

Merchant Ship Trading Rules

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% to get 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 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

Rules of thumb for successful merchants

- The farther away goods are sold from their port of origin, the more they are usually worth because they are rare.
- Avoid ports that trade heavily in the same goods as those being carried. They will bring a low price or lose money.
- Listen for events that affect trade. Wars drive the price of goods up; famine makes cheap grain a costly food import.
- Know the political climate before port is made. Some places charge prohibitive tariffs; others have customs agents who like to issue fines or turn away ships of a certain nationality.
- Know the local customs. Ierendi port authorities can't be bribed and arrest those who try. Thyatians expect to be bribed, and won't clear a ship until they are.

At start – Ship acquisition and maintenance

Ship Types. Costs are in gp, encumbrances are in pounds for simplicity. You may need to remember that a Darokin Hundredweight is 10 lbs and that there are 10 coins or cns per pound. Combat stats for these are available elsewhere. Construction times for larger ships range between 5+1d6 to 30+1d8 weeks in shipyards. Add 3000 gp for each additional catapult or ballista installed (plus 3% maintenance) costs.

Used Ships: Available at 20%-70% of new, but require 20%-70% of a new ship's price after purchase to bring maintenance back up to snuff.

Type	Cost and Crew	Miles/Day	Food and Water	Cargo Space
Canoe	50	18	–	600
Large Galley	30000 +200 crew +50 trps	18 (row) 72 (sail)	10-20 days	4000
Small Galley	10000 +70 crew +20 trps	18 (row) 90 (sail)	10 days	2000
War Galley	60000 +330 crew +75 trps	12 (row) 72 (sail)	14 days	6000
Ship's Lifeboat	1000	18	--	1500
Longship	15000 +75 crew	18 (row) 90 (sail)	10 days	4000
Raft	1 gp/sq ft	12	--	5/sq foot
River Boat	4000 + 10 crew		--	3000
Sailing Boat	2000 + 1 crew	72	--	2000
Sailing Ship, Large	20000 +20 crew (+50 trps if warship)	72	2-3 months	30000
Sailing Ship, Small	5000 +10 crew + 25 trps if warship)	90	1 month	10000
2 mast Harbtown Trader	35700 + 20 crew + 50 trps (warship)	72	2-3 months	30000
3 mast Harbtown Trader	42800 + 35 crew + 30 trps (warship)	84	2-3 months	30000
Seahome Schooner	14400 + 10 crew + 10 trps	84	3-4 weeks	4000
Minroth dipper, 3 mast	21000+24 crew + 25 trps (warship)	72	1-2 months	10000
Minroth clipper, 4 mast	24000+35 crew + 25 trps (warship)	100	1-2 months	10000

Step 1 – Maintenance and Operating Expense in Port

1. Crew Salary – Either a wage or “shares” paid out at the end of a cruise.

Position	Guild	Shares	Hiring Salary
Captain	Master	10	250 gp/month
1 st Mate	SJm	6	200 gp/month
Navigator	---	6	150 gp/month
Quartermaster	SJm	6	150 gp/month
Ship's Healer	SJm	6	150 gp/month
Boatswain	SJm	5	50 gp/month
Second Mate	JM	5	100 gp/month
Chief Boatswain's Mate	JM	4	25 gp/month
Third Mate	JJm	4	50 gp/month
Sailmaker	JM	4	25 gp/month
Ship's Carpenter	JM	4	25 gp/month
Ship's Cook	JM	3	50 gp/month
Helmsman	JJm	3	25 gp/month
Watch Chief	JJm	3	25 gp/month
Special Positions	JJm	3	25 gp/month
Able Seamen	JJm	2	10 gp/month
Scuppers	Ap	1	2 gp/month

2. Sailors at sea require a half-day off of personal time once per week for personal chores and recreation. Shifts are organized around this and not allowing it penalizes morale.
3. Sailors in ports require 1 day per port and 3 days total per month of liberty or they become tired, argumentative and lose morale.
4. Ship Regular Upkeep: 1 gp/1000 miles per hull point or lose 10% of current max speed. Additional missed upkeeps cost more speed.
5. Ship Annual Maintenance: After 10,000 miles or annually a maintenance/overhaul must be performed in port. Cost is 3% the purchase price of the ship and not performing the maintenance costs doubles damage rolls should they be taken.
6. Market research (at local bars). Can find out the price of a trade good in a local port or along a shipping route up to 3 linked ports away. Cost is 1d10 gp/day. Go through the non-negotiated procedures to find the fair local market price. Time varies by depth of the inquiry and the inquiry takes time because no trader will directly blab information that might affect their own profits. It has to be finessed:

Local – 1 day. Finds out the price of a trade good in an adjacent destination.

Along a Route – 7 days. Finds out the price of a particular trade good in a chain of three adjacent linked destinations.

Step 2 – Buy a cargo

1. If ship has not “arrived” in port yet (for example it was just purchased), go to Step 3 and apply any taxes and fees and services required.
2. **Determine City Classification** and Modifiers to Price Adjustment (Table 1A, 1B if on Mystara in named City)
3. **Find the number of merchants** and cargos available on Table 1A by Class. Half appear in the first week, another $\frac{1}{4}$ 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.
4. **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.
5. **Find the adjusted price of cargo.**
 - Find base price on Table 2
 - Find modifier by City or by Generic City Population and Supply and Demand
 - If Class A/B city, Add 1. If E or higher, Subtract 1.
 - 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.
6. **Determine the final price.**
 - A regular trader has 12+1d6 in each skill
 - A Minrothad Guild Agent has 14+1d4
 - A Merchange prince has 15+1d4
 - Buyer and Seller Appraise
 - Bargaining Skill Check
7. **Exchange goods and money**
 - Loading/Unloading is the Buyer's responsibility (Longshoremen?)

Step 3 – Passengers

- Passengers are available based on the following table. Broker points can be spent on this roll.

Class of Port	Available in Port	Modified by Destination
A	2d6	+2
B	2d6-1d4	+1
C	2d4-1d4	0
D	2d4-1d6	0
E	1d6-1d4	-1
F+	1d6-1d6	-2

- There is a 5% chance one of the passengers would like to charter the ship exclusively. If true they would like to sail to the most remote port within 2d20x100 miles.
- A general rule on capacity is that a ship can accommodate no more than 20% more people than the normal number of crew+marines. Without cargo set aside as cabins, only half have any sort of cabin, the rest must make do with hammocks.
- Cabin passengers pay 20gp/500 miles traveled and this is after the amount needed to give them provisions.
- Hammock passengers pay 10gp/500 miles traveled and again this is after the amount needed for their provisions.
- Charters pay 1 gp/50 lb of cargo space per 500 miles of distance, minimum 100 gp. This reserves the cargo space, but if no cargo is brought aboard the captain can still engage in speculation.

Step 4 – Shipping Contracts

- Unsolicited contract: 5% per port visit of being offered.
- Solicited contract: 25% + 5%/broker point spent.
- Guild member: Guaranteed full holds if guild is present in town. Guild merchants pay only 40% of the rate.
- A new batch of merchants is generated to fill the hold with loads.
- Pays 1 gp/50# of cargo space used by the load per 500 miles of distance, minimum 100 gp.
- Pay half on advance, half on delivery.
- Bonus for early delivery and hazardous travel conditions and are negotiable.
- Unused hold may be filled with speculation goods.

Step 5 – Consignment Trade

- Unsolicited contract: 5% per port visit of being offered.
- Solicited contract: 25% + 5%/broker point spent.
- Guild member: Guaranteed full holds if guild is present in town.
- A new batch of merchants is generated to fill the hold with loads.
- Ship pays merchant 10-40% of cargo price up front or guild underwrites this for a 10% cut off the top.
- Ship will sell cargo in new port at whatever price it gets.
- Ship is allowed to take 10-40% of the sale price. The remainder of the sale belongs to the merchant.
- Any money due to the merchant is given to the Merchant Sailor's guild and word will be sent back OR on a round trip is returned.

Step 6 – Prepare for the Voyage

- Calculate expected travel time based on movement rate and destination. It is fair to add 20 percent to add a buffer for contrary winds or stormy weather.
- Charts are needed if route has never been taken before. Availability by origin port:

Origin Port	Chance to locate	Cost of Chart
A	98%	2d20 gp
B	90%	3d10 gp
C	75%	2d12 gp
D	60%	2d10 gp
E	45%	3d6 gp
F+	30%	2d8 gp

Reduce by 10% by every 500 mile increment over 500 miles. A new chart must be purchased for every 1000 miles of trip.

- Set aside an expense fund for repairs, unexpected port calls (and customs). Usually stowed in captain's cabin and magically guarded.
- Characters not knowing that maintenance has been skipped may make a Sailing roll to notice the ship will not be capable of full speed ahead of time and take compensatory actions.

- Food: Standard rations (1 week max) are 1 gp/crew member per week. Iron rations (last for months) are 7 sp/crewman/week.
- Water: Water is stocked and 1 barrel per 5 crewmen per week is needed. Part of design, not part of cargo.
 - Fodder: Livestock requires fodder. Check cargo notes for cost.
 - Foraging: On sealanes or on the high sea, 10% chance per week of netting enough food to cancel the week's food usage. Within 100 miles of the coast, increases to 50%.

Step 7 – Set out

- **Scurvy:** After a month at sea, 10% of crew are affected per week without fresh food. Lose STR/CON 1 point. At 0, crewman dies. 3 points each regained for each week on fresh food.
- **Visibility:** Normally 30 miles from mast.
- **Weather is determined week by week.**
 1. Determine which hex face the ship is sailing through generally during the week. Generally to a precision of North-Northeast.
 2. Roll prevailing wind direction with d8 roll:

1	North	5	South
2	Northeast	6	Southwest
3	East	7	West
4	Southeast	8	Northwest

3. Determine which quarter of the ship sees the wind and determine net speed if that direction is actually taken.

Wind from	Modify speed
Bow	-25 %
Port or Starboard Bow	-10 %
Port or Starboard Beam	+0 %
Port or Starboard Stern	+10 %
Stern	+20 %

4. Determine the strength of the weather. If winds are favorable to direction then the + is used, otherwise use the -.

D8 Roll	Condition	Movement	Missile Fire
0	Becalmed	None Allowed	0
1	Calm wind, flat seas	-20%	0
2	Gentle wind, small waves	-10%	0
3-4	Moderate winds, medium waves	0%	-1
5	Brisk winds, choppy seas	+/- 10%	-3
6	Strong winds, high waves	+/- 20%	-5
7	Squall, high waves	+/- 40%	-7
8	Storm, heavy seas	+/- 60%	None allowed

5. Adjust ship's movement due to Steps 3/4.

- **Unusual Weather**

(10% per week) Roll on table. Ship damage is on table 4A, 4B, 4C.

D%	Unusual Weather	Effect
01-04	Becalmed	Movement at zero unless rowed. Ignore if condition is strong winds or greater or if on a known sea lane. Lasts d100 hours. In equatorial waters, 1d12 days.
04-29	Clouds	Lookout distance reduced 50 percent. Lasts 1d10 days. Navigation rolls are 2 harder
30-54	Fog	1d4 days. In sea lane or within 50 miles of a coast there is a 2% chance of a collision. If within a mile of the coast there is a 10% chance of hitting rocks/reef. If speed is not reduced, roll Sailing skill. A failure quadruples the chance. Colliding ships cause 2d10 HP for every 50HP they have. Reefs/rocks do 1d10 to 1d100 HP at DM's discretion.
55-57	Frozen Precipitation	Hail/Sleet lasts 1d4 hours, visibility 0.25, decks are dangerous requiring Dex checks on moves to avoid slipping and possibly falling overboard.
58-79	Squall	Sudden rain storm, passes quickly, lasts d100+10 minutes, but if roll is 90 or more it is 1d4 hours instead. Roll 1d4 for force of the squall. On a 4 it is violent and can endanger an unprepared ship. Sailing check allows recognize the approach and a second check gives a course change to ride it out. Violent squalls have 10% chance of breaking ballast loose, reducing speed by 20% until a day is spent correcting the problem. Loose cargo inflicts 1 HP damage per loose load. 1 in 5 squalls have lightning and there is a 5% chance ship is damaged per lightning as per the spell.
80-93	Storm	When sighted there is a 5% chance of avoiding it. Strikes 2d6 turns later. Storm lasts one day, 20% a second, 10% each additional day. 5% chance of lightning strikes per day as the spell. Roll d6 for force, on 5-6 winds are so strong all persons needing to be on deck must make a dex check per day or possibly fall overboard (a second dex check to save). Captain must make a ship sailing roll every day of the storm to avoid damage. DM's are -1 for force 5, -2 for force 6, -2 for every 1000 miles without proper maintenance. Use damage table twice for force 5, three times for force 6. Each day of the storm blows 1d10x10 miles off course. A captain can try to "run before the storm" and sail perpendicular to its track at full movement. No storm damage is taken, but if the track gets near land or reefs, a sailing roll is needed to avoid wrecking the ship with same DM's as storm damage. Alternately, if within 200 miles of a coast the captain can try to face the heavy weather and ride it out rather than get blown into land. The ship is blown 20% of move along the storm track, 15% of a sea anchor is improvised or used.
94-95	Hurricane	Cannot be naturally outrun. 2 days of "Storm" at start and after. For the day of the hurricane, doubles ship movement rate along storm track. All storm damage rolls are doubled that day. Each time a maneuver or course change is tried, a sailing roll is needed at -4 for every direction relative to the track. Failure results in capsizing with 25% chance. Sinks in 1d12 turns. Success gives four damage rolls, doubled in severity. Characters on deck must save vs. dex at -4 unless tethered. People lost in a hurricane are rarely rescued unless they have safety lines.
96-98	Waterspout	Water tornado. Lasts 1d20 turns, 10% of 1d10 hours. 5% chance of hitting ship. If hits, 50% chance of lifting ship out of water. Ship takes 1d10x10 points of hull damage in the spout and then is dropped 1d10x10 yards in random direction. Take 1d6 x 10 points hull damage in storm. If NOT lifted, take four storm damage rolls at double severity. Persons on deck save vs. dex or they are plucked up by watery wind, suffer 3d10 damage, and dropped 1d10 yards off ship in random direction.
99-00	Whirlpool	90% natural in coastal areas (under 100' depth), 10% magical and can be anywhere. Avoid with a sailing roll or be trapped and in area of effect. Can try to escape with an additional roll every hour with -2 cumulative penalties each hour for 1d6 hours. A ship caught in the watery funnel at the end of that time takes 2d10x10 hull points of damage from being dashed on the ocean bottom and/or flooded.

- **Navigation.**

1. Navigation Skill or (Sailing – 10).
2. DM -2 if no correct charts.
3. Rolls made secretly by DM
4. If Navigator believes they are off course may make a Wisdom or Intelligence check to get a second Navigation check at -5. If the ship was actually on course, this is the error that makes it go off course.
5. Roll once for the main trip.
6. Roll once per week if there were brisk or strong winds. Succeed in roll or drift downwind of course by one hex.
7. Roll during a storm or hurricane after the weather has passed. Success locates current hex, failure is one hex off for every point by which the roll failed.
8. Roll during fog or overcast. Failing the check the ship gets a new course turning 1 hex face for every two points by which the roll failed. When the weather clears, make a check to realize they are off course.

- **Encounters. 10% per week**

Coastal/Seal Lane	
01-33	Merchant Ship
34-40	Pirate Ship
41-50	Smuggler Ship
51-60	Navy Ship
61-70	Islet/Reef
71-00	Monster

Uncharted Waters/Seas	
01-20	Merchant Ship
21-30	Pirate Ship
31-50	Islet/Reef
51-00	Monster

- Merchants are wary of piracy.
- Pirates play at being merchants.
- Smugglers try to avoid other ships and are fast and well-armed.
- Navy ships stop and inspect other vessels.
- Islet/Reef require sailing rolls or cause between 1d10 and 1d100 points of hull damage.
- Monsters encountered at 40-240 yards.

Step 8 – Arrive and sell cargo by Step 1 procedure.

1. **Moorage:** A berth can be found 80% per day, otherwise must moor at sea and wait (loading or unloading can use small boats but takes 4 times as long and costs ten times as much).

2. **Harbormaster:** Port representatives offer to navigate ships in and out of difficult harbor, levy docking and other service fees, drydock or towage (either due to damage or in certain busy ports) and arrange dock workers (Longshoremen) to load/unload ships. Have the authority to quarantine or turn away ships based on desirability.
Will also ask port of origin, next destination and availability for contract cargo/passengers.

Service	A	B-C	D-E	F+
Port Entrance (One time fee)	10-20 gp	10-20 gp	10-20 gp	10-20 gp
Passage used Thyatian Strait for 60 HP or larger ship.	10 gp	10 gp	10 gp	10 gp
Moorage (charged per 10 hull points)	1.5 gp per day	1 gp per day	0.7 gp per day	0.4 gp per day
Drydock (charged per 10 hull points)	15-23 gp per day	10-15 gp per day	7-10 gp per day	Not available.
Pilot (flat fee)	13-78 gp	10-60 gp	9-54 gp	8-50 gp
Towage (per 10 hull points to berthing, x10 for emergency tow)	1.3 gp	1 gp	0.9 gp	0.8 gp
Longshoreman (per hour, moves and unpacks 200 lbs)	15 cp	10 cp	8 cp	Not available

3. **Customs:** Taxes on imports. Normally, a 1d6 hour delay before the show (1d20 in busy or laxy harbors). Arrival overnight means ship boarded in the morning. Without tax stamp on goods, cannot be traded legally in port. Customs officials have Appraisal skills of 10+1d8 and typically assess a tax worth 2d10 percent of the value, but can range from 1-100% due to local conditions.
4. **Port Agent.** For a 2d10+5 percent fee, a Port Agent can be used to handle negotiations. Their skills may be higher than the PC and they are aware of a host of local factors the PC's may not be.
Bargaining and Appraisal: 10+1d8 each
Broker Points: 1d6-1
5. **City encounter** by normal tables.
6. **Possible liberty** if Captain desires. Remember, 3 days of liberty per month!
7. **Profits** skimming from guild.
 - Merchant Sailor's Guild takes 60% of shipping fees.
 - Merchant Sailor's Guild takes 30% of consignment trade.
 - Merchant Sailor's Guild takes 20% of speculation trade.
8. **Profits dispersed to crew/owner.** 50% of remainder to owner who needs to keep paying expenses, 50% to crew if shares are being used.

Table 1A: Generic City Modifiers and Population

Class	Mod	Name	Pop.Min	GP Limit	M.I. Max Value	Merchants seeking sail, Transaction Size (Can add broker points to roll)
A	+ 4	Metropolis	25,001	100,000	16,000	1d6+2, 3d8 loads
B	+ 3	Large City	12,001	40,000	8,000	1d6+2, 3d8 loads
C	+ 2	Small City	5,001	15,000	4,000	1d6+1, 2d8 loads
D	+ 1	Large Town	2,001	3,000	2,000	1d6+1, 2d8 loads
E	+ 0	Small Town	901	800	1,000	1d6, 2d6 loads
F	- 1	Village	401	200	500	1d6-1, 2d4 loads
G	- 2	Hamlet	81	100	200	1d6-1, 1d4 loads
H	- 3	Thorp	20	40	50	1d6-2, 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	Notron	B	Grain -5, Animals -1, Wine -1, Meat -3, Textiles -2; Common Metals +1, Dye +1, Glassware +1
Aegopolis	Aegos	D	Grain -2, Meat -2, Animals -1; Weapons+1, Oil +3, Glassware +1
Akessoli	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	Alphantian 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 Jarldoms	E	Common Metals -4, Dyes -2, Semiprecious
Ciudad Real	Gargona	D	Art -1, Musical Instruments -3, Grain -1;
Ciudad Tejilias	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	Alphantian 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,
Ethengar	Ethengar 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	Principality 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,
Helskirk	Helskirk	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 Yaruam	E	Coffee -2, Oil -3, Glassware -3; Meat +3,
Kelven	Kingdom of Karameikos	C	Glassware -2, Pottery -3, Precious
Kerendas	Thyatian Empire	C	Beer -2, Grain -2, Meat -3, Wine -2,
Kopstar	Principality 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;
Sayr 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;
Skyfyr	Blackrock	D	Grain -1, Beer -1, Common Metal -2,
Slagovich	Slagovich	C	Cinnabryl -3, Fish -2; Common Metals +2,
Smokestone City	Cimarron	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 Karameikos	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,
Vyonnes	Principality 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. Fodder: Livestock carried must have 20 lbs of fodder per animal per load and this takes up cargo space and costs 1 gp/day/load. 10% of animals die per day after a week of no fodder
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 transported faster or conserved using cold, etc.
UC	UnCarriage	N/A	Cargo cannot be loaded in carts because it is too big or alive, like mules and bigger animals.
UL	UnLoaded	N/A	Cargo cannot be loaded in mules or horses because it is too 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 4A: Damage Table (4d6)

4d6	Location	HP lost (double in hurricane)	Description
2-3	Mast	-10	Mast snaps, tearing away rigging and sails. When all masts gone, ignore and roll again. Base movement reduced per table 4B.
4-7	Yardarm	-1d4	Yardarm breaks, taking sail and rigging. Until replaced, base movement replaced as if mast lost.
8-10	Sail	-1d4	Sail rips or blows out, becoming useless. Until replaced or repaired, base movement replaced as if mast lost.
11-18	Hull	-1d10	Planks above waterline are sprung
19-21	Hull	-2d10	Planks below waterline are sprung
22-23	Hull	-3d10	Major structural damage to hull.
24	Steering	-10	Rudder cables snap or wheel is disabled. Ship drifts until bow points into the wind. In strong or worse weather conditions, broadside waves may capsize the ship unless manually brought about with a sailing roll and a deployed sea anchor (-2 force 5, -4 force 6, -8 hurricane). Capsized ships sink in 1d12 turns.

Table 4B: Damage Movement Effects

Hull Points Percent Remaining	Movement Base Reduced by:
100	--
75	-20%
50	-50%
25	-100%
10	Check for wave damage on Table 4C
Number of Masts:	1/2/3/4
Lost Mast Cuts Speed by:	100%/50%/33%/25%

Table 4C: Hull Wave Damage (check every day hull is below 10% of maximum), Sinks at 0HP

Wave Condition	Damage Done
Brisk	1d2 HP/day
Strong	1d4 HP/day
Squall/Storm	1d6 HP/day
Force 5-6 Storm	1d10 HP/day
Hurricane	2d10 HP/day