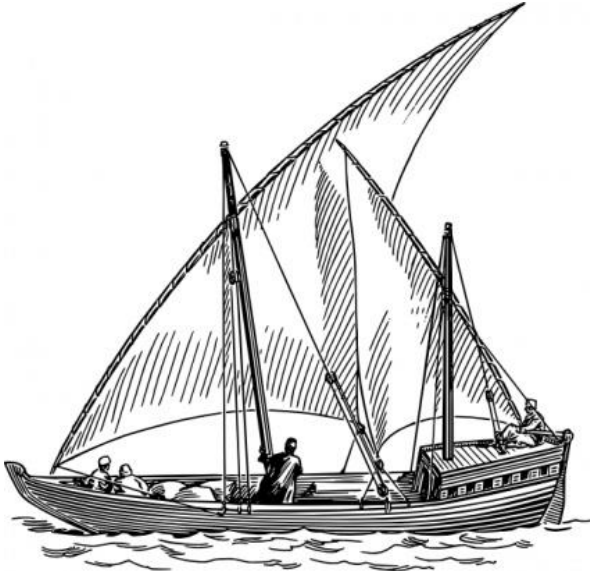


A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
*Swords & Wizardry*

RULES AND ALL EDITIONS BASED ON  
THE ORIGINAL 1974 ROLEPLAYING GAME



*Merchant Adventures*  
*For the Majestic Fantasy RPG*

Layout by Robert S. Conley

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# Merchant Adventures

The buying and selling of trade goods is an important part of life within the Majestic Wilderlands. The people involved can be a source of complications for the player characters and provide opportunities for adventure and wealth. Safeguarding trade goods by land or sea also provides another set of hostilities and complications that lead to adventure.

These rules focus on the purchase and sale of trade goods well as some of the details and costs of dealing with trade.

A big thanks goes out to Alexander Macris, Tavis Allison, and Greg Tito for their excellent work on the Adventurer, Conqueror, King System and for their generosity in releasing the text and tables as open content. The following rules are my adaption of the ACKS Trade rules to the specifics of my Majestic Wilderlands setting.

## Market Size

Fundamental to these rules is the idea of market size. Market Size directly correlates to how easy it is to buy and sells various trade goods. While population is the most important factor, geography also plays a role. Geography can elevate the market size of a settlement up or down.

Note that Market Class can't be lower than I or higher than VI.

### Market Class Determination

Market Class	Settlement	Population Average
I	Large City	50,000
II	Small City	10,000
III	Town	2,500
IV	Castle	500
V	Keep	250
VI	Village	100

-1 Market Size if the settlement is isolated (VI is the highest)

+1 Market Size if the settlement is a trade nexus (I is the lowest)

## Trade Routes

Goods and resources flow through trade routes. A local lord of a manor or farmer is willing to walk about a day to the local market village. The larger the market the longer the distance people are willing to go in order to trade there. In addition two settlements of the same size are not likely to be any closer than it average trade route.

Market Class	Land (miles)	Water (miles)	Land (leagues)	Water (leagues)	Land (hexes)	Water (hexes)
I	200	500	80	200	16	40
II	150	375	60	150	12	30
III	100	250	40	100	8	20
IV	75	125	30	50	6	10
V	50	100	20	40	4	8
VI	25	50	10	20	2	4

1 league = 2.5 miles = 1 hour walk across level ground.

1 hex = 5 leagues = 12.5 miles

Average Sailing Speed (4 hours) = 25 miles = 10 leagues = 2 hexes

Daily Sailing Speed = 150 miles = 60 leagues = 12 hexes

## Trade Goods

Anything that can be made, extracted, or harvest is used as a basis of trade. Various regions have a surplus of one or more types of goods. They will use that surplus to trade with other regions for goods they don't have enough of.

### Common Trade Goods

Roll	Trade Good	Type	1 Load	Weight	Price
01-04	Grain, vegetables	Food	20 bushels	500 lbs.	100d
05-08	Fish, preserved	Food	1 hogshead	200 lbs.	250d
09-12	Wood, common	Wood	1 cord	2,000 lbs.	125d
13-16	Roll on Animals	Stock			
17-20	Salt	Food	20 bushels	500 lbs.	200d
21-25	Beer, ale	Liquor	1 hogshead	500 lbs.	75d
26-30	Oil, lamp	Oil	1 hogshead	600 lbs.	750d
31-33	Wool, Raw	Textile	1 sack	250 lbs.	1,000d
34-35	Flax	Textile	20 bushels	500 lbs.	140d
36-39	Hides	Leather	10 bundles	250 lbs.	1,000d
40	Furs	Fur	1 bundle	25 lbs.	500d
41-46	Metals, common	Metal	200 ingots	500 lbs.	50d
47-50	Meats, preserved	Food	2 hogshead	500 lbs.	1,125d
51	Linen	Cloth	5 bolts	100 lbs.	1,000d
52-53	Wool	Cloth	1 bolt	50 lbs.	300d
54	Fine Wool	Cloth	1 bolt	50 lbs.	750d
55	Mead	Liquor	1 cask	100 lbs.	50d
56-58	Wine	Liquor	1 hogshead	500 lbs.	500d
59	Fine Wine	Liquor	1 hogshead	500 lbs.	1,250d
60	Brandy	Liquor	1 cask	100 lbs.	750d
61-63	Pottery	Pottery	1 hogshead	250 lbs.	500d
64-68	Tools	Tools	1 crate	100 lbs.	250d
69-70	Armor	Military	1 crate	100 lbs.	2,000d
71-73	Weapons	Military	1 crate	100 lbs.	1,000d
74-75	Dye & pigments	Cloth	1 box	10 lbs.	500d
76-80	Glassware	Glass	1 crate	50 lbs.	1,250d
81-85	Roll of Mounts	Mount			
86-100	Roll on Precious Merchandise				

### Animals

Roll	Trade Good	# per Load	Weight	Base Price
1	Rabbit	200	1,000 lbs.	1,500d
2	Chicken	200	1,000 lbs.	1,500d
3-4	Sheep	30	1,800 lbs.	600d
5	Pig	20	1,200 lbs.	500d
6	Goat	20	1,200 lbs.	200d
7-9	Cattle	5	2,500 lbs.	500d
10-12	Draft Horse	1	1,500 lbs.	240d

### Mounts

Roll	Trade Good	# per Load	Weight	Base Price
1-3	Riding Horse	1	1,500 lbs.	360d
4-5	Warhorse	1	1,800 lbs.	720d
6	Elephant	1	10,000 lbs.	3,500d

## Precious Merchandise

Roll	Trade Good	Type	1 Load	Weight	Price
01-10	Monster Parts	Luxury	1 crate	50 lbs.	3,000d
11-25	Wood, Rare	Wood	1 cord	2,000 lbs.	1,250d
26-35	Furs, Rare	Fur	1 bundle	25 lbs.	1,500d
36-37	Gold	Luxury	1 bar	1 lb.	5,120d
38-45	Silver	Luxury	10 bars	10 lbs.	2,500d
46-50	Spices	Food	1 box	10 lbs.	8,000d
51-65	Ivory	Luxury	1 bundle	10 lbs.	2,500d
66-70	Porcelain, Fine	Pottery	1 hogshead	250 lbs.	2,500d
71-75	Books, Rare	Luxury	1 crate	50 lbs.	2,000d
76-90	Silk	Textiles	1 bolt	20 lbs.	2,000d
91-95	Gems, Common	Luxury	1 box	10 lbs.	2,500d
96-100	Gems, Precious	Luxury	1 box	10 lbs.	7,500d

## Demand

Each market will be more interested in certain trade goods more than other types of trade good. Each specific trade good as a specific type. The following is the list of trade good types.

### Trade Good Types

Cloth	Luxury
Food	Metal
Fur	Military
Glass	Mount
Leather	Pottery
Liquor	Textile
Livestock	Wood

To randomly determine the demand for different types of trade goods in a marker roll 1d3-1d3. This gives an initial range from -2 to +2 for a given type of goods. A positive modifier means that the market is mostly interested in buying that category of trade good. A negative modifier means a market is mostly interested in selling that category of trade good.

## ***Demand Modifiers***

Depending on the population size, local resources, and geography the demand for each of the above trade categories may be modified from -3 to +3.

Class I markets will have a +2 modifier and class II market will have a +1 modifier for the following goods: Food, Livestock, Luxury, Metal, Textile, and Wood.

Class I markets will have a -2 modifier and class II market will have a -1 modifier for the following goods: Cloth, Glass, Military, Metal, and Pottery.

Rural Class V and Class VI markets are generally focused on one or two of the following Food, Livestock, Metal, Textile, or Wood. Class V markets will have a -1 modifier, and Class VI will have a -2 modifier.

Markets in the hills and mountains will tend to focus on Metal, Markets near forests will focus on Wood. And markets situated near plains or steeps will focus on Livestock.

Class III and Class IV markets (towns and castles) tend to focus as a hub for their region. Use the distances in trade route table to get an idea what trade goods are being funneled through those markets. Remember in general the flow of trade is that resources are being gathered from the rural hinterlands funneled through increasing larger markets to a trading hub. Then manufactured or processed trade goods flow back out to the rural hinterlands.

The exception being where the concentration of resources and geography are such that resources are funneled to a smaller settlement where it is processed or used in manufacture and flows out from them. For example Evenstar castle has a -2 demand in glass because it is situated where upriver a half dozen villages are home to various glass makers due to the quality of the various deposits of silica sand in the region.

## **Markets**

On average markets are held about once a month within a given settlement. Attending the market will be merchants interested in buying and selling trade goods. There will be various fees that must be paid to the market court before any goods can be bought or sold.

To find out how many merchants that are interested in selling or buying that month consult the table below. The table will also show the amount of goods each merchant is willing to deal with stated in loads. The amount in each load varies depending on the type of goods. For example in a small city, each month 2d4+1 merchants will be interested in a transaction.

## **Pricing**

Each type of good has a price per load. Each point of demand modifies the prices by +/- 10%. For example a load of linen in a market with a -1 demand would be  $1000d - 100d (10\%) = 900d$ .

This is modified by a haggling roll between the character and the merchant involved in the transaction. Roll 4d20 and to each roll add the haggling ability modifier of the character and his INT or CHA bonus (whichever is higher). For the merchant involved in the transaction also roll 4d20. Use his NPC statistics or use the average haggling modifier for the size of the market to add to each d20 roll.

Every roll above or equal to 15 is a success. A natural 20 counts as two successes and a natural 1 counts as a -1 success. Subtract the merchant's successes from the character's successes to determine the relative number of successes. Use the trade deal table to see what to multiply the base price for each load by. The maximum relative successes a character can have is +4 and the minimum is -4.

For example Jon arrives at Eastgate a class I market to buy some trade goods. Jon has a total of a +10 to his haggling ability check (+1 from INT, +9 ability bonus). He finds a merchant willing to sell 25 loads of linen. Eastgate has a demand of -1 for linen due to an abundance of weavers producing cloth. The base price for a load of linen (5 bolts) is 900d.

Jon now haggles with the merchants and rolls a 12, 4, nat 20, and a 6. Adding 10 to each roll give three successful rolls. Since the natural 20 counts as 2 successes Jon has a total of four successes. The referee rolls a 13, 4, 1, and a 19. Adding in the +12 average haggling modifier for a Class I market means the merchant had two successful rolls. However the natural 1 means that counts as -1 success. So the merchant only had one success.

Subtracting 1 from 4 means Jon has a +3 success in his favor. Looking up the price modifier on the buy column of the Trade Deal table means that Jon was able to haggle the prices down to 80% of the base price. Multiplying .8 by 900d means Jon was able to buy each load of linen for 720d.

## Market and Merchants

Market Class	Fees	Merchants	Loads of Trade Goods	Avg. Haggling Modifier
I	1d6*10d+150d	2d6+2	6d8 loads	+12
II	1d10*10d+100d	2d4+1	4d6 loads	+10
III	1d8*10d+50d	2d4	3d4 loads	+8
IV	1d6*10d+39d	1d4	2d4 loads	+6
V	1d6*10d	1d4-1	1d4 loads	+4
VI	1d3*10d	1d3-1	1d2 loads	+2

### **Trade Procedure (based on Market Size)**

- 1) Roll to see how many merchants are interested in trading.
- 2) Roll what type of good each merchant is dealing in on the Common Trade Goods table.
- 3) Roll how many loads of Trade Goods the merchant is willing to deal with.
- 4) Modify the base price of each load by multiplying the demand modifier by 10%. Positive demand will increase the price by that percentage. Negative demand will reduce the price.
- 5) Make a Haggling ability check to determine the final price.

### **Haggling (Higher INT or CHA)**

This ability represents the negotiation of finances, goods, and money. This is useful for merchant characters interested in setting up trade deals involving goods. When negotiating a deal both the buyer and seller roll 4d20 and count up the number of successes for a haggling ability check. Subtract the number of successes for the seller from the number of successes for the buyer and look up the modifier on the price level chart.

- A successful roll will allow a character to estimate the quality and price of goods in bulk.
- A character may use his Haggling ability to haggle a better deal for based on the Trade Deal Table. When negotiating a deal both the buyer and seller roll 4d20. To each roll add the character's INT or CHA attribute modifier and Haggling ability bonus. Each roll of 15 or better counts as a success. Count up the number of successes for a Haggling ability check. Subtract the number of successes for the seller from the number of successes for the buyer and look up the modifier on the price level chart. If a natural 20 is rolled that roll is counted as two successes if a natural 1 is rolled that is counted as -1 success.



## ***Trade Deal Table***

Several abilities use the trade deal table in order to arrive at a price modifier. This can be used by any character to try to get more for their gold or for the goods they possess. Any result higher than +4 is resolved as a +4 result. Any result lower than -4 is resolved as a -4 result.

## ***Trade Deal Table***

# Success	Buying Price Modifier	Selling Price Modifier
4	.7	3
3	.8	2
2	.9	1.5
1	.95	1.25
0	1.0	1.0
-1	1.25	.95
-2	1.5	.9
-3	2	.8
-4	3	.7

## ***Market Fairs***

Once a year various markets will hold a fair to attract merchants to their settlement. In general smaller markets will hold their fairs first and largest markets will hold theirs last. And they usually occur throughout the late summer/autumn harvest season. This causes trade goods to flow from the rural hinterlands to the great trading hubs and then back out again through the normal monthly fairs.

## ***Effects of the Fair***

- During a fair roll double the normal dice rolled. For example a Class V market held at a keep will roll 2d4-1 for the number of merchants attending during a fair.
- The market fees are slashed to half of their normal value.
- Roll double the dice for the Loads of Trade Goods the merchants are willing to deal with.
- The average Hagglng modifier is increased by +1.

## ***Transportation of Trade Goods***

Trade goods are transported from market to market in one of two ways; by land in caravans, or by sea by ship. Of the two, transportation by ship is far more efficient and faster. This can be seen in the trade route table where the reach of a trade route is twice over water than it is by land.

## Caravans

A caravan is organized by a caravan master and consists of teamsters, the means of transportations, and guards. Sometimes there are passengers who accompany the caravan.

### ***Means of Transportation***

There several ways of transporting goods; by porter, wagon, cart, mule, or camel. Each form of transportation can carry so many pounds of trade goods. If the journey is less than eight hours in length a larger amount of trade goods can be carried. Movement is in leagues per four hours watch. Load is in pounds. Cost includes all the gear and animals needed.

#### **Caravan Transport**

Type	Move (Road)	Move (Wild)	Load	Day Load	Cost
Wagon (2 oxen)	6	3	6,400	9,600	500d
Wagon (4 oxen)	6	3	9,600	12,800	750d
Cart (1 ox)	6	3	2,000	3,000	250d
Mule	5	5	200	300	200d
Camel	5	5	400	600	300d
Porter	5	5	50	100	20d

Movement in the wild is the maximum over level terrain in dry conditions. Wagons and Carts cannot be driven through mountains unless it through a pass or on a road.

### ***Teamsters***

The caravan will require the services of a number of teamsters. There will need to be one teamster for each wagon or cart. There will be need to be one teamster for every four animals.

### ***Guards***

In general caravans will hire at least one guard to make sure that all the wagons, people, and trade goods arrive at the destination safely. As a rule of thumb, for every four wagons, or ten pack animals and porters there will be one guard hired. For every four guards an experienced warrior will be hired to act as a sergeant. If there are more than one sergeant, a captain will be hired. The largest caravans will hire lieutenants if there are more than three sergeants hired.

## Support

Draft animals, pack animals, and people need to have adequate supplies for the trip. As well as being paid for their services. The following chart outlines the costs involved.

### Support and Wages

Type	Daily Wage	Supply Cost
Porter	1d	1d
Teamster	2d	1d
Guard	2d	1.5d
Sergeant	3d	1.5d
Lieutenant	5d	2d
Captain	10d	5d
Caravan Master	10d	5d
Oxen	-	15d
Mule	-	15d
Camel	-	10d

Supply Cost is per day.

Each 500d worth of supply requires 100 lbs. to carry.

If in desert or hostile terrain all supply costs double except for camels. Camel supply costs double in jungle, temperate, or cold terrain.

## Ships

Ships are the most efficient way of carrying trade goods within the Majestic Wilderlands. They can carry more and faster especially the bulk goods needed to feed the thousands that live in the largest cities.

Sailing ships on average moves about 10 leagues every four hours or 60 leagues a day. Galleys move about 5 leagues every four hours in calm weather. Due to the need to sleep and rest they can only row 8 hours a day for a total of 10 leagues per day. The larger galleys ones can support two shifts allowing them to row up to 20 leagues a day with only four hours where neither crew is rowing.

### Skiff

**Crew: 1 (rowing), 3 (sail); Cargo Cap.: 2,000 lbs.; Cost: 300d**

**AC: 10; HP: 10**

A small 8 foot long boat with a single sail. It capable being rowed by one man,

### Riverboat

**Crew: 2 (rowing), 6 (sail); Cargo Cap.: 4,000 lbs.; Cost: 3,500d.**

**AC: 11; HP: 30**

A 30 foot long shallow draft boat used for river trade. All seamanship rolls are at a disadvantage if out on the open water.

### **Coaster**

**Crew: 6 (sail); Cargo Cap.: 6,000 lbs.; Cost: 5,000d.**

**AC: 11; HP: 30**

A small 30 foot ship used for coastal trade or fishing.

### **Longship**

**Crew: 60 (row), 15 (sail); Cargo Cap.: 10 tons; Cost: 40,000d.**

**AC: 12; HP: 80**

An 80 foot long Viking warship used for exploration, and raiding. Equipped with a single square sail.

### **Knarr**

**Crew: 8 (sail); Cargo Cap.: 25 tons; Cost: 12,000d.**

**AC: 11; HP: 50**

This is a 50 foot ship built by the Vikings. It is similar to a Longship except broader. It is used primarily for trade.

### **Cog**

**Crew: 10 (sail); Cargo Cap.: 50 tons; Cost: 40,000d.**

**AC: 11; HP: 60**

This is a 60 foot long single mast ship. It built with two decks, the main deck on top and an orlop deck in between the main deck and the keel. It has only platforms in the forecandle and the stern.

### **Caravel**

**Crew: 16 (sail); Cargo Cap.: 150 tons; Cost: 60,000d.**

**AC: 12; HP: 80**

This is 80 foot long dual mast ship. It is the newest ship design having been only developed in the last century. It is capable of very long distance voyages throughout the Wilderlands. The ship is large enough to have a small forecandle, a quarterdeck in the rear, a tween deck and an orlop deck.

### **Galea**

**Crew: 24 (row), 9 (sail); Cargo Cap.: 30 tons; Cost: 20,000d.**

**AC: 11; HP: 60**

A 60 foot long trading gallery found mostly throughout the Trident Gulf including the City of Spices, Viridistan.

### **Dromon**

**Crew: 80 (row), 40 (sail); Cargo Cap.: 400 tons; Cost: 80,000d.**

**AC: 12; HP: 120**

A 120 foot large gallery used for war and shipping the huge amount of grain needed to feed the 100,000 people living in Viridistan.

### **Crew**

Each boat has a crew number. This is the required number of crew to man the boat during a four hour watch. If the boat has less crew, total all the ability bonuses and divide by the crew number (rounding down).

Each type of boat has the capacity of holding twice the number of the listed crew in addition to the cargo capacity. If additional crew (or passengers) are onboard then subtract a minimum of 500 lbs. per additional person carried. This include enough space for 200 lbs. of personal belongings.

For example Argon the Bold, and Lassir the Quick are attempting to sail a skiff out of the harbor. The skiff require 3 crew to sail. Argon as a +2 seamanship, and Lassier has a +3 to seamanship. Dividing 5 by 3 means that any seamanship ability check is only made at a +1.

## ***Crew Wages and Support***

Position	Daily Wage	Shares	Daily Support	Personal Cargo*
Sailor	1d	1	1d	0 lbs.
Bosun Mate	2d	2	1d	200 lbs.
First Mate	4d	8	2d	600 lbs.
Pilot	8d	16	2d	600 lbs.
Captain	12d	20	4d	1,800 lbs.
Shipwright	4d	2	2d	200 lbs.

\*200 lbs. of personal cargo per crew is built as part of the ship. There is a custom known as the captain's ton. One ton of space for the captain to store whatever he wants to trade.

There needs to be one Bosun Mate per 4 sailors. If there is more than one Bosun Mate there needs to be a First Mate.

Note that 500d of support requires 100 lbs. of cargo to store. This is not included in the construction of the ship.

## ***Shares***

In lieu of pay, the crew can opt to work for shares. The owner gets 60% of the income with the rest divided by share. The owner pays for the initial cargo and supplies.

## ***Cargo***

When cargo capacity is listed in tons, consider each ton to be 2,000 pounds.

## ***Hit Points***

Ship have hit points like characters and monsters. If total damage exceed half of total hit points the ships movement is halved. If all hit points are lost the ship will sink within 1d6 turns. Up to half of the total hit points of a ship can be repaired while at seas. The rest can only be repaired by beaching the ship or putting it into a dry dock for repairs.

## **Construction Time**

A ship will take a number of man days to build equal to the cost divided by 10. A shipwright with an ability bonus of +5 or better can supervise up to 10 laborers.

## **Seafaring Abilities**

The Professional ability is used for various professional activities like blacksmithing, woodworking, etc. Here it has been defined as two new abilities for ships; seamanship and shipwright

### ***Seamanship (INT or DEX)***

This ability represents the ability to perform the duties of a sailor, navigate at sea and to pilot a ship.

- A successful roll by the majority of the crew, will insure that the sails and rigging are properly set during a storm. This allow the ship's navigator to roll 3d20 instead of 2d20 to keep track of the ship's course.
- A successful roll by the majority of the crew, will grant a shipwright an additional 1d20 success roll to repair the ship.
- Make a 2d20 success roll during a storm or other hazard condition. One success means that the actual direction the ship travelled is known. Two successes means that both direction and distance is known.
- Make a disadvantaged roll to determine one's rough location without accurate charts or logs. For example the ship is blown off course during a storm.
- A successful roll will allow the ship to be piloted through dangerous shoals and reefs. Or allow a damaged ship to be successfully beached.

### ***Shipwright (STR)***

This ability is used to build, maintain and repair ships.

- Make a 2d20 success roll per four hour watch. For each success, roll 1d6 to repair any damage that the ship may suffered.
- Make a disadvantaged roll to build a new ship up to half the length of the original ship if shipwrecked. Divide the list price of the new ship by ten to figure out the number of man days to build. If the roll is a failure than another roll can be attempted after more work equal to  $\frac{1}{4}$  of the original man days is performed. This can be attempted for as long as supplies hold out. Note that a Shipwright with a +5 ability bonus or better can supervise up to 10 crew as a laborers. In addition if a majority of the entire crew makes their seamanship roll, the shipwright make a normal roll.

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