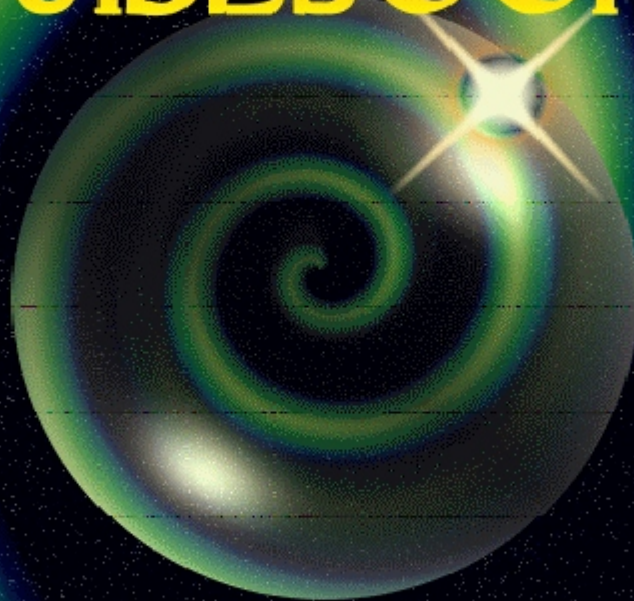


GENERAL FANTASY SERIES
CAULDRON
SUPPLIER'S
GUIDEBOOK



VOLUME 2

Top Fashion  games

CAULDRON SUPPLIER'S GUIDEBOOK, VOL. 2:

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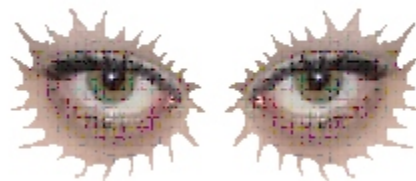
Dave Woodrum has worked in the role playing game industry for over seven years. Most of his success, however, has been over the last two years writing on various related products. Dave lives in the Eastern part of the United States.

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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 Eel, Dead	3 copper
Albino Eel, Live	8 copper
Basilisk Tongue	50 gold
Beggar's Hand	5 gold
Centaur Blood, 1 pint	3 gold
Centaur Hoof	15 gold
Chimera Blood, 1 pint	1 gold
Chimera Horn	5 gold
Chimera Tongue	10 gold
Chimera Tooth	1 silver
Cockatrice Beak	10 gold
Cockatrice Gizzard	8 gold
Cockatrice Tongue	5 gold
Cockatrice Eye	3 gold
Blindman's Thumb	2 gold
Eagle's Talon	5 gold
Eye Of Centaur	20 gold
Eye Of Ogre	10 gold
Five Legged Frog, Dead	30 gold
Five Legged Frog, Live	50 gold
Fire Ants, Live, dozen	3 copper
Ghast Beets, 3 beets	2 silver
Hair Of Manticore Mane, 1 lock	5 gold
Kitten Paw	3 silver
Manticore Brain Juice, 1 pint	30 gold
Swirlcap Mushrooms, 1 oz.	5 copper
Three Legged Frog, Dead	10 gold
Three Legged Frog, Live	30 gold
Wasp, Dead, half dozen	2 copper
Wasp, Live, half dozen	4 copper

DESCRIPTION:

Albino Eels: Fished up from the depths of underground, cavernous lakes, albino eels are a common additive to witches' brews that deal with intoxicating love or clever deception.

Basilisk Tongue: Used in witches' brews and experimental potion making with concentration towards the art of languages, the tongue of a basilisk can bring an

opportunist adventurer a fairly reasonable profit.

Beggar's Hand: The superstitious of the village say that if one drinks from a witches' brew containing a beggar's hand then one will be financially lucky for years to come. The legal authority of the village says that if one is caught in any activity regarding a severed hand of a beggar then one is likely to see the damp walls of a dungeon for several years to come.

Blindman's Thumb: A most grisly and lowly acquisition, the freshly severed thumb of a blindman makes for a prominent ingredient in potions and brews designed to deceive. The selling of severed human thumbs is typically forbidden on the open market, and as such the trade of this item is usually done quietly and in secret.

Centaur Blood: The blood of a centaur can be a foul and noxious thing when allowed to ferment properly. Once fermentation has taken place this blood is used in brews, potions, and alchemical formulas that help build one's resistance up towards venom and other comparable toxins. Fresh centaur blood, ironically, is said by the superstitious to be highly poisonous if consumed. As with other body parts and acquisitions from the carcass of a slain centaur, the sale of a centaur's blood is considered to be unlawful contraband in most good aligned villages.

Centaur Hoof: This item is often ground up and used in the manufacture of potions that deal with speed and endurance. Due to the fact that many a centaur has befriended human villagers the sale of this item is considered to be a foul contraband in many communities.

Chimera Horn: The crushed, powdered horn of a chimera is added to potions that allow one protection against the powers of evil.

Chimera Blood: Surging with magical current when fresh, chimera blood offers a prime substance to be used as a liquid, foundation base for potions and witches' brews. With a careful hand at draining and catching the blood from a chimera carcass one can usually get around 10 pints of useable blood. This blood must be used within 12 days of catching.

Chimera Tongue: If delivered to a buyer within five days of being severed a tongue of a chimera makes an important, active ingredient to potions that deal with protection against toxins. Up to three such tongues can be cut out of the heads of a slain chimera.

Chimera Tooth: A tooth from the mouth of a chimera is a sure fire way to protect one's self against the effects of fire magic, especially if one happens to drink a potion that contains the crushed, powdered remains of a chimera's tooth. A typical, slain chimera is a virtual storehouse of such teeth for an enterprising supplier of arcane ingredients. It is said that one can usually obtain up to fifty of such teeth or more out of a healthy, adult chimera.

Cockatrice Beak: The ground up beak of a cockatrice is an effective, powerful ingredient in potions and experimental spell work that protects one against the elements of being turned to stone.

Cockatrice Eye: Witches often purchase cockatrice eyes for brews and potions that

guard one against disease. A plucked eye must be used or properly preserved and stored within 3 days time or it will ruin.

Cockatrice Gizzard: A cockatrice's gizzard is an important item in experimental arcane research where both the resistance to toxin and the ability to stave off starvation are concerned. Once removed from the carcass of the cockatrice the gizzard must be used or properly preserved and stored within an amount no later than 3 days.

Cockatrice Tongue: It is said that if the tongue of a cockatrice is brewed with basil leaves and made into a form of tea or broth then the consumer will need not worry about ever becoming mute. Whether such talk holds evidence or is pointless superstition the smart supplier of arcane ingredients knows good and well that such beliefs cause the tongue of a cockatrice to bring a fancy price on the market.

Eagle's Talon: A severed eagle's talon is highly prized amongst those wishing to make a brew that can bring out the courage and strength in a man.

Eye Of Centaur: It is said that if one drinks the fluid from an eye of centaur in a tea made from basil and mint that one can see visions of their own death. Whether or not this belief is superstition or not it is confirmed that the sale of plucked centaur eyes can get an arcane supplier arrested in most conservative, good aligned communities. In order for the fluid of the eye of a centaur to work in the tea the eye must not be preserved with any special means and used within 5 days of its plucking from the eye socket.

Eye Of Ogre: A rather large, juicy eyeball, this arcane ingredient is often used to make the various "blindman's" teas of the superstitious or the foul, clairvoyance promising brews of witches and warlocks. If plucked from a slain ogre, the eye will keep for up to three days before proper storage, provided that it is handled gently.

Fire Ants: Live, stinging fire ants are an important ingredient to alchemist formulas, potion recipes, or experimental magic spells that focus on the aspects of the element of fire.

Five Legged Frogs: Much like the three legged frogs described below, five legged frogs are extremely rare, valuable additives to witches' brews and potions. Where three legged frogs deal with applications regarding the restoration of paralysis the usage of five legged frogs in potions and brews is more in regards to the amplification of balance or dexterity. Five legged frogs are extremely hard to find, causing one to scope the temperate marshes with great care. There is a 2% chance that a five legged frog may be found within a five square mile area of temperate marshland.

Ghast Beets: These bizarre greenish to blue purple colored beets grow up during the mid to late summer in cemetery soil that has been recently fouled by the rising of undead creatures or the constant placing of necromantic magics. Upon eating a ghast beet one's skin turns a mottled pattern of gray green and purplish blue splotches. This mottled appearance lasts a full 12 hours before finally fading away. Many individuals, particularly those with a dark sense of humor, will consume a ghast beet before attending a morbid costume ball. Once picked ghast beets can be stored in a

dark, cool cellar for up to 5 months before ruining.

Hair Of Manticore Mane: This item is quite useful in arcane research involving hair growth, the preventing of moles, and the binding of general, all purpose curses and hexes. One can get a quite a bit of good quality, sufficient locks off the mane of a dead manticore. Around 50 of such locks to be exact.

Kitten Paw: The severed paw of a young kitten, particularly a solid black kitten, has proven quite useful in the preparation of grisly witches brews or as a material object in the research of experimental, necromantic spells.

Manticore Brain Juice: A powerful preservative additive, a single pint of manticore brain juice is usually diluted with no less than 10 gallons of fresh water. This diluted mixture is good for perishable additives, such as the eyeball of an ogre, from going to waste. With careful removal one can usually savage a full pint of brain juice from a slain manticore's skull.

Swirlcap Mushrooms: Whether used in a tea to produce delightful, hallucinogen like effects by young, decadent students of wizardry or applied in the serious study of illusionary magic, brightly colored swirlcap mushrooms are a common staple fare amongst suppliers of the arcane. These mushrooms are found in dense, temperate forests where a great deal of dead trees have gathered lay and rot. There is a 15% chance that an arcane supplier with a reasonable amount of knowledge regarding mushrooms and fungi will be able find swirlcap mushrooms growing up in such areas. In the

winter months, however, finding such mushrooms is nearly impossible (2% chance).

Three Legged Frogs: Many a witches' cookbook and potion maker's manual calls for a three legged frog in order to formulate a cure all for lingering paralysis. The problem is, however, that such recipes and instructions require a frog that has three legs due to a birth deformity and not due to an accident or sharp blade of an opportunistic arcane supplier. Natural three legged frogs can be easily spotted by expert witches and potion makers over carefully made forgeries, and finding one in the temperate or warm marshes is nearly impossible (2% chance per every 5 square miles covered). When a truly natural, three legged frog is found, especially a live one, the supplier has a small fortune suddenly on their hands. Such frogs sale rather quickly and easily on the open market, provided that is that the buyer feels comfortable enough to inspect the frog against forgeries.

Wasps: Despite being widely available the common wasp still brings a reasonable degree of interest on the open market due to the fact that the addition of these insects to potions help strengthen and preserve the mixture. A single wasp is sufficient enough to preserve an entire flask's worth of arcane, magical potion.



