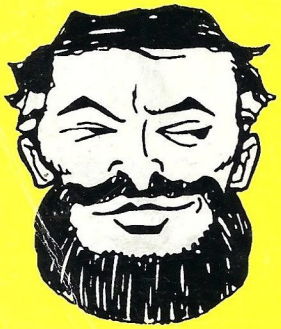
That's right, say it three times in a row and win the opportunity to buy this little beauty.

EASY ENTRY ANIMALS

How often have you been welcomed into your enemies' stronghold with open arms? (Us, too.) But we at Trojans found a way in easier than fighting and even easier than sneaking! In fact, the enemy actually will invite you in!

What we do is build an image of their favorite animal god big enough for you and your friends to hide in! Don't worry, we can make the animal large enough for a small army! All you do is roll it up to the enemy gate late one night, jump in, and . . .





AS OUR FAMOUS FOUNDER SILAS T. HUCKSTER SAYS: "WHAT? YOU'VE GOT MONEY?"

TASK FORCE GAMES #8531