



FANTASY COMMODITIES

VOLUME
1

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 silver coins. For the purposes of game conversion, 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.

Description:

This area, listed after the chart of the commodity items, provides extensive details regarding the different commodities covered in this pdf edition. Such descriptions often include the exact use of the product along with information regarding the exact climate and geography where the commodity may be acquired.



FANTASY COMMODITIES

Written By:

David (Dave) Woodrum

Original Art/Graphics By:

David (Dave) Woodrum

Editing/Layout:

David (Dave) Woodrum

Published By:

Top Fashion Games

Top Fashion Games Contact:

Top Fashion Games

594 Stoney Battery Road

Marion, VA 24354

Woodrumworks@yahoo.com

www.topfashiongames.com

Copyright Information:

The literary contents of this product are Copyright 2005, Top Fashion Games

The cover and cover art of this product are Copyright 2005, Top Fashion Games

Original artwork/graphics in this product is Copyright 2005, Top Fashion Games

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.

Special Thanks:

Adam Anderson, Malcolm Daniels, Orval McCurdy, Angus McDonald, Phil Prouse.

THE COMMODITIES:

The offerings of this edition of Fantasy Commodities are detailed below.

COMMODITY:	WEIGHT/VOLUME:	VALUE:
Asp Vine	1 vine (2 to 3lb.)	3 Silver Coins
Belch Apples	1lb.	20 Silver Coins
Blood Clay	1lb.	4 Silver Coins
Dopple Fern	1 dried fern (1lb.)	5 Silver Coins
Draconic Raspberries	1lb.	20 Silver Coins
Feymaple Syrup	1lb.	200 Silver Coins
Giant Bee Honey	1lb.	1 Silver Coin
Giant Bee Wax	1lb.	2 Silver Coins
Glue Beets	10lb.	5 Silver Coins
Gretchel Nuts	1lb.	8 Silver Coins
Mimic Toads	1 toad	4 Silver Coins
Mute Clay	1lb.	100 Silver Coins
Scribebirch Paper	5 sheets	1 Silver Coin
Trollspice	1lb.	50 Silver Coins
Wispwillow Bark	1lb.	150 Silver Coins

Asp Vine:

Despite its name and the vivid red and black stripes that cover the exterior of this vine, asp vine is completely harmless and utterly non-toxic. That aside, however, the bitter taste and the firm, fibrous material of the vine usually prevent man and beast alike from taking their dinner liberties with this plant. Asp vine is highly regarded amongst the merchants and customers of the marketplaces for its use as a strong, yet surprisingly lightweight rope. As most asp vines grow a length of 90 to 120 feet and are quite straight and smooth, these vines serve for fine rope. On an average basis, a vine between such length normally weighs between 2 to 3lbs total. The asp vine bends easily without considerable wear, allowing one to tie up impressive knots with the vine, and the asp vine also dries well, preserving itself for years of service. Asp vine is collected in the warmer forests and most commonly sold in the market areas of such regions.

Cost: 3 silver coins per 1 vine.

Belch Apples:

These small, round, apples of yellow, red, and green coloration appear to be rather innocent until someone happens to eat the pulpy flesh of the fruit. The following result, upon swallowing, is a long series of uncontrollable belches. The cause of this reaction is due to an initially slow but sure chemical reaction that the flesh has with normal fluids, particularly saliva and water.

Evidence of this reaction can often be seen in the form of foam dripping from tears and other openings in the outer skin of ripe belch apples that have just weathered a summer rain shower. While this gaseous build up causes the fruit to be rather undesirable for consumption raw, belch apples make a wonderful tasting jelly. Their main interest in the commodity market, however, is the apple's ability to carbonate drinks. The mere slipping of a thin slice of an apple into a normal beverage allows the consumer to enjoy a full bodied, sparkling beverage within just a few minutes time. One can normally expect to carbonate up to a full gallon of beverage with a single belch apple. Mature, ripe belch apples normally weigh between 2 to 4 ounces each. For the note of picking, belch apple trees are located in temperate forest and meadow areas and the fruit can be found mature and ripe on the tree from late summer to mid autumn. Belch apples keep fairly well in cool, dry cellars, lasting between four to six months.

Cost: 20 silver coins per 1lb.

Blood Clay:

Gathered from humid caves that border on areas of volcanic activity, it is said that one can often come across a thick swirl of lumpy red clay that gives off an odor of sulfur and iron. This sacred clay, though rather distasteful in smell and appearance, is highly regarded as an all purpose healing application and natural bandage. The natives of hot, humid coastlines and islands have

been using the clay for many generations, and consider the caves rich with this damp, steaming mineral to be of spiritual importance. As such, anyone seeking to exploit these caves for the potential of making a profit might find their selves facing the jagged, stony points of a few spears.

Cost: 4 silver coins per 1lb.

Dopple Fern:

A curious, creek loving plant with blue, toothy leaves that constantly twist and turn under their own locomotion, the dopple fern is worthy enough to be kept as a garden curiosity. When the leaves of a plant are plucked and allowed to dry, however, the fern provides a more useful effect. Dopple ferns are known by sages, alchemists, herbalists, and magicians to be instrumental in keeping dopplegangers at bay. It is said that these creatures cannot bear the smell of a dried, hanging dopple fern leaf, which to normal creatures and humanoids smells like little more than a cross between pine, garden mint, and chopped basil. While the fragrance of the dried plant is not enough to fully drive away a doppleganger against its own will, the smell is indeed enough to cause one of these creatures to pass up a house protected by the dried leaf in favor of another.

Cost: 5 silver coins per 1lb.

Draconic Raspberries:

Growing to a size that is comparable to a small child's clenched fist, these black, blue, red, or golden yellow colored berries are the prized fruits of dragons. Draconic raspberries grow on gigantic, thorny vines that grow and creep up the sides of barren, rocky mountains and cliffs. While such raspberries have an overall appearance quite similar to common raspberries, though naturally much larger, the taste of these fruits is richer than normal raspberries and has a spicy, cinnamon like hint. Though finding a large patch of such berries might seem like initial fortune, one must keep in mind that a dragon most likely dwells nearby, waiting to pounce upon and devour anyone foolish enough to go near the creature's prized berry bush. Typically such a huge bush can yield as much as 1,000 to 4,000 ripe berries at a single given moment. These berries are ripe during the late spring to mid summer portion of the year. It normally takes only 2 berries to make 1lbs worth of fresh fruit total. These berries are normally sold fresh and ready to eat only, though it has been said that a few merchants in distant lands have started

to sell jams, jellies, and other preserves made from this fruit.

Cost: 20 silver coins per 1lb.

Feymaple Syrup:

A favorite treat amongst wealthy adventurers and nobles with a taste for the exotic, sticky sweet feymaple syrup is considered to be quite a lucrative commodity to be sold in the finer marketplaces. This greenish colored syrup has a taste more distinctive than the syrup of a normal variety of maple tree, and there are many unproven claims that the regular consumption of the feymaple syrup provides a sense of harmony with the little folk. Feymaple trees are located in temperate forests of high elevation regions.

Cost: 200 silver coins per 1lb.

Giant Bee Honey:

This thick, dark variety of honey is gathered from the nests of gigantic bees. While honey in all forms is a rare, expensive treat for the simple, common man, the abundance of sticky sweetness from such hives allow this commodity to be a bit less expensive. As most all bees like to place their hives in an area that can provide an additional sense of shelter from the elements if needed, it is likely to find the hives of giant bees within or somewhat near the openings of caves and caverns. A typical hive can yield as much as 500lbs of this delicious honey.

Cost: 1 silver coins per 1lb.

Giant Bee Wax:

The hives of giant bees are an excellent source of an all around useful form of wax. Though brave gatherers originally raided such hives for a source of sweet, delicious honey, the presence of easy to gather and filch wax soon proved to be more lucrative than the initial sought commodity. This wax is nearly colorless and may be used in a wide variety of applications, from making a seal with one's signet ring to the creation of candles. A typical hive can yield as much as 1200lbs of this useful wax.

Cost: 2 silver coins per 1lb.

Glue Beets:

An artisan's delight but completely nauseating if served at dinner, glue beets are yellowish to white tubers that have a gooey, adhesive center. Craftsmen from all around are more than willing to purchase their share of these plucked roots for their inner, natural glue. This opportunity of commerce has prompted adventurer, explorer, and merchant alike to travel to the high, arid

mountains, where such beets thrive. Glue beets are rather heavy, weighing 2lbs or so each. Their inner gluey substance makes up for about three fourths of the tuber's total body weight. As such, a typical 2lb glue beet yields around 1 1/2lb of natural glue. This glue is quite strong, and is particularly favored by woodworkers and bookbinders.

Cost: 5 silver coins per 10lbs.

Gretchel Nuts:

These tiny, round nuts with a medium yellow shell have a smooth, mellow flavor that is best described as being "like hazelnut, only creamy and with a hint of caramel". While gretchel nuts are native to temperate forest regions and are perfectly mundane in form, the popularity of their taste amongst hags and trolls have caused these nuts to be a hard to find, somewhat expensive commodity. To make the acquisition of these nuts even more difficult, the consumption of freshly roasted gretchel nuts has become rather popular amongst numerous noble circles lately, causing what few of these nuts that wind up on the open market to be quickly snatched up by the wealthy and influential. Gretchel nuts, like most forms of commodities, are sold in 1lb. portions. In such a portion one can expect between 25 to 30 of such nuts still in their shell. Despite the numerous hazards and difficulties that surround the cultivation or foraging of gretchel nuts, a smart and unhindered gatherer can expect to bag between 150 to 200lbs of these nuts in a typical wild, gretchel tree orchard. Such nuts are cultivated between late summer and mid autumn.

Cost: 8 silver coins per 1lb.

Mimic Toads:

Though honestly seen as being more of a pet than a staple commodity, there have been many a merchant and trader to swing by an opening of temperate marsh in order to try to find a few dozen live mimic toads for sale. These toads are homely, garish looking creatures, being rather fat and frumpy in body, fist sized in overall form, and having rainbow like patterns and stripes of brilliant color running across their otherwise dull brown or green bodies. While the visual imagery of the toad may seem less than desirable for most, it is the intelligent, parrot like abilities of the mimic toad that cause these creatures to be rather lucrative for sale in the open marketplaces. Mimic toads are capable of learning to speak in the languages of humanoids, and while they are not capable of much more than simple phrases or

words, it seems that the toads are able to understand what they are saying and hearing to a considerable degree. While this led many wizards to believe that mimic toads made for suitable, "natural" familiars, there is little truth in such theory. Mimic toads are otherwise useless creatures, ever content to sit around and babble the noises of others in hopes that such will reward the toad with a bit of food scraps from their owner's plate. These creatures are omnivorous, and are particularly fond of eating bits of cooked fat.

Cost: 4 silver coins per 1 toad.

Mute Clay:

It is said that in the bottom of lime rich caverns there exists a form of pale, gray-white clay that seems to block out all but the most intentional noises. This clay, known as mute clay, can likewise found regularly sold in the black markets to aid young, clumsy thieves. Mute clay is typically rub on the bottom of one's feet, shoes, or boots, where the sound absorbing properties of the clay can be used to hide one's footsteps. A single ounce of the clay is normally all that is needed to coat the feet of a human sized individual, and provided that the ground or surface that one is walking upon is reasonably dry, a coating of the clay is sufficient for a total duration of 4 hours.

Cost: 100 silver coins per 1lb.

Scribebirch Paper:

In the temperate forests there is a variety of birch tree with layers of thick, smooth, beige colored bark. This flexible, easily dried bark is cut away carefully in sheets, allowing one an easily obtained form of paper. Due to the recent growth of the scribebirch population in the forest as well as the tree's ability to restore cut sheets of scribebirch bark within a few days time, the cost of scribebirch paper has become rather inexpensive. Typically one can expect to cut away as many as ten sheets of this paper from a single scribebirch tree without hurting the tree. With most of these trees existing in numbers of 40 to 160 per single grouping, a sharp knife combined with a free afternoon can provide one with quite a bit of this natural paper.

Cost: 1 silver coin for 5 sheets.

Trollspice:

While the trolls have never held much credit for anything beyond looting, killing, and feasting, their cultivation of a strange, cavern loving herb has gained these otherwise brutal creatures a bit

of approval in the nature of horticulture and botany. Known simply as trollspice, this tiny, seemingly useless gray green plant has a distinctively marvelous flavor when dried and ground into a powder. Trollspice powder yields a flavor that is considered to be superior to that of cinnamon or clove, and is often used in the desserts and treats served during autumn and winter holidays. Though growing underground, this flavorful plant seems to prefer caves and caverns that exist in high elevation, temperate climates, particularly areas that feature valleys of dense forests and hazy, tree covered mountain peaks.

Cost: 50 silver coins per 1lb.

Wispwillow Bark:

In the most dense, dark, and dangerous of swamps there is said to be a variety of willow tree that emits a strange, continual, eerie sort of glow. This bizarre tree, known as the wispwillow, is sought after by the bravest of explorers and opportunists for its bark. Wispwillow bark is scraped carefully from this tree and then allowed to dry under the light of a full moon. If careful preparation of the scraped bark has been made, the resulting dried material retains the greenish glowing properties of the live bark and will continue to glow perpetually, day and night, for a period of at least ten years. This glowing substance is often placed in lantern like hoods as 1/4lb of the material gives off the same amount of light as a lamp or lantern of burning oil. It is said also that the bark of the wispwillow drives off the evil intentions of the will o' wisp, though actual proven evidence of such has never been fully provided or recorded.

Cost: 150 silver coins per 1lb.