

Trading Caravans Overland

Relevant Skills

Appraisal. Needed to assess true value of cargo and sets base price. Failure to make roll causes a mis-estimate for the base price. On failure, estimate is low on odds and high on evens and is 5% per point missed. NPC Merchants set price point 10-40% higher than appraised value and rarely sells for less than half of the perceived profit margin or pays more than estimate of item's worth.

Bargaining. Opposed skill roll to simulate a price negotiation.

1. Determine the difference in bargaining skill between NPC and PC. No skill=skill of 0.
2. Multiply difference by 5% and that is the price adjustment.
3. Superior bargain skill chooses which appraisal value gets used as the base value. No appraisal skill between bargainers, DM chooses fair price.
4. Superior bargainer improves the price or decreases the cost by the indicated cost adjustment. The other bargainer considers profit margin and accepts or rejects offer and gives "take it or leave it" at profit margin. Fast talk may be used against Wisdom for a sales pitch.

Broker Points. A description of how relevant the character is to the traders' social network representing experience and reputation. No more than +5 broker points may be help regardless of circumstances. They are used up to 5 points in a city.

Circumstance	Broker Points
Level 4-8 Merchant	+1
Merchant Prince	+1
Minrothad Guild Agent	+2
Level 9-12 Merchant	+1
Level 13-16 Merchant	+1
Level 16+ Merchant	+1
Nonmerchant Levels 10-20	+1
Nonmerchant Levels 21+	+1
5+ years trading experience	+1
16+ years trading experience	+1
Appraisal AND Bargain skills > 0	+1

At start – Caravan acquisition and maintenance

Caravan Transport Types. Costs are in gp, encumbrances are in pounds for simplicity. You may need to remember that a Darokin Hundredweight is 10 lbs. Combat stats for these are available elsewhere.

Type	Cost	Miles/Day	Pack Encumbrance at Full/Half speed	Draft (pull) Encumbrance at Full/Half Speed
Draft Horse	40	18	450/900	750/1500
Riding Horse	75	48	300/600	500/1000
War Horse	250	24	400/800	650/1300
Mule	30	24	300/600	450/900
Camel	100	30	300/600	450/900
Ox	40	12	500/1000	1000/2000
Elephant	1500	24	750/1500	1500/3000
Human	---	18	60/120	100/200
Pull Cart	25	Draft by Human	--	300 (+60)
Mule Cart	50	Draft by Mule	--	400 (+80)
Horse Cart	100	Draft by Animals	--	1000 (+100)
Small Wagon	200	Draft by Animals	--	2000 (+300)
Medium Wagon	350	Draft by Animals	--	4000 (+500)
Large Wagon	500	Draft by Animals	--	6000 (+1000)

Wagon accessories.

Covers – 20 gp, hides amount and type of cargo and prevents exposure to elements.

Roof – Doubles cost of wagon, but cargo is safer and more protected from theft.

Secret Compartment – Smugglers. Typically an actual search is pretty good at finding them (4 in 6) but cursory inspections are at normal odds. Costs 100 gp, 20% of wagon capacity can be in the secret compartment.

Living Quarters – Wealthy merchants may demand comfort. Carrying capacity of wagon is halved, cost is 100 gp, protects from the elements. Sleeping space is 2 for half the wagon, 6 for all the wagon. Some merchants demand the whole wagon for privacy.

Step 1 – Maintenance and Operating Expense

1. **Wagons.** Every six months, wagon maintenance costs 1 gp per 1000 lbs per 500 miles traveled. Failure to pay doubles number of rolls for mishaps.
2. **Animals.** Every six months there is a 1 in 30 chance an animal is too old or sick and must be retired. Elephants are 1 in 50. Lose their services.
3. **Human Provisions.** Fresh 1 gp per crewman per week and 1 weeks provisions weighs 10 lbs and goes bad in a week. Iron rations are 7

sp per caravan member per week and can last months but weigh the same amount.

4. **Fodder.** Usually no problem to get for free during rest breaks. In town, fodder is purchased. Fodder is 10 sp/day per each horse, mule, camel and 2 gp/day per elephant.
5. **Spares.** Buy as many of the following as you think are needed. Minor spares, 10 sp each. Axles, 10 gp each and use 100 lbs cargo. Wheels, 20 gp each and use 50 lbs cargo.

Step 2 – Buy a cargo

1. **Determine City Classification** and Modifiers to Price Adjustment (Table 1A, 1B if on Mystara in named City)
2. **Find the number of merchants** and cargos available on Table 1A by Class. Half appear in the first week, another ¼ over the second week and 1 per week until the maximum is reached. If all merchants are gone, roll for new merchants with a -1 to the die for each week in town.
3. **Determine types of cargo.** Per merchant, roll for the type of cargo on Table 2A and note any special handing required on Table 2B. Player can seek a specific cargo with a base 20% chance +5%/broker point spent.

Loads are the maximum amount available for sale or the amount the buyer is interested in taking.

4. **Find the adjusted price of cargo.**
 - o Find base price on Table 2
 - o Find modifier by City or by Generic City Population and Supply and Demand
 - o If Class A/B city, Add 1. If E or higher, Subtract 1.
 - o Roll 3d6 and add modifier to get “true” price in the current market at the current time on Table 3. Broker points can also be added or subtracted here at PC option.
5. **Determine the final price.**
 - o Buyer and Seller Appraise
 - o Bargaining Skill Check
6. **Exchange goods and money**
 - o Darokin Merchant Guild ½% final price is taken as a fee. Loading/Unloading is the Buyer’s responsibility.

Step 3 – Set out

- **Modified movement rate**

Base Movement Rate modified by terrain.

Good Road	x3/2
Trail/Clear/Grass/City	x1
Forest/Hills/Desert/Broken	x2/3
Mountain/Jungle/Swamp	x1/2

- **Weather by day.**

-15% Dry Season/Area
+15% Wet Season/Area

% Roll	Weather	Notes
01-30	Clear	
31-40	Partly Cloudy	
41-45	Overcast	
46-50	Unseasonably Hot	Reduce move 2 miles/day
51-55	Unseasonably Cold	Reduce move 2 miles/day
56-60	Windy	Securing cargo/calming animals loses 1 mile/day
61-65	Volatile	Reroll mid-morning, noon, mid afternoon, dusk and get daily average.
66-70	Storm	Wait out, losing 5 miles/day or brave it losing 3 miles/day but with a mishap.
71-73	Thunderstorms	Lose 10 miles/day to wait out or brave on losing 7 miles/day plus 3 random mishaps
74	Severe Thunderstorm	No move possible plus not a day of rest.
75	Tornado	If cover is taken (losing 10 miles/day), only a 5% chance the funnel cloud. Moving ups chance of a strike to 20%. If caravan hit, each PC must save vs. Death or die. (1d10x5 + 50%) of wagons, cargo, animals and hirelings are destroyed.
76-85	Drizzle (Light snow)	Lose 2 miles/day, check road conditions (lose 4 miles/day for snow)
86-95	Light Rain (Moderate Snow)	Lose 3 miles/day, check road conditions (lose 6 miles/day for snow)
96+	Heavy Rain (Heavy Snow)	Lose 5 miles/day, check road conditions (lose 10 miles/day for snow)

- **Road conditions.** On each consecutive day of drizzle/rain/storm reroll on this table. Add 2 per day of continuous drizzle, 5 for light rain, 10 for heavy rain or thunderstorms, 20 for Severe thunderstorms. Effects clear after a single clear day.

% Roll	Road Condition	Effect
01-65	Clear	None
65-75	Rough	Caravan slows 2 miles/day
76-90	Muddy	Lose 5 miles/day + mishap
91+	Mired	Lose 10 miles/day + two mishaps

- **Encounters by normal table at normal rate.**

Step 4 – Arrive and sell cargo by Step 1 procedure.

1. City encounter by normal rate.
2. Possible downtime if Caravan master desires.

Table 1A: Generic City Modifiers and Population

Class	Mod	Name	Pop.Min	GP Limit	M.I. Max Value	Merchants, Transaction Size
A	+ 4	Metropolis	25,001	100,000	16,000	10, 3d8 loads
B	+ 3	Large City	12,001	40,000	8,000	9, 3d8 loads
C	+ 2	Small City	5,001	15,000	4,000	8, 2d8 loads
D	+ 1	Large Town	2,001	3,000	2,000	7, 2d8 loads
E	+ 0	Small Town	901	800	1,000	6 2d6 loads
F	- 1	Village	401	200	500	5 2d4 loads
G	- 2	Hamlet	81	100	200	4 1d4 loads
H	- 3	Thorp	20	40	50	3 1d3 loads

Notes:

- Class – Settlement size class.
- Mod – This modifier is added to checks to find cargo, items or other merchandise. (see below)
- Name – Name of the size of the settlement.
- Pop.Min – Minimum quantity of the population of the settlement to qualify.
- GP Limit – Maximum Gold Pieces that the city have and can expend when buying goods or services.
- M.I.Max Value – Magic Item Maximum Value is the maximum value of an individual magic item that can be acquired in the city.
- Merchants – Maximum number of merchants with caravans or ships that can be at a given time on the city. Each Merchant can have up to 3d8 [Merchandise Load](#).

Other Aspects of the Settlement:

- Capitol City – A bonus of + 1 in the mod applies for cities that are the capitol center of a nation.
- Trade City – A bonus of + 1 in the mod applies to settlements that are merchant cities.

Supply and Demand

Cost of merchandise can vary from 30% to 300%. Each point of Mod can be used to increase/decrease the cost by + / - 10%.

Factor	Mod	Cost	Description
High Supply	+ 2	- 10%	Symbols in Black sell at less than market value.
High Demand	- 2	+ 10%	Symbols in White sell at more than market value.

Trade Good Values

The following table works in accordance to the rules presented in both GAZ 7 – The Minrothad Guilds and

Gaz 11 – The Republic of Darokin. For those without the above mentioned products, assume that each + / - 1 in the Price Adjustment column equals to a + / - 10% in price for the mentioned goods. [Population](#) of the settlement could provide additional modifiers. Cost of merchandise can vary from 30% to 300%. Each point of Mod can be used to increase/decrease the cost by + / - 10%.

Table 1B: City Price Modifiers for Mystara

City	Nation	Class	Modifiers to Price Adjustment
Aaslin	Notrion	B	Grain -5, Animals -1, Wine -1, Meat -3, Textiles -2; Common Metals +1, Dye +1, Glassware +1
Aegopoli	Aegos	D	Grain -3, Meat -2, Animals -1; Weapons+1, Oil +3, Glassware +1
Akesoli	Republic of Darokin	D	Fish -2, Porcelain -1, Tea -1, Textiles -1; Salt +3, Silk +3, Spices +1
Akorros	Republic of Darokin	C	Fish -2, Hides -2, Meat -1; Cloth +3, Grain +1, Semiprecious Stones +3, Wine +1
Alchemos	Meriander	D	Grain -2, Meat -1, Common Wood -2,
Alinquin	Dawnrim	B	Grain -1, Meat -4, Fish -3, Textiles -3,
Alpha	Alphatian Empire	C	Grain/Vegetables -3, Meat -2, Precious
Altendorf	Heldann Freeholds	D	Animals -2, Dye -1, Common Wood -1,
Athenos	Republic of Darokin	D	Gems -1, Glassware -4, Ivory -3, Meat -1; Animals +1, Monsters +1, Precious Wood +3,
Atruaghin	Atruaghin Clans	E	Coffee -3, Mounts -3, Tobacco -5, Textiles -1; Beer +4, Semiprecious
Azurun	Hule	C	Grain -4, Cloth -2, Gems -1, Glassware -1;
Beitung	Ochalea	C	Silk -4, Grain -3; Wood +1, Rare Books +3,
Biazzan	Thyatian Empire	D	Silk -1, Spices -1, Tea -1; Animals +3,
Blueside	Lagrius	D	Fish -4, Common Wood -4, Grain -1,
Castellan	Soderfjord Jarldons	E	Common Metals -4, Dyes -2, Semiprecious
Ciudad Real	Gargona	D	Art -1, Musical Instruments -3, Grain -1;
Ciudad Tejillas	Almarron	D	Silver -4, Cloth 2, Tobacco -1, Coffee -3;
Corunglain	Republic of Darokin	C	Gems -2, Monsters -1, Semiprecious
Darokin City	Republic of Darokin	A	Common Metals -2, Common Woods -2,
Dengar	Kingdom of Rockhome	B	Armor -3, Gems -3, Weapons -2; Animals +4,
Dunadale	Thyatian Empire	B	Porcelain -2, Weapons -3, Monsters -4,
East Portage	Alphatian Empire	C	Beer -1, Grain -1, Dye -2; Common Wood +1,
Edairo	Kingdom of Thothia	B	Grain -3, Fish -2, Common Wood -2,
Ekto	Ekto	D	Weapons -1, Dye -1; Grain +3, Fish +2,
Ehengar	Ehengar Khanate	E	Hides -3, Mounts -2, Salt -3; Common
Featherfall	Aeria	C	Grain -1, Meat -1; Common Wood +1, Oil +1,
Freiburg	Heldann Freeholds	D	Animals -3, Porcelain -1; Armor +4,
Glantri City	Principalities of Glantri	B	Monsters -5, Rare Books -2, Pottery -6;
Grauenberg	Heldann Freeholds	E	Animals -3, Common Metals -5, Weapons -1,
Harbortown	Minrothad Guilds	C	Fish -3, Dye -2, Animals -2; Spices +2,
Helskir	Helskir	D	Dye -4, Salt -2; Fish +2, Hides +3,
Hockstein	Heldann Freeholds	E	Animals -1, Hides -3, Common Wood -2,
Horken	Horken	C	Grain -1, Meat -1; Common Wood +4, Tea +1,
Ierendi	Ierendi	C	Fish -2, Precious Metals -2; Dyes +2,
Jaboor	Emirates of Ylaruam	E	Coffee -2, Oil -3, Glassware -3; Meat +3,
Kelven	Kingdom of Karamaikos	C	Glassware -2, Pottery -3, Precious
Kerendas	Thyatian Empire	C	Beer -2, Grain -2, Meat -3, Wine -2,
Kopstar	Principalities of Glantri	D	Dyes -2, Oil -5, Precious Metals -3;
Minrothad	Minrothad Guilds	B	Coffee -2, Tea -2, Beer -3, Fish -3,
Newkirk	Thyatian Empire	B	Dye -5, Armor -2; Coffee +3, Gems +3,
Norrvik	Kingdom of Vestland	C	Salt -3, Silk -4, Weapons -3; Cloth +3,
Oceansend	Heldann Freeholds	D	Books -1, Common Wood -4; Dye +2, Salt +1, Grain +2, Silk +3;
Savr Ulan	Sind	B	Rare Books -1, Salt -2, Spices -3; Common

Seagirt	Pearl Islands	D	Vegetables -5, Fish -3, Gems -3,
Seahome	Minrothad Guilds	D	Wood -3; Silk +2, Dye +4; Hides/furs +3
Selenica	Republic of Darokin	B	Cloth -2, Precious Wood -1, Rare Books -1;
Shireton	Five Shires	D	Beer -4, Grain -2, Tobacco -5, Wine -2;
Skvufyr	Blackrock	D	Grain -1, Beer -1, Common Metal -2,
Slagovich	Slagovich	C	Cinnabryl -3, Fish -2; Common Metals +2,
Smokestone City	Cinnaron	C	Ale -2, Cinnabryl -2, Smokepowder -2,
Soderfjord	Kingdom of Soderfjord	C	Common Woods -4, Grain -1; Armor +2,
Spearpoint	Surshield	C	Grain -2, Meat -2, Weapons -2, Armor -1,
Specularum	Kingdom of Karamaikos	C	Animals -1, Common Metals -2, Common Woods -3, Hides -3, Armor +2, Mounts +3, Rare Furs +3, Weapons +2
Stahl	Kingdom of Rockhome	C	Ivory -3, Monsters -3, Precious Metals -4;
Tameronikas	Emirate of Ylaruam	E	Animals -2, Cloth -1, Tea -3;
Tanakumba	Yavdlom	C	Cocoa -4, Coffee -3, Fish -3, Gems -1,
Tel Akbir	Thyatian Empire	D	Beer -2, Coffee -1, Oil -2; Cloth +2,
Tenobar	Republic of Darokin	D	Cloth -2, Fish -4, Pottery -5; Hides +2,
Thyatis City	Thyatian Empire	A	Armor -3, Mounts -2, Silk -1, Weapons -3;
Trikelios	Trikelios	D	Grain -2, Fish -1, Beer -1; Common
Verdun	Minrothad Guilds	D	Woods -2, Cloth -1, Books -3; Furs +3,
Vyones	Principalities of Glantri	E	Rare Furs -4, Textiles -3, Wine -2;
Wendar City	Wendar	D	Wood -3, Hides -2, Rare Furs -1;
Ylaruam	Emirates of Ylaruam	B	Oil -1, Porcelain -3, Semiprecious
Zeaburg	Kingdom of Ostland	C	Fish -4, Cloth -3, Textiles -1; Common Woods +2, Meat +5, Weapons +2

Table 2A: Trade Good Properties.
Weights in lbs, costs in GP.

Roll	Cargo	Unit Cost	Unit Weight	Load Units	Load Cost	Load Weight	Special Handling (Table 2B)
01	Animal, Bull	15	2000	1	15	2000	FD, UC, UL
02-03	Animal, Cow	10	1000	1	10	1000	FD, UC, UL
04	Animal, Elephant	100	12000	1	100	12000	FD, UC, UL
05	Animal, Goat/Hound	2	75	1	2	75	FD
06	Animal, Horse	75	1000	1	75	1000	FD, UC, UL
07	Animal, Pig	3.0	60	1	3	60	FD
08	Animal, Rabbit or Hen	0.03	2	50	0.03	2	FD
09-12	Beer, Ale	0.04	1	100	4	100	FR, PE
13-16	Cloth, Common	0.1	2	50	5	100	FR
17-19	Dye and Pigments	1	0.1	1000	1000	100	FR
20-23	Fish, Preserved	0.5	1	100	50	100	PE
24-27	Gems, Semiprec Stones	1	1	100	100	100	
28-32	Glassware	2	1	100	200	100	FR
33-38	Grain and Vegetables	0.02	1	100	2	100	PE
39-43	Hides and Furs	15	25	4	60	100	
44-46	Meat, Preserved	0.5	1	100	50	100	PE
47-52	Metals, Common	0.1	1	100	10	100	
53-56	Oil	0.1	1	100	10	100	FR
57-60	Pottery	0.03	1	100	3	100	FR
61-64	Salt	1	1	100	100	100	PE
65-68	Tea, coffee and tobacco	0.2	1	100	20	100	PE
70-73	Textiles	2	1	100	200	100	FR
74-79	Weapons and Tools	50	5	20	1000	100	
80-83	Wine and Spirits	10	1.5	67	670	101	PE
84-88	Wood, Common	0.5	1	100	50	100	
89	Armor, Medium	100	30	3	300	90	
90	Books, Rare	50	2	50	2500	100	FR
91	Furs, Rare	2	1	100	200	100	
92	Gems, Precious	100	1	100	10000	100	
93	Ivory	100	50	2	200	100	FR
94	Metals, Precious	1	1	100	100	100	
95	Monsters	Varies	Varies	1	Varies	Varies	FO, UC,

							UL
96	Mount, Warhorse	150	1200	1	150	1200	FO, UC, UL
97	Porcelain, Fine	2	3	33	66	99	FR
98	Silk (2sq yards)	20	1	100	2000	100	FR
99	Spices	2	1	100	200	100	PE
00	Wood, Precious	1	1	100	100	100	

Initials	Special	Transport Cost	Description
FD	Fodder	10%	Is a living creature that needs food and water to subsist and transport.
FR	Fragile	10%	Can break easily. Needs special care to transport.
PE	Perishable	15%	Food and other merchandise that has an expiration date and needs to be transport faster or conserved using cold, etc.
UC	UnCarriage	N/A	Cargo cannot be loaded in carts because is to big or alive, like mules and bigger animals.
UL	UnLoaded	N/A	Cargo cannot be loaded in mules or horses because is to big or alive, like pigs and bigger animals.

Table 3: Base Price Adjustment

3d6 Roll	Percentage
3	30 %
4	40 %
5	50 %
6	60 %
7	70 %
8	80 %
9	90 %
10	100 %
11	110 %
12	120 %
13	130 %
14	140 %
15	150 %
16	160 %
17	180 %
18	200 %
19	300 %
20	400 %

Table 4: Mishaps

Failure to pay “next town” costs adds 5% to next mishap (cumulative).

D%	Mishap	Effect
01-15	Lost horseshoe	Lose 1/8 move for day, minor spare or all day to jury rig
16-25	Minor injury animal/guard	Must carry or rest for 2-3 days
26-40	Damaged wheel	Lose 1/8 move for day, minor spare or all day to jury rig
41-50	Toppled load	Lose half day of movement.
51-65	Snapped reins	Lose 1/8 move for day, minor spare or all day to jury rig
66-79	Snapped load ropes.	Lose quarter move for day, minor spare or all day to jury rig
80-83	Broken axle	Lose half day movement, spare axle or wagon immobile
84-87	Broken wheel	Lose half day movement, spare axle or wagon immobile
88-91	Wounded Animal/walker	Lose half day movement, carry or leave behind
92-96	Lost Load	Lose half day movement and wagon
97+	Lost Wagon Parts	Lose half day movement and all spares