

# 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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