

TRADE GOODS GENERATOR

QUICK REFERENCE GUIDE



WRITTEN BY ANGRY GOLEM GAMES

DRINKS, EDIBLES & OTHER STUFF

DI00	GOODS	PRICE	LOAD	#
I-4	Ale**	5 sp/liter	Barrel (200 liters)	2d4
5-7	Cheese	1 sp/lb	Case (12 lbs)	2d6
8-11	Coffee	3 sp/lb	Barrell (20 lbs)	2d4
12-15	Dried Fruits	5 sp/lb	Jar (1 lb)	2d4
16-19	Fruit (apple)	3 sp/lb	Basket (10 lbs)	1d4
20-23	Fruit (banana)	5 sp/lb	Basket (10 lbs)	1d4
24-27	Fruit (cherry)	6 sp/lb	Basket (10 lbs)	1d4
27-30	Fruit (chestnut)	8 sp/lb	Basket (10 lbs)	1d4
31-34	Fruit (olive)	1 gp/lb	Basket (10 lbs)	1d4
35-37	Fruit (pear)	4 sp/lb	Basket (10 lbs)	1d4
38-40	Fruit (strawberry)	5 sp/lb	Basket (10 lbs)	1d4
41-43	Flour	2 cp/lb	Sack (50 lbs)	2d6
44-46	Fur* (tiny creature)	1 gp/HD	Belt (20 furs)	1d3
47-49	Fur* (small creature)	2 gp/HD	Belt (10 furs)	1d3
50-52	Fur* (medium creature)	3 gp/HD	Belt (5 furs)	1d3
53-55	Fur* (large creature)	4 gp/HD	Crate (1 fur)	1d4+1
56-58	Fur* (huge creature)	5 gp/HD	Crate (1 fur)	1d4+1
59-61	Grain	1 cp/lb	Sack (50 lbs)	2d6
62-64	Herbs	1 sp/lb	Box (1 lb)	1d3
65-67	Honey	1 gp/lb	Jar (2 lbs)	2d4
68-70	Rice	3 cp/lb	Sack (50 lbs)	2d6
71-73	Salt	1 sp/lb	Sack (50 lbs)	2d6
74-77	Salted Fish	2 sp/lb	Crate (20 lbs)	1d4+1
78-81	Salted Meat	3 sp/lb	Crate (20 lbs)	1d4+1
82-84	Spirits**	1 gp/liter	Crate (10 liters)	1d4+1
85-87	Sugar	5 sp/liter	Sack (50 lbs)	2d6
88-90	Tea	2 sp/lb	Barrel (20 lbs)	2d4
91-93	Vegetables	5 cp/lb	Basket (50 lbs)	1d4
94-97	Wheat	2 cp/lb	Sack (50 lbs)	2d6
98-00	Wine**	5 sp/liter	Crate (10 liters)	1d4+1

*Fur weight 5% of the creature weight

**Consider 1 liter = 2 lbs

LUXURY, MATERIALS & STUFF

DI00	GOODS	PRICE	LOAD	#
I-4	Art Object	50 gp/piece	Piece (1 lb)	1d10
5-7	Bricks	1 gp/100 lbs	Load (2,000 lbs)	1d4
8-11	Canvas	1 sp/lb	Roll (20 lbs)	1d3
12-15	Clockworks	500 gp	Piece (10 lbs)	1
16-19	Cloth	25 cp/lb	Roll (10 lbs)	1d3
20-23	Corals	50 gp	Collection (1 lb)	1d3
24-27	Cotton	5 sp/lb	Bale (500 lbs)	1d4
27-30	Essence	100 gp/flask	Flask (1 lb)	2d4
31-34	Furniture	20 gp/set	Set (100 lbs)	1d3
35-37	Glassware	100 gp/set	Set (10 lbs)	1d2
38-40	Hay	5 sp/100 lbs	Haystack (1,000 lbs)	1d4
41-43	Hemp	2 cp/lb	Bale (500 lbs)	1d6
44-46	Jewellery	1,000 gp/lb	Chest (1 lb)	1d3
47-49	Leather	5 sp/lb	Roll (10 lbs)	2d6
50-52	Marble slabs	30 gp/500 lbs	Load (2,000 lbs)	1d4
53-55	Metal (copper)	5 cp/lb	Ingot (20 lbs)	2d6
56-58	Metal (gold)	50 gp/lb	Ingot (20 lbs)	1d2
59-61	Metal (iron)	1 cp/lb	Ingot (20 lbs)	10d6
62-64	Metal (silver)	5 gp/lb	Ingot (20 lbs)	1d6
65-67	Pearls	75 gp/lb	Collection (1 lbs)	3d6
68-70	Pigments	60 gp/flask	Flask (1 lbs)	2d6
71-74	Pitch	2 sp/lb	Barrel (50 lbs)	2d4
75-79	Porcelain	300 gp/set	Set (1 lbs)	1d4+1
80-83	Silk	2 gp/lb	Bale (500 lbs)	1d3
84-86	Spices	8 gp/jar	Jar (1 lb)	1d4
87-89	Stone slabs	3 gp/500 lbs	Load (2,000 lbs)	2d6
90-93	Tobacco	5 gp/box	Box (1 lb)	2d4
94-96	Wood planks	3 gp/200 lbs	Load (1,000 lbs)	3d6
97-00	Wool	1 gp/lb	Bale (500 lbs)	1d4

CREATURES, LIVESTOCK, MOUNTS & SLAVES

DI00	GOODS*	PRICE	LOAD**	Food/Day
I-4	Dog, guard	25 gp	Id4	1 cp
5-7	Dog, war	30 gp	Id4	5 cp
8-II	Elephant, labor	200 gp	Id3	32 cp
12-15	Elephant, war	500 gp	Id2	64 cp
16-19	Exotic creature (aberration)	50 gp/HD	Id3	50 cp/HD
20-23	Exotic creature (fey)	20 gp/HD	Id3	20 cp/HD
24-27	Exotic creature (monstrosity)	15 gp/HD	Id3	15 cp/HD
27-30	Exotic creature (ooze)	10 gp/HD	Id3	10 cp/HD
31-34	Exotic creature (undead)	30 gp/HD	Id3	none/special
35-37	Falcon, trained	1,000 gp	Id3	1 cp
38-40	Livestock (boar)	4 gp	Id6	2 cp
41-43	Livestock (bull)	5 gp	Id4	4 cp
44-46	Livestock (calf)	2 gp	2d6	1 cp
47-49	Livestock (chicken)	2 cp	10d6	1 cp/10 chickens
50-52	Livestock (cow)	10 gp	4d6	4 cp
53-55	Livestock (goat)	1 gp	4d6	1 cp
56-58	Livestock (goose)	5 cp	2d6	1 cp/10 geese
59-61	Livestock (pig)	3 gp	6d6	2 cp
62-64	Livestock (pigeon)	1 cp	10d6	1 cp/20 pigeons
65-67	Livestock (rabbit)	1 sp	10d6	1 cp/10 rabbits
68-70	Livestock (sheep)	2 gp	4d6	1 cp
71-73	Mount (Camel)	50 gp	Id4	4 cp
74-77	Mount (donkey, mule)	8 gp	2d4	2 cp
78-81	Mount (draft horse)	200 gp	Id6	4 cp
82-84	Mount (riding horse)	75 gp	Id4	4 cp
85-87	Mount (war horse)	400 gp	Id3	6 cp
88-90	Mount (pony)	30 gp	Id4	2 cp
91-93	Ox	15 gp	2d4	4 cp
94-97	Pigeon (homing)	100 gp	1	1 cp
98-00	Slaves (humanoid)	5 gp/HD	2d4	1 cp/HD

*Tiny and Small creatures are transported in cages

**LOAD represents the number of creatures presents

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