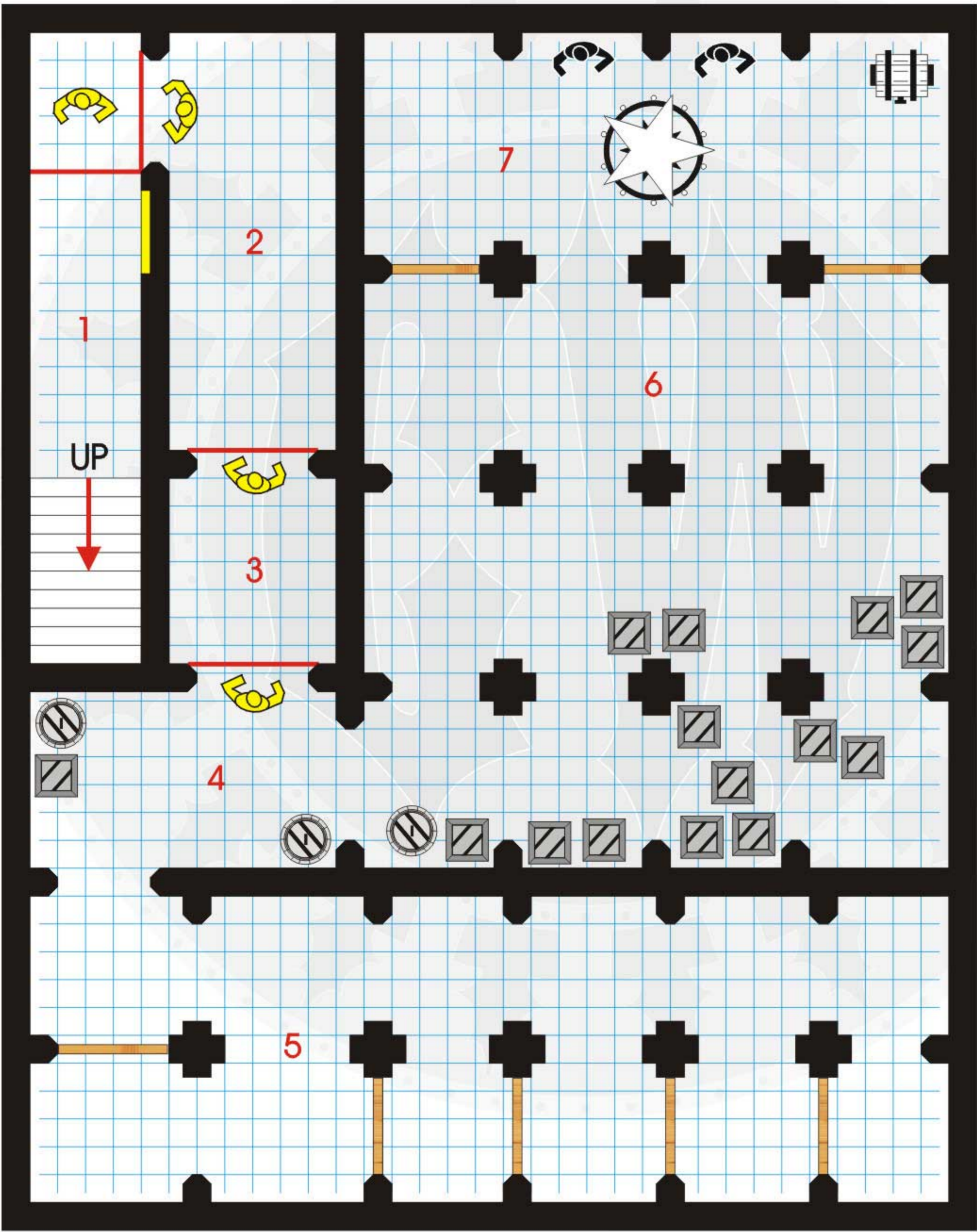


-  Illusion Wall
-  Guardian
-  Wood Wall
-  Illusion Door
-  = 1 foot



MAGIC  
SHOP  
Level: Cellar  
CASTLEWALLS  
©2000

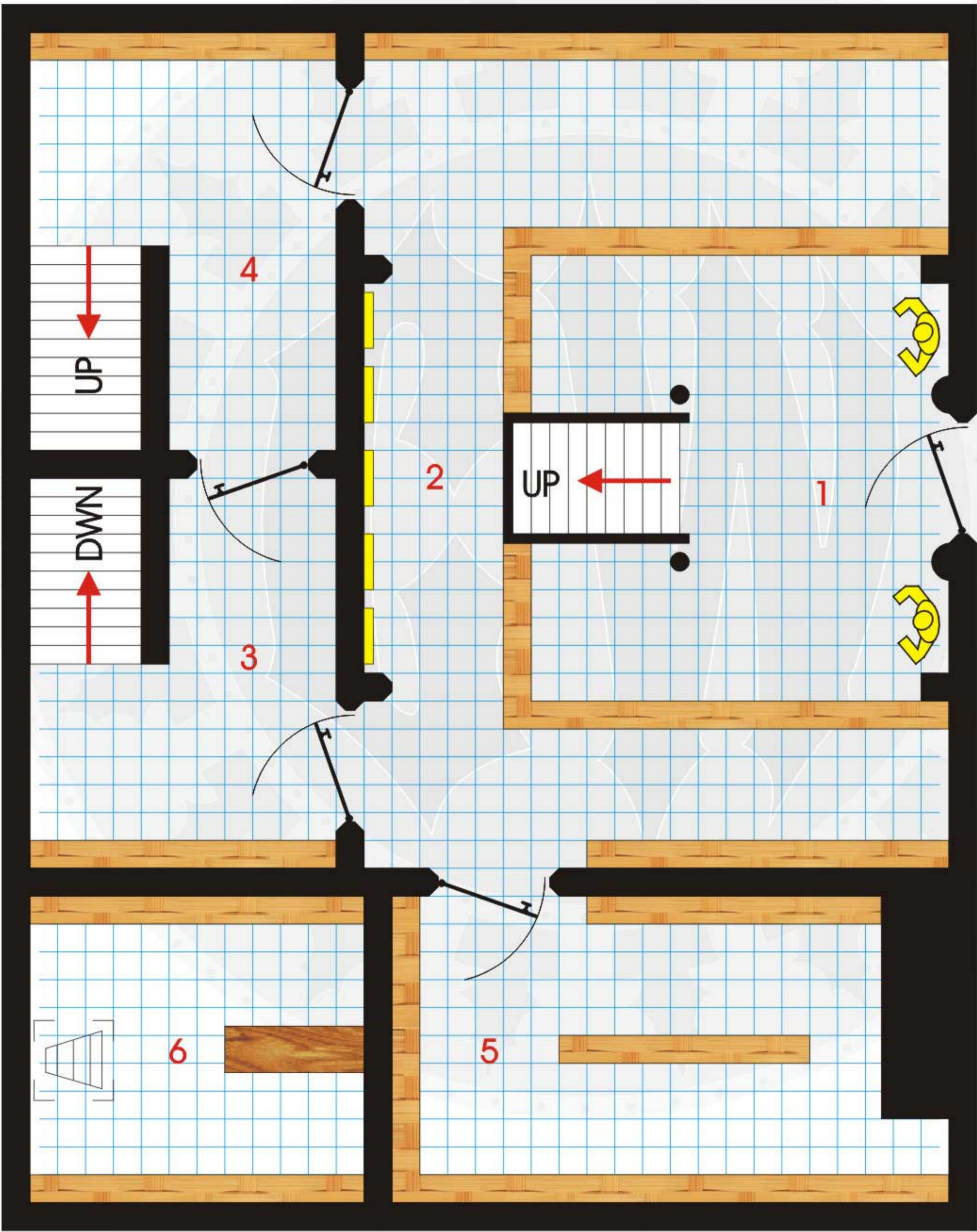




-  Shields
-  Armor
-  Guardian
-  Shelves
-  Tables
-  = 1 foot



MAGIC SHOP  
 Level: 1  
 CASTLEWALLS  
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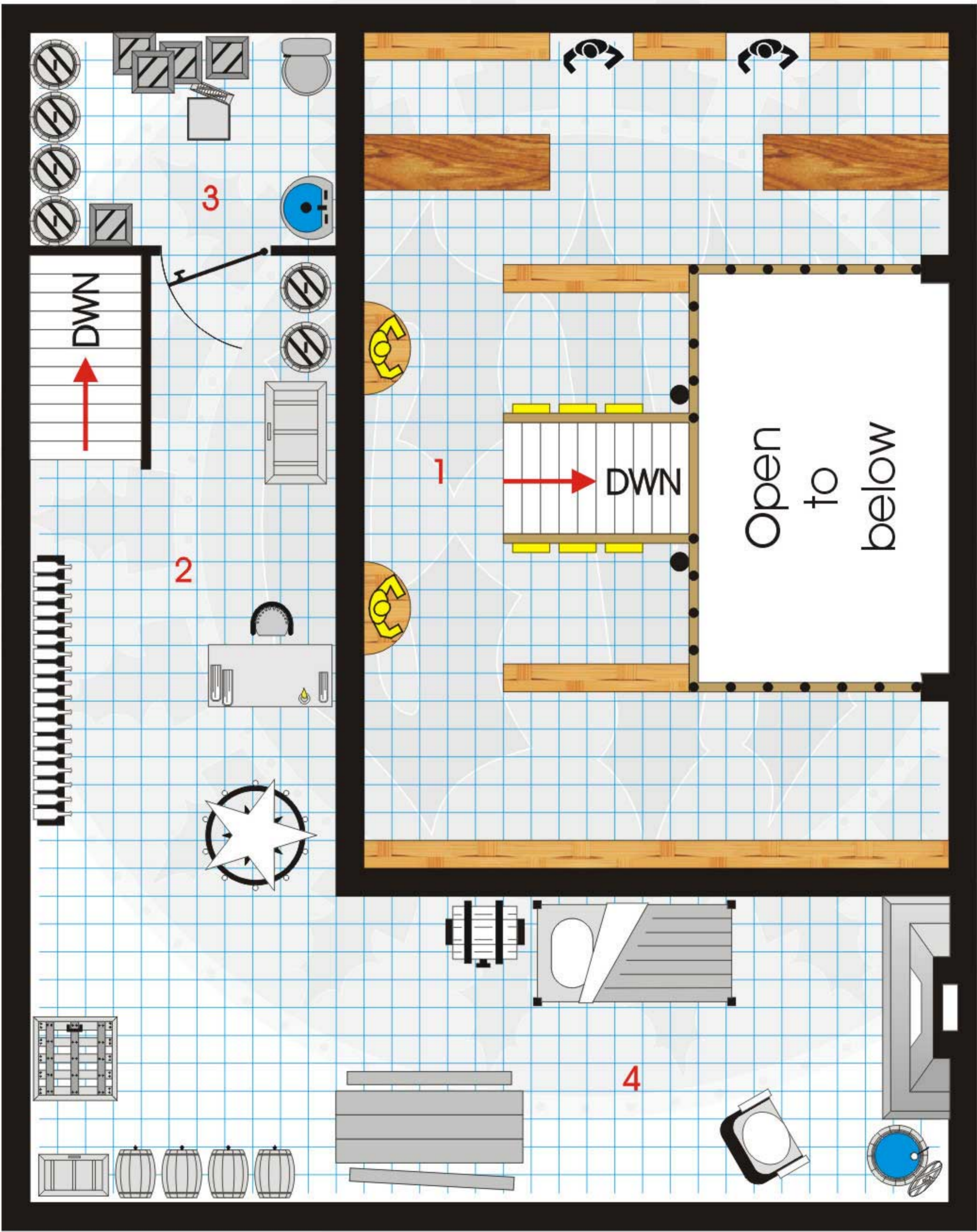




-  Shields
  -  Armor
  -  Guardian
  -  Shelves
  -  Tables
-  = 1 foot



MAGIC  
SHOP  
Level: 2  
CASTLEWALLS  
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Note: 1 Most of everything in the shoppers accessible area are minor items or just everyday things (rusty swords, battered shields, bent wands, etc) that have a minor enchantment on them for the general everyday folks who wander in to see "magic stuff". Anyone of a magical bent, when passing through the doorway, will be outlined in a slight shimmer of color, perhaps also of a color that reflects their particular bent in regards to good, neutral or evil. It is for these more serious shoppers that the real stuff is kept under heavy lock and ward elsewhere...

## LEVEL: 1

- Area: 1 Main entrance. 2 Guardians stand on either side of doorway. Wood topped glass casings surround the shopper filled with various odd trinkets. A staircase leads up to Level: 2.
- Area: 2 Walk way for proprietor. Various shields & other bits align the walls & shelves in this area.
- Area: 3 Hall & storage with stairs leading down to Cellar. Some better bits of magic items can be found here.
- Area: 4 Hall & storage with stairs leading up to Level: 2. Some more better bits of magic stuff can also be found here.
- Area: 5 Storage for the more important items.
- Area: 6 Storage. The really good stuff is under heavy lock & ward...

## LEVEL: 2

- Area: 1 More shopping areas for you with all sorts of used items.
- Area: 2 Study area for minor magics.
- Area: 3 Storage & midden.
- Area: 4 Sleeping area.

## CELLARS:

- Area: 1 At the bottom of the stairs is a dead end hall with an illusion door on the right. The end of the hallways wall is also an illusion with a Guardian lying in wait for those without the password or those who try to open the door.
- Area: 2 Guardian.
- Area: 3 Guardian.
- Area: 4 Guardian.
- Area: 5 Storage.
- Area: 6 More storage.
- Area: 7 Play area for greater magics...

Note: 2 This building isn't really here, the inside is somewhere else. The muser - to set up shop - usually finds an old derelict building in town, rents it out, then "un-rolls" his shop door over the buildings doorway. Thereby not having to worry about painting, leaky roofs, upkeep, people trying to dig through to the cellar, thieves climbing through windows (as there are no windows on the inside...) passwalls & other such inconveniences.  
The doorway will have an aura about it, but of course it's a magic shop, isn't it?