

# 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 Chemical             | 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         | ~25,000          | Persuade 11+         | Investigate 11+               |

\*Always a minimum of 1.

Needs work.

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