

TRADE GOODS

D66	Type	Available	Maximum Units	Price Range	Purchase DM	Sale DM	Max Risk Assessment	Dangerous Goods DM
11	Trivial Magic Items	All	1d6 x10	6 - 14	Urban +2, Magic Rich +3, Rich +1	Rural +2, Magic Poor +1, Poor +1	+0	-6
12	Guild Crafts	All	1d6 x 10	8 - 12	Barren +2, Urban +5	Rural +3, Farming -2	+0	-6
13	Basic Manufactured Goods	All	1d6 x10	8 - 12	Barren +2, Urban +5	Rural +3, Large +2	+0	-6
14	Basic Raw Materials	All	1d6 x10	1 - 9	Farming +3, Woodland +2	Urban +2, Poor +2	+0	-6
15	Basic Consumables	All	1d6 x10	.5 - 5	Farming +3, Port +2, Woodland +1, Remote -4	Remote +1, Coastal +1, Frozen +1, Large +1	+0	-6
16	Basic Ore	All	1d6 x10	.25 - 2	Remote +4, Frozen +0	Urban +3, Rural +1	+0	-6
21	Minor Magic Items	Urban, Magic Rich	1d6 x5	25 - 150	Urban +2, Magic Rich +3	Rural +1, Rich +2, Remote +3	+2	-2
22	Metal Alloys	Urban, Magic Rich	1d6 x5	25 - 100	Urban +2, Magic Rich +1	Remote +2, Rural +1	+2	-2
23	Magical Goods	Urban, Magic Rich	1d6 x5	25 - 100	Urban +1, Magic Rich +0	Large +1, Rich +2	+2	-2
24	Weapons and Armor	Urban, Magic Rich	1d6 x5	50 - 250	Urban +0, Magic Rich +2	Poor +1, Risky Zone +2, Danger Zone +4	+3	+0
25	Processed Resins	Urban, Magic Rich	1d6 x5	100 - 250	Urban +0, Magic Rich +2	Remote +2, Rich +2	+3	+0
26	Common Herbs	Farming, Port	1d6 x5	1 - 12	Farming +1, Port +2	Urban +2	+2	+2
31	Crystals & Stones	Remote, Desert, Frozen	1d6 x5	5 - 45	Remote +2, Desert +1, Frozen +1	Urban +3, Rich +2 +	+2	-1

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32	Moderate Magic Items	Magic Rich	1d6	100 - 500	Magic Rich +0	Remote +1, Frozen +1, Rich +2	+3	+1
33	Live Animals	Farming, Woodland	1d6 x10	2.5 - 25	Farming +2, Woodland +0	Small +3	+2	+2
34	Luxury Consumables	Farming, Woodland, Port	1d6 x10	5 - 50	Farming +2, Woodland +0, Port +1	Rich +2, Large +2	+3	+2
35	Luxury Goods	Large	1d6	50 - 500	Large +0	Rich +4	+3	+2
36	Religious Artifacts	Magic Rich, Large	1d6 x5	10 - 100	Magic Rich +2, Large +0	Urban +2, Poor +1, Rich +1	+2	+2
41	Oil	Desert, Coastal, Frozen, Port	1d6 x10	2.5 - 30	Desert +2, Coastal +0, Frozen +0, Port +0	Urban +2, Farming +1, Magic Poor +2	+2	+2
42	Medicines	Remote, Desert, Large, Port	1d6	25 - 500	Remote +2, Desert +0, Large +1, Port +0	Rich +2, Magic Poor +1	+2	+3
43	Books	Urban	1d6 x10	1 - 10	Urban +0	Rich +2, Rural +1	+1	+0
44	Precious Metals	Remote, Desert, Frozen, Coastal	1d6	10 - 100	Remote +3, Desert +1, Frozen +2, Coastal +0	Rich +3, Urban +2, Magic Rich +1	+3	+4
45	Historical Artifacts	Remote, Desert, Small	1d6	500 - 1,500	Remotes +2, Desert +0, Small +2	Urban +3, Magic Rich +1, Rural -2, Farming -3	+4	+3
46	Slaves	Urban	1d6 x 5	150 - 650	Urban +0	Farming +2, Magic Rich +1	+2	+1
51	Spices	Woodland, Desert, Port	1d6 x 5	10 - 80	Woodland +0, Desert +2, Port +0	Large +2, Rich +3, Poor +3	+2	-1
52	Textiles	Farming, Rural	1d6 x 10	1 - 5	Farming +7, Rural +0	Large +3, Barren +2	+1	-2

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53	Uncommon Ore	Remote, Frozen	1d6 x 10	1 - 10	Remote +4, Frozen +0	Urban +3, Rural +1	+2	-2
54	Uncommon Raw Materials	Farming, Desert, Port	1d6 x 10	5 - 50	Farming +2, Desert +0, Port +1	Urban +2, Magic Rich +1	+2	-2
55	Wood	Farming, Woodland	1d6 x 10	.1 - 4	Farming +6, Woodland +0	Rich +2, Urban +1	+1	-4
56	Beverages	Urban, Magic Rich	1d6 x10	5 - 30	Urban +2, Magic Rich +1	Rural +2, Large +1	+2	-2
61	Poison	Farming, Port	1d6 x5	10 - 200	Farming +0, Port +2	Urban +6	+4	+4
62	Magic, Black	Magic Rich	1d6	100 - 650	Magic Rich +0	Remote +4, Frozen +4, Rich +8, Risky Zone +6, Danger Zone +6	+5	+5
63	Drugs, Illegal	Remote, Desert, Woodland, Port	1d6	25 - 300	Remote +0, Desert +0, Woodland +0, Port +0	Rich +6, Large +6	+4	+6
64	Luxuries, Illegal	Farming, Woodland, Port	1d6	10 - 200	Farming +2, Woodland +0, Port +1	Rich +6, Large +4	+4	+4
65	Forged Documents	Urban, Magic Rich	1d6 x 5	50 - 450	Urban +0, Magic Rich +2	Poor +6, Risky Zone +8, Danger Zone +10	+5	+6
66	Exotics	Exotic goods are too specific and strange to be given general stats. See Exotics .						

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