



FANTASY  
COMMODITIES

VOLUME

4

TOP  
FASHION  
GAMES

## **A TRADER'S DELIGHT:**

While the wondrous, exotic treasures of wealth and the durable, weather worthy gear of adventurers are quickly provided in equipment lists, there is a whole realm of other items to be bought and sold otherwise. The fantasy marketplaces are full to overflowing with strange and bizarre delights, and perhaps the most intriguing of all are the commodities.

In this book one will find over a dozen different items of commodity, from goods that can be easily acquired by even the simplest and cowardly of locals to highly sought out commodities that demand the courage and skills of the mightiest of adventurers.

### **THE COMMODITY SYSTEM:**

The commodities provided in this book are handled with an easy to use and comprehend system. Each portion of the commodity system is outlined below.

#### **Commodity:**

This is quite simply the name of the commodity presented.

#### **Weight/Volume:**

All commodities are sold in a sense of measure. For many, a dry (or wet in some cases) sale weight is given while other commodities are priced by unit. For example, exotic nuts may be sold as a total dry weight while tanned pelts would be priced per item.

#### **Value:**

As listed as being the "Cost" in the commodity's description, this is an indicator of the worth of the commodity by the listed weight or volume. Commodities are provided by using a fantasy rpg generic standard of copper, silver, and gold coins. For the purposes of game conversion, 1 copper coin is the weakest of currency, an amount worthy of purchasing only the cheapest of goods. As such, 1 copper coin would probably buy a wee bit of wood to put on the fire, a few fresh eggs, or a small bit of bread suitable of staving off immediate hunger only. 1 silver coin is roughly the wages of the most simple and menial of unskilled laborers. A single silver coin could also buy a few rounds of drinks at the tavern. 1 silver coin is normally worth around 10 copper coins. Gold coins are normally worth 10 silver coins and quite often fail to pass through the hands of the community's simple folk. A gold coin offers much greater buying power and represents items of significant wealth and value.

## **FANTASY COMMODITIES, VOL. 4**

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#### **Universally Compatible:**

This product contains information and ideas that may be used in many, if not most, high fantasy style, paper and dice format role playing games.

<b>COMMODITY:</b>	<b>WEIGHT/VOLUME:</b>	<b>VALUE:</b>
Cabbage	1 head	1 copper coin
Clamin Water	1 ounce	4 silver coins
Coal	5 pounds	1 copper coin
Dragon Peppers, dried	1 ounce	500 gold coins
Dwarven Coral, black	1 pound	120 gold coins
Dwarven Coral, olive	1 pound	35 gold coins
Dwarven Coral, rose	1 pound	125 gold coins
Dwarven Coral, silver	1 pound	150 gold coins
Dwarven Coral, white	1 pound	100 gold coins
Dwarven Root Sugar	1 pound	3 silver coins
Dwarven Tea	1 pound	1 gold coin
Elf Coral, blue	1 pound	60 gold coins
Elf Coral, green	1 pound	50 gold coins
Elf Coral, lavender	1 pound	45 gold coins
Elf Coral, orange	1 pound	30 gold coins
Elf Coral, purple	1 pound	70 gold coins
Elf Coral, yellow	1 pound	20 gold coins
Elven Pond Salt	1 pound	2 gold coins
Goblin Toothwood	1 pound	2 silver coins
Hag Coral, gray	1 pound	3 gold coins
Hag Coral, mustard	1 pound	8 gold coins
Hag Coral, red	1 pound	10 gold coins
Omny Flour	1 pound	1 copper coin
Orcish Cabbage	1 head	2 copper coins
Pumice	1 pound	3 silver coins
Sea Sponge	1 sponge	5 copper coins
Tar	1 pound	4 copper coins
Truffles	1 pound	5 silver coins
Walnuts, in shell	1 pound	1 copper coin

### **Description:**

This area, listed after the chart of the commodity items, provides extensive details regarding the different commodities covered in this pdf edition.

#### **Cabbage:**

This common, human vegetable grows in heads. Cabbage may be served fresh, boiled, or allowed to pickle.

#### **Clamin Water:**

Though this rare cave water has a slightly foul, rotten smell and taste, clamin water is well known for its numerous healing properties when combined with other substances, especially herbs. Clamin water is typically found in caves and caverns that are in the cooler, northern climates, particularly areas that are inhabited by ogres. Due to the fact that ogres tend to share the same caves as the yellow to bluish tinted water, the retrieval of the prized water adds to this commodity's cost.

#### **Coal:**

Valued for its properties as a hot burning fossil fuel, coal maintains a steady worth on the open market.

#### **Dragon Peppers:**

These extremely hot yet flavorful peppers are striped red, green, yellow, and blue. Growing from sturdy vines in piles of dragon's waste, it is said that the only way that one can retrieve these deliciously hot, highly sought after peppers is to enter a dragon's lair. Upon successful capture of some dragon peppers, these fruits are allowed to dry, which intensifies their flavor and spiciness, and then are sold as a seasoning on the open marketplace. A single vine may allow a collector

to harvest as much as 25lbs of the dried pepper, and there are normally 2 to 8 vines growing in a single dragon's lair. The retrieval of such peppers is extremely dangerous and risky, for dragons are known to jealously guard all items in their lairs, including peppers that they their own selves happen to have no love for. A successful expedition of dragon peppers, however, is usually enough to set a young, enterprising merchant up with enough wealth to immediately retire in comfort.

#### **Dwarven Coral:**

The most prized of all land corals, the cavern loving dwarven coral is all the envy of coral harvesting elves. As with other varieties of land coral, dwarven coral is harvested upon the death of the coral and then used for ornamental stone work. Though a bit more bumpy in texture than elven coral, the tones and shades of this rock consuming coral are beautiful. Dwarven coral can be found in tones of black, white, rose, silver, and olive. Elves are especially jealous of silver dwarven coral, and have tried on numerous attempts to figure out a way to make such a colored variety of coral grow in the other varieties of elf coral thrives. Dwarven coral grows up to twenty feet in height and an adult, harvested coral can yield as much as 2,000lbs of market ready coral. These land corals grow in colonies of 4 to 32 corals.

#### **Dwarven Root Sugar:**

This reddish colored sugar is processed from a cavern dwelling root that the dwarves cultivate. Dwarven root sugar has a distinctively spicy sweet though somewhat earthy taste, making it favored by some but avoided by individuals who have not acquired the taste needed to fully appreciate this rare form of sugar.

#### **Dwarven Tea:**

Deep within their underground caverns it is said that the dwarves have long since proven the offerings of the tea tree to be inferior with a small, white leafed bush. This cave loving plant provides the dwarves with a tea that is described as being quite different yet not exactly unpleasant.

#### **Elven Pond Salt:**

Elven pond salt is a rare seasoning that is refined by the elves who dwell near the warm coastal marshes. This salt is a bit lighter in taste at first, but has an overall better flavor than regular forms of human salt.

#### **Elf Coral:**

A bit more attractive than its cousin hag, coral, this variety of land coral reaches heights of eight feet and grows in temperate and cold forests. Elf coral is harvested upon the death of the coral and is used for ornamental stone work. The coral itself lives off of the soil nutrients, much like that of a plant. This coral is only slightly bumpy in texture and can be found in shades of green, blue, purple, orange, lavender, and yellow. An adult, harvested elf coral can yield as much as 800 lbs of market ready coral. These land corals grow in colonies of 2 to 8 corals.

**Goblin Toothwood:** An exotic but popular wood, this scraggly looking tree is typically harvested for makers of replacement teeth or dentures. The toothwood, when carved, has a white, semi-glossy look and the carved teeth will actually begin to sprout back up into the gums of the wearer, allowing the false teeth to essentially take root and secure their position in one's mouth. While this growth is painful at first, the pain eventually goes away.

#### **Hag Coral:**

This variety of land dwelling coral reaches heights of up to twelve feet and grows in deep marshes. Hag coral is harvested upon the death of the coral and is used for ornamental stone work. The coral itself lives off of the soil nutrients, much like that of a plant. This coral is bumpy in exterior texture and can be found in shades of gray, red, and mustard yellow. An adult, harvested hag coral can yield as much as 1200 lbs of market ready coral. These land corals grow in colonies of 2 to 8 corals.

#### **Omny Flour:**

This strange, bluish gray tinted flour is reputed by the gnomes to help one live a longer, happier life. While there has been no exact proof that omny flour is capable of matching such claims, the bread of this multi-weed derived flour is often favored amongst intellectuals and students of the arcane arts.

#### **Orcish Cabbage:**

It is often been said that if an orc is worth living for one thing and one thing only, it's the creature's ability to grow a superior head of cabbage. Though boiling this cabbage produces a hearty reek that could set a peasant off their stomachs for a week, the final, savory delight is well worth the torture of the cooking. Orcish

cabbage is much more distinctive in flavor than regular human cabbage, and has become regularly sought out on the marketplace.

**Pumice:**

Though this volcanic rock has held a variety of uses and interest on the open marketplace, most find pumice to be effective as a scraping agent for cleaning various surfaces or removing dead, hard skin off of the bottoms of one's feet.

**Sea Sponge:**

Dried sea sponges are highly favored for cleaning and washing. A typical sized sea sponge is about twice as large as a man's fist.

**Tar:**

Tar is highly regarded as a natural form of sealant. Though quite sticky and laboring to remove from its natural bed, the constant need for tar brings a continual profit for its suppliers.

**Truffles:**

Flavorful truffles grow beneath the soil and are favored by humans and pigs alike. Often truffle gatherers will use such creatures to sniff out the presence of truffles.

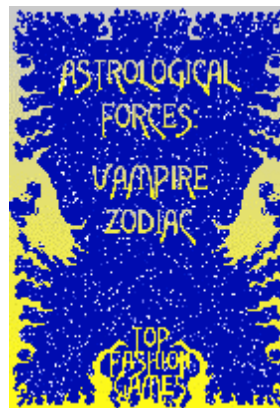
**Walnuts:**

Walnuts are highly sought after for a number of dishes, bringing a nice late harvest income for the dwellers of temperate, forested regions.



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The first of Top Fashion Games new, popular generic fantasy line, this edition presents over a dozen curious, exotic items of commodity.

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