

TABLE 3-9: TRADE HAZARDS

Land	Water	Result
—	01-10	No Wind: The craft is becalmed. Unless oar power is used, no travel is possible.
01-05	11-15	Market Saturation: You can only sell up to half of your trade goods upon reaching your destination, after Demand rolls have been made.
—	16	Hurricane: A Hard (-20%) Sail Test is required to keep seagoing vessels from sinking if the captain is foolhardy enough to be out in this weather. River travel is not viable in a hurricane.
06-09	17-20	Market Closed: The market is temporarily untenable. You are unable to sell goods in your current location until 1d10/2 weeks have passed.
10-25	21-29	Vermin & Predators: Grains and foodstuffs attract animals, from rats to wolves, and even bears, if you are transporting meats. If nothing is done, then the loss of a Trade Unit of goods may result.
26-31	—	Highwaymen: Highwaymen hold up the caravan. The manners of the robbers almost take away the sting from losing your wares. This may become a melee if the caravan has guards.
—	30-33	Pirates: Pirates or wreckers attack your vessel. Loss of life and/or cargo may result.
32-41	34-43	Accident: A minor accident may be the loss of a wheel from a cart to a minor breakage, generally resulting in the loss of one Trade Unit of goods. Major accidents may involve a boat collision or a whole wagon being lost, costing you up to half of the Trade Units being transported. Catastrophic accidents, such as fire, may result in loss of the whole shipment and could very well result in loss of life.
42-43	—	Beastmen/Mutants: Even worse than bandits, creatures of Chaos can attack overland caravans. In these cases, the goods are at less risk than the merchant's own life.
44-50	44-50	Strong Winds: Makes the draft animals' job harder, lowering movement rate by one point. Boats have their movement increased by one for a tail wind, or reduced by one for head winds.
51-60	—	Roadwardens: The caravan is searched for contraband and/or extra taxes are demanded.
61-62	51-52	Minor Sabotage: A rival has sabotaged the caravan or boat. A vital cog falls off, the mast breaks, or a spy has infiltrated your band. Loss of goods can result, or you may be stranded.
63-64	53-54	Monster: A nasty critter attacks your craft or caravan. See the <i>Old World Bestiary</i> or this book for statistics.
—	55-62	Leaky Boat: A loose board leaves the bottom of the craft flooded, resulting in the loss of one Trade Unit of goods.
—	63-72	Riverwardens: The craft is searched for contraband and/or extra taxes are demanded.
65-66	73-76	Smugglers: Desperate smugglers attempt to hold you for ransom.
67-73	77-83	Guild Troubles: The merchants' guild at your destination demands taxes or a trade war disrupts your operations for 1d10/2 weeks.
74-77	84-87	Corrupt Officials: Toll keepers or Roadwardens demand extra taxes, otherwise threatening to impound your goods (see below).
78-88	—	Bandits: The roadways of the Old World are rife with bandits, one band of which has chosen to make off with as many of the merchants' goods as possible.
89	88	Impounded: Your goods are impounded pending an investigation. Maybe this involves corruption, or perhaps an attempt to track down a renowned smuggler. You cannot regain impounded goods for 1d10 days and may lose them altogether.
90	89	Major Sabotage: A rival has sabotaged your craft or caravan. This generally leads to fire, explosion, taking on water, or even sinking.
91-94	90-94	Recession: All Demand Tests attempted when you reach your destination suffer a -20% modifier due to recession.
95-98	—	Heavy Rain: Makes the road hazardous and slows the caravan to a crawl. The caravan may become stuck in mud several times (see below).
99-109	—	Stuck In Mud: Heavy rain and soft ground have conspired to mire the caravan down. It will take several hours to move on and there is a 20% chance that one Trade Unit of goods is lost.
110-114	—	Deadfall: Trees have fallen across the path, meaning that a full day is lost before the caravan can move on. Blocked roads may also contain bandits.
—	95-98	Bad Currents: Dangerous currents or white water force a Sail or Row Test to be made. If failed, the craft may go down with all hands on deck, not to mention the goods.
—	99-107	Flood/Surge: A successful Hard (-20%) Sail or Row Test is required to prevent the loss of half of the Trade Units on board.
115	—	Landslide: A landslide has made the path impassable. If you are unlucky, you may be on it when this happens, in which case all present take a Damage 2 hit and 50% of the cargo is lost.
—	108-115	Storm Winds: Strong winds buffet the craft, forcing Navigation and Sail Tests to keep it on course. Loss of goods and orientation may result.
116-120	116-120	Snow/Ice flows: Conditions are so severe that travel becomes impossible. If far from civilisation, exposure may become a problem.

AVAILABILITY MATRIX - MERCANTILE GOODS

	Fine Fabrics	Hides	Dyes	Oils	Sweeteners	Grains	Flours	Exotics	Fish	Salt	Luxury Foods	Pottery	Gems	Livestock	Spirits	Woollen Goods	Metal Goods	Timber Goods	Leather Goods	Natural Produce	Perfumes
Central Reikland Estuary	P	S	S	S	R	P*	C	A	C	A	B*	C	C*	C*	P*	C	P*	C	S	S	C*
Kemperbad Enclave	C	A	R	R	S	C	A	S	C	S	P	A	A	A	C	A	C	C	A	R	A
Nuln Market Center	A	C	S	R	A	A	A	A	C	R	C	C	A	C	A	C	C	C	A	S	A
Upper Söll Valley	C	P	A*	S	C*	C*	A	C*	C	R	A	C	C*	C*	R	C*	C*	A	A	A*	C*
Old Dwarf Road	A	C	S	R	A	C	A	C	C	A	C	P	C	P	C	P	C	C	C	R	S
Zhufbar Road	S	A	V	R	C	A	C	P	P	S	P	C	C	C	A	C	A	A	C	V	R
Old Forest Road	C	A	R	S	S	C	A	A	C	C	C	C	A	C	A	C	C	P	A	S	A
North-east Passage	S	A	V	A*	V	S	R	V	A*	C	S	S	R	C	C*	C	P	B*	A	A*	R
Salzenmund Strand	A	A	V	A	V	C	A	R	C	P*	C	S	R	A	C	P	C	P	S	S	R
Drakwald Corridor	C	A	S	S	R	A	S	S	C	C	C	A	A	A	C	C	P	P	S	R	A
Marienburg Delta	P*	S	A*	A	C*	P*	A	C*	P*	C	B*	A	C	A	P*	A	C	A	S	A*	P*

* Includes imports from foreign lands. See page 13 of the Old World Armoury for more information

— MERCANTILE TRADE GOODS —

Fine Fabrics: From the looms of the Reikland, fabric is normally transported in bolts and protected from the weather.

Hides: Transported individually and treated to protect against vermin. The finest furs come from the verdant southwestern Empire.

Dyes: The Empire's glorious colours are produced with dye imported through Marienburg or along the River of Echoes into the Söll valley. Dyes are carried in glass vials or in wooden kegs waterproofed with pitch to prevent leakage.

Oils: Transported in wooden barrels or clay jars sealed to prevent leakage. Kislevian whale oil helps to supplement the short supply of plant oils from the south.

Sweeteners: Held in earthenware jars to repel water and vermin, sweeteners are imported through the Söll valley and Marienburg, or purchased from Mootland beekeepers.

Grains: Grown widely throughout the Empire and stored in strong hemp sacks to help prevent vermin attack, with varied results.

Flours: Flours are likewise transported in hempen sacks. Flourmills are most prevalent in the Reikland and Mootland.

Exotics: Imported from Marienburg and through the Söll valley, such expensive foodstuffs are normally held in earthenware jars.

Fish: Held in ice-packed wooden crates for short trips, or smoked/salted prior to shipment for longer journeys. The Empire's rivers are teeming with fish.

Salt: Transported from the Sea of Claws in sealed wooden barrels to stop water ingress.

Luxury Foods: Transported via many methods; from earthenware jars to packed wooden crates. The Empire is well-known for its fine cheeses and sausages. More exotic items must be imported from Bretonnia or Marienburg.

Pottery: Carefully packed in wooden crates, the finest porcelain is made in Averland.

Gems: Mined from the World's Edge Mountains, or imported from Bretonnia and via the Söll valley. Gems are carried in velvet pouches by the merchant himself, or in a hidden compartment.

Livestock: Drovers are normally employed to take livestock to market, and the animals are corralled at night to protect against attack from predators and rustlers. There's no shortage of farm animals in the Empire.

Spirits: Flasks, casks, wineskins, or bottles are packed into crates for safe transport. Bretonnian brandy and Kislevian vodka are highly sought after.