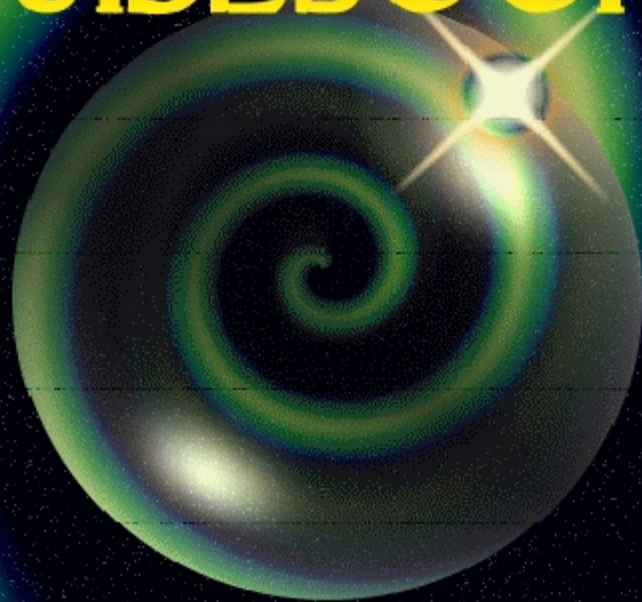


GENERAL FANTASY SERIES
CAULDRON
SUPPLIER'S
GUIDEBOOK



VOLUME 1

Top Fashion Games

CAULDRON SUPPLIER'S GUIDEBOOK, VOL. 1:

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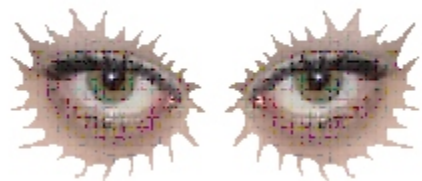
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UNIVERSALLY COMPATIBLE:

This product contains information that is designed to be universally compatible with most forms of paper and dice, fantasy role playing games. Information regarding coinage, etc. has been explained within the text of the product to allow ease of conversion.



A GRISLY YET PROFITABLE TRADE INVOLVING BIZARRE YET GOOD PAYING CUSTOMERS...

While the mysterious and often dark practices of the arcane is enough to keep the feeble minded and cowardly at bay a truly enterprising adventurer has a bold enough heart to journey into the darkened markets of foul mysticism, especially if the adventurer in question happens to know a bit about wizardry his self.

The Cauldron Supplier's Guidebook is not an instruction regarding the arts of magical practice but rather a listing of commodities deemed valuable by those who engage in witches' brews, alchemical formulas, potion craft, and experimental spell craft. Scattered across the following pages are the descriptions and listings for over two dozen items that may prove to be profitable for a supplier daring enough to deal in the ingredients of the arcane. A bit too spooky for the barbarian who shuns all forms of practiced magic, but extremely resourceful for the cunning individual who wishes to make a few extra coins off their dungeon crawling, forest wrecking, monster slaying expeditions.

CURRENCY ISSUES:

The supplies listed in this guidebook are described in a manner that would make them most compatible with a wide variety of fantasy role playing systems. The value of an item is set in a coinage system that is quite popular with many role playing games of a fantasy nature, a.k.a. the use of copper, silver, and gold coins. The relative comparable value of each coin is presented below.

1copper= a small amount of money, equal in value to the purchase of a simple torch, a very small loaf of bread, or the petty offering to a beggar.

1silver= a staple monetary sum, equal to a poor, unskilled laborer's work for one day or a plain, simple meal at a small inn. One silver coin is worth around ten copper coins.

1gold= a sum of money mostly used by skilled craftsmen, merchants, and aristocrats. One gold coin is worth around ten silver coins.

THE SUPPLIES:

Below is the list of supplies presented in this volume of the Cauldron Supplier's Guide.

ITEM:	VALUE:
Albino Frog, dead	1 silver
Albino Frog, live	3 silver
Blood Of Giant Centipede, 1 pint	3 silver
Elven Eye	25 gold
Elven Ear	18 gold
Elven Heart	200 gold
Eye Of Medusa	200 gold
Eye Of Newt, 6 eyes	4 copper
Fairy Flint, 1 oz. shard	1 gold
Fireflies, live, six flies	4 copper
Fireflies, dead, six flies	2 copper
Harpy Tongue	100 gold
Ogre Snot, 1 oz.	5 silver
Orc's Blood, 1 pint	2 silver
Orc's Hand	2 gold
Orc's Toe	8 silver
Manticore Spit, 1 vial	15 gold
Manticore's Tongue	75 gold
Minotaur Hoof	25 gold
Minotaur Horn	50 gold
Medusa's Spit, 1 vial	30 gold
Newt, whole, dead	4 copper
Newt, whole, live	6 copper
Tail Of Newt	1 copper
Troll's Blood, 1 pint	20 gold
Troll Mold, 1 oz.	2 silver
Troll Spit, 1 vial	5 gold
Wing Of Bat	8 copper
Wyvern Spit, 1 vial	35 gold

DESCRIPTION:

Albino Frog: Albino frogs are typically found in deep caves and caverns that hold an underground water source. Pink eyed, thin skinned, and usually nearly blind these creatures are tiny, hideous things to lay one's gaze upon. Witches are particularly fond of such ghastly little buggers and keep

them as pets. Potion makers, alchemists, and experimental wizards use live or dead albino frogs in applications regarding invisibility.

Blood Of Giant Centipede: Though strong smelling and foul to tolerate, the blood of a giant centipede is considered to be quite

valuable as it can be diluted down with water to make a preservative fluid for containing other grisly ingredients. In order for the blood to be potent enough the giant centipede must have been at least the size of a man upon its slaying. One pint of giant centipede blood can be added to twelve pints of water to make a suitable solution.

Elven Eye: Though this ingredient can be an important additive or substitute to many brews, potions, and spell work that allows one to see in dim light or have clairvoyance, elven eyes can be sometimes considered an illicit item by good aligned communities. Elven eyes must be stored in a treated liquid base in order to keep from ruining.

Elven Ears: Whether ground up into a pulpy, meaty gristle or dumped into a witches' cauldron or alchemist's pot whole, elven ears are an important ingredient or substitute additive for many forms of brews, potions, and mixtures. Brews and mixtures that affect the nature of hearing are especially benefited by or call for elven ears. As with elven eyes, the sale and possession of elven ears is considered to be illegal in many communities.

Elven Heart: Though legends speak of strange and powerful spells long forgotten that have called for the freshly cut heart of an elf research work with elven hearts has become mostly obscure. Much of this lack of enthusiasm is based on the fact that selling an elf's heart on the open market is considered worthy of the death penalty by many good natured aligned communities.

Eye Of Medusa: Though a rather hazardous thing to pluck, collect, store, and deliver, a well preserved eye of a medusa is quite a

worthy sell. This eye is often used in potions, alchemical formulas, brews, and experimental spell craft that deal with paralysis and turning victims to stone.

Eye Of Newt: A common recipe additive for witches' brews and folklore potions, newt eyes are typically traded by the half dozen. These organs must be stored in a preserving fluid to prevent ruining. The eyes are obtained from the bodies of live or dead common newts. There is a 40% chance that a newt or two might be found near a temperate or warm edge of creek and a 10% chance that such a creature may be found out in the open of temperate or warm forests. Looking under rocks and logs in temperate and warm areas offer a 15% chance of finding a newt.

Fairy Flint: This colorful, prismatic variation of flint is sometimes found on the cliff walls of deep, overgrown forest ridges, particularly temperate areas where forest land meets the border of mountainous terrain (20% chance of discovery in such areas). Fairy flint is useful in a variety of evocation and illusionary magic. The flint is also powdered up for use in alchemical formulas and potion making.

Fireflies: Though not an extremely expensive item, fireflies are a good base material for illuminating potions, alchemical mixtures, and experimental light spells. Live fireflies are more potent than dead ones, and bring a greater price on the market.

Harpy Tongue: The tongue of a fowl mouthed harpy is considered to be an extremely potent item for potion making, spell work, or experimental magic. Wizards and witches alike eagerly seek out this item

for their research. A freshly cut, plucked, or yanked out harpy's tongue must be kept free from contamination and delivered for storage or usage within a four day time limit or the tongue begins to rot, thus losing its arcane properties and becoming more or less worthless.

Ogre Snot: An ounce of ogre snot is all it takes to make a witches' brew truly foul and evil in nature. This gummy, sticky substance is also used in various experimental projects by alchemists and lesser hygienic potion makers.

Manticore Spit: The combined spittle of a manticore is considered to be active with worthy magic, and as such is often used as a sort of "spice" for many a witches' brew.

Manticore's Tongue: The tongue of a manticore is highly prized, and there are many experimental witches brews and unfinished alchemical projects that have held great demand for this monstrous item.

Medusa's Spit: The spittle of a medusa is often used as a form of seasoning for foul witches' brews and rather hazardous teas of superstition, causing this item to become rather valuable for adventurers seeking a worthy trade item.

Minotaur Hoof: Minotaur hoof, particularly when ground up, is often used in brews, potions, and formulas that improve both one's strength and speed.

Minotaur Horn: Minotaur horn, especially when ground up into a fine powder, is used in experiments regarding one's strength and health.

Newts, Whole: Common newts, whether live and whole or dead and whole, bring a fair bit of pocket change for the patient gatherer. Alchemists, witches, wizards, and superstitious folk doctors alike often use such critters as additives. When making a worthy attempt to locate the bodies of live or dead common newts, there is a 40% chance that a newt or two might be found near a temperate or warm edge of creek and a 10% chance that such a creature may be found out in the open of temperate or warm forests. Looking under rocks and logs in temperate and warm areas offer a 15% chance of finding a newt.

Orc's Blood: Valued as being a good "soup starter" by witches and hags, orc's blood can be commonly sold on the darker markets provided that it is no more than nine days old.

Orc's Hand: An orc's hand is often added to strange, foul witches' brews in order to give the concoction an added bit of meat.

Orc's Toe: Orc toes are particularly useful in potions, spells, and alchemical items that lend to one's strength or intimidating behaviors. Witches often call for orc's toe in their brews as well though it is believed that the nature is more in the thread of flavor rather than potency.

Tail Of Newt: A popular newt additive to potions, "miracle cures", and medicinal teas of the superstitious, these tails may be obtained from either live or dead newts. As with the eyes of newts, a newt's tail must be preserved in a liquid ingredient. The tail is obtained from the bodies of live or dead common newts. There is a 40% chance that a newt or two might be found near a

temperate or warm edge of creek and a 10% chance that such a creature may be found out in the open of temperate or warm forests. Looking under rocks and logs in temperate and warm areas offer a 15% chance of finding a newt.

Troll's Blood: Whether dumped into the cauldron as the basis of a foul witches' brew or used in a strange tea or potion, troll's blood has numerous uses in arcane experimentation. As such the freshly caught blood of a troll is worth a fair bit of coinage, especially if the blood can be delivered to an interested buyer in a manner no greater than five days.

Troll Mold: This strange, greenish glowing mold seems to favor the filth of a damp, troll's cave. Though a few ounces of this material can be bundled up in a clear glass container and used as a heatless torch, many adventurers have often found a market for this substance amongst those who concoct potions and strange witches' brews. If three ounces of the material plucked from the walls and used for a torch then the troll mold will retain its glowing properties for a matter of five days. If sold on the market as a potion or brew additive then gathered troll mold is good for up to ten days.

Troll Spit: Like troll's blood, the collected spittle of a troll is highly useful in alchemical work as well as the foul experimentation of a witches' brew. Provided that it is capped and sealed with care, troll spit can be kept for several months if needed.

Wing Of Bat: A classic additive to witches brews and mysterious potions, a bat's wing

is often in high demand amongst members of the arcane community.

Wyvern Spit: Having such close relations to dragons, the spit of a wyvern can be a rather powerful additive to brews, potions, and liquid based alchemical items.

