

# 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			

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