

Commodity Cards II: Raw Materials

Sample Cards – Free Download from Tangent Games.

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Timber. Ore. Animals and plants. They are all around us and they are the raw materials that make the world function. Without iron ore, there would be no steel and no armor or weapons or tools. Without timber, there would be no wood for building houses or furniture. Without animal hides and other parts there would be no leather, no coats, or even perfume. Raw materials are essential for any society's economy to function.

Since most adventuring parties don't go out of their way to mine ore or cut down trees to sell at the local market, you don't see that many 20th level lumberjacks out there. Nevertheless, the commodities mined, cut, or processed by miners, lumberjacks, hunters and trappers, ranchers, and others have a value. These commodities are carried short distances to sell at local markets, or transported far across the sea on sailing ships carrying exotic wood or rare animals. Mining especially is so important in some areas that entire kingdoms have been built and fought over for the ore that is taken from the ground.

As parties of adventurers roam the globe in search of treasure, not everything they find will be gold, silver, or precious gems. Sometimes the party will come across more mundane, yet still valuable, commodities that are bought and sold every day and help keep the world economies going. How do you determine what the value of a bundle of animal hides, or a box of ore should be? If a party should 'liberate' a cargo of myrrh from a merchant ship, what price will they get when they sell it in the next port?

To answer this question Tangent Games has created Commodity Cards. Commodity Cards are cards that the GM can print out and use to determine the type, quantity, and value for different commodities. *Commodity Cards II: Raw Materials* only deals with those commodities that are used to make something else that has an even higher value.

This free download gives you a sample of ten different Commodity Cards so you can see what the cards are like. Commodity Cards are designed to be printed on any standard 2.5" x 3" set of business cards and the complete second set of Commodity Cards II: Raw Materials contains 230 different cards for you to print and use in your game. With Commodity Cards you can easily draw out a card to determine what kind of commodity a party finds as treasure.

Some of the standard uses for the Commodity Cards are:

- Used as random treasure for mundane items in caravans and merchant or pirate ships.
- Used to determine the inventory for a lumber mill, tannery, forge, or other site that processes raw materials.
- Used as random treasure in dungeons (even gnolls and hobgoblins know the value of these items and will make raids so they can either sell the commodity, or use it themselves).

Some other, non-standard uses for the Commodity Cards are:

- To depict items in a caravan the party is guarding.
- To indicate payment the party must make to a local warlord or evil dragon so a local village does not come to harm.
- To determine wholesale cost for PCs wanting to open their own business.

No GM should be without Commodity Cards. Make them part of your gaming essentials today. Purchase your copy of the complete set of *Commodity Cards II: Raw Materials* today from Tangent Games for only \$2.50.



Category: Animal
Commodity: Ambergris
Quantity: 1 Barrel
Base Value: 35 gp
Appraise DC: 15

From sperm whales, used in perfume.



Category: Animal
Commodity: Antler
Quantity: 1 Box
Base Value: 20 sp
Appraise DC: 12

100 lbs of antler.



Category: Feathers
Commodity: Duck
Quantity: 1 Sack
Base Value: 12 gp
Appraise DC: 12



Category: Hair
Commodity: Alpaca
Quantity: 1 Bale
Base Value: 50 sp
Appraise DC: 12



Category: Hide
Commodity: Deer
Quantity: 1 Bundle
Base Value: 10 gp
Appraise DC: 12

10 Hides



Category: Ore
Commodity: Copper
Quantity: 1 Box
Base Value: 75 gp
Appraise DC: 15

Unrefined ore (50% of weight is pure copper).
 Dwarves receive +2 bonus on appraise checks.

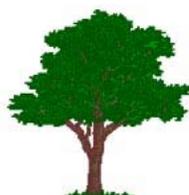


Category: Plant
Commodity: Cotton
Quantity: 1 Bale
Base Value: 20 sp
Appraise DC: 12

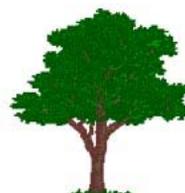


Category: Resin
Commodity: Pine Resin
Quantity: 1 Barrel
Base Value: 18 sp
Appraise DC: 12

Used to make turpentine.



Category: Wood
Commodity: Elm
Quantity: 3 Logs
Base Value: 45 sp
Appraise DC: 12



Category: Wood
Commodity: Walnut
Quantity: 3 Logs
Base Value: 40 sp
Appraise DC: 12

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