

Exotic Trade Goods

Quantities for these rare goods are always individual items, not lots.

Purchase Check

The skill and difficulty of the check required by the trader to buy the product from a supplier. These items require more than just money to exchange hands, often needing some additional convincing.

Sale Check

The skill and difficulty of the check required to find a buyer. The Effect of this check is what multiplies the Cost per Item to achieve the sale amount - from breaking even to a huge profit.

Exotic Trade Good Table

D66	Result Type	Quantity*	Cost per Item GP	Purchase Check	Sale Check
11 - 13	Ancient Magic Item	1d6-3	2,000	Language 9+	Investigate 10+
14 - 16	Ancient Historical Artifact	1d6-4	2,500	Language 9+	Investigate 10+
21 - 23	Magic Armor	1d6-2	1,250	Persuade 8+	Diplomat 9+
24 - 26	Wondrous Item	1d6-3	500	Persuade 8+	Broker 8+
31 - 33	Strange Magic Item	1d6-3	750	Persuade 8+	Broker 8+
34 - 36	Exceptional Mount	1d6-1	1,000	Persuade 9+	Broker 9+
41 - 43	Monster (Gryphon, Dragon)	1d6	1,500	Animals 9+	Investigate 9+
44 - 46	Undiscovered Plant Species	1d6	1,500	Life Sciences 8+	Investigate 9+
51 - 53	Unique Oddity	1	5,000	Physical Sciences 9+	Broker 10+
54 - 56	Unique Treasure	1	10,000	Broker 10+	Broker 10+
61 - 63	Unique Magic Weapon	1	15,000	Broker 10+	Diplomat 9+ or Streetwise 10+
64 - 66	Artifact/Relic	1			

From:
<https://wiki.wishray.com/> - Wishray Wiki

Permanent link:
<https://wiki.wishray.com/doku.php?id=exotics>

Last update: **2012/04/14 02:29**

