

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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