

Trading Goods from Sandru's Caravan

Normally selling items PCs will receive 50% of the book listed value. PCs can attempt to resell items in the Caravan to earn a better return on their loot or even craft items to sell for profit. There however is a risk that a character makes a bad roll and will sell for less than 50%, the normal sales price. Sometimes there is a bad day at the office.

"I have not told half of what I saw."
- Marco Polo

Making the Rolls:

1. Determine DC = Cargo Type +/- & Trade Modifier from Settlement size
2. PC Rolls DC and applies modifier from Bluff, Diplomacy or Profession Merchant
 - a. Base Trade Goods: For each point above/below the DC = +/- 10g profit
 - b. Luxury, Treasure, Special and Unique Goods: For each point above/below the DC = +/- 10% of **half** the list value not to exceed the book listed value (Full retail price) or the **Settlement Purchase Limit**
3. Determine any breakage/loss (DC15 - 1 per guard); Lose 10gp per point under the DC.
4. Apply Sandru's cut of the sales price (-30%)

Determining the DC

- Trading requires a PC with with at least one rank in [Bluff](#), [Diplomacy](#), or [Profession](#) (merchant) can serve as a trader. They will however, not be considered guards while trading.
- A trader allows a caravan to spend 1 cargo unit of trade goods (which must have been purchased in a different settlement than the current one in order to make the trading resolve check. Trading is typically an all day event representing numerous individual sales. 50lbs of items = 1 cargo unit. Note: Once a DC check is made the trader can not cancel the sale due to an unfavorable roll.
 - **Base Trade Goods:** Base goods **DC 10** - common trade good typically under 250 gp in value. Result = +/- 10g for each point over/under the DC.
 - **Luxury, Treasure, Special and Unique Goods:** Every point over/under the DC gives +/-10% of half the base value. The sale price can not exceed full retail (book list price) or 20% of ½ the book value. PCs can group treasure to a maximum of 1 cargo unit (50lbs) as they want.
 - **Luxury** - Wine, furnishings, pelts, clothing, etc. **DC 12** +1 for every 2000 gp.
 - **Treasure** - Looted armor, weapons, gems, and other valuable non-magical objects **DC 13** +1 for every 2000 gp.
 - **Special** - includes Magic **DC 14** +1 for every 2000 gp.
 - **Unique** - Includes rare magic and expensive one of a kind items **DC 15** +1 for every 2000 gp.

Modifiers

- **Apply Settlement size modifiers** (-4 to +4) on all Cargo except base goods)
- **There is no Aid Another** allowed on this special resolve check
- **Magical modifiers** to improve the roll must have a duration of at least 8 hours (no recasts).
- **The number of Cargo trades allowed per day** is 5 then apply the **Trade Modifier** (-4 to +4).
Spending one cargo unit of trade goods per check each time a caravan visits a new settlement.
- **Risk of theft/breakage/spoilage:** Each trading day roll base DC 15 and apply Settlement danger modifier Making a successful DC indicates no theft or loss from breakage. Failing DC the difference represents gp loss x10 due to theft, damage, spoilage or breakage. i.e missing the DC by 3 = 30gp loss. For each guard include NPC hirelings) reduce the DC by 1.
- **Sandru's cut:** Selling items such as loot and magic items in the Caravan can earn the PCs cash, but Sandru will take 30% of any sales to pay for Caravan expenses, bribes and any local taxes or tariffs. At the GM's discretion some of the profit can go to caravan upgrades.
- **Individual trades** are to a maximum of the **Settlement Base Limit** per day.
- **Total sales per day** can not exceed the **Settlement Purchase Limit**.

Settlement Type	Population Range
Thorp	Fewer than 20
Hamlet	21–60
Village	61–200
Small town	201–2,000
Large town	2,001–5,000
Small city	5,001–10,000
Large city	10,001–25,000
Metropolis	More than 25,000

Table: Settlement Statistics

Type	Trade Modifiers	Qualities	Danger	Base Limit	Purchase Limit	Spellcasting
Thorp	–4	1	–10	50 gp	500 gp	1st
Hamlet	–2	1	–5	200 gp	1,000 gp	2nd
Village	–1	2	0	500 gp	2,500 gp	3rd
Small town	0	2	0	1,000 gp	5,000 gp	4th
Large town	0	3	5	2,000 gp	10,000 gp	5th
Small city	+1	4	5	4,000 gp	25,000 gp	6th
Large city	+2	5	10	8,000 gp	50,000 gp	7th
Metropolis	+4	6	10	16,000 gp	100,000 gp	8th

Examples

The Bad

1. PCs want to sell misc treasure (Swords and Armor). The book lists the items at 2000 gp. Selling these normally would be at 50% of list value 1000gp.
2. PC uses Diplomacy skill with a +4
3. The base DC for Treasure is 12. There is no modifier because the normal sale price (1000gp) is under 2000 gp
4. The PCs are in a large town (no modifier to the DC)
5. Roll is 1 +4 for Diplomacy =5 The DC is missed DC by 7
6. Sale will be at -70% of 1000gp = 300gp
7. Theft/breakage roll Base DC 15 +5 (Large Town) +3 (3 Guards) DC= 12 roll 11 = -10gp (300-10 = 290)
8. Sandru's cut = 20% of 290gp = 58gp
9. PCs receive 222gp on an item they could have sold for 1000gp

The Good (Same as bad sale with high roll)

1. Roll 20 +4 (24) exceed DC by 12
2. Sale would be at +120% value, but the maximum allowed is book price 2000gp
3. Theft/breakage roll Base DC 15 +5 (Large Town) +3 (3 Guards) DC= 12 roll 11 = -10gp (300-10 = 290)
4. Sandru's cut = 20% of 1990gp = 398gp
5. PCs receive 1592gp on an item they could have sold for 1000gp