

Commodity Cards I: Food & Drink

Sample Cards – Free Download from Tangent Games.

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Since most adventuring parties don't go out of their way to raise their own food to sell at the local market, you don't see that many adventuring farmers out there. Nevertheless, the commodities grown and raised by farmers, ranchers, and others have a value. These commodities are carried short distances by farmers to sell at local markets, or transported far across the sea on sailing ships carrying exotic spices and other foods.

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 bushel of wheat, or a barrel of wine should be? If a party should 'liberate' a cargo of pepper 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 I: Food and Drink* only deals with those commodities that are edible, or can be used to make edible food.

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 first set of Commodity Cards I: Food & Drink contains 300 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 merchant's stall or store in the local marketplace.

- Used as random treasure in dungeons (even orcs and goblins have to eat, and they make raids on local villages for these items).

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 I: Food & Drink today from Tangent Games for only \$2.50.



Category: Beverage
Commodity: Cream
Quantity: 1 Barrel
Base Value: 30 sp
Appraise DC: 12



Category: Fruit
Commodity: Avocados
Quantity: 1 Bushel
Base Value: 35 sp
Appraise DC: 12
 Yes - they are a fruit.



Category: Meat
Commodity: Butter
Quantity: 1 Barrel
Base Value: 25 sp
Appraise DC: 12



Category: Meat
Commodity: Cheese
 (hard)
Quantity: 1 Wheel
Base Value: 35 sp
Appraise DC: 15

Includes cheddar, gouda, and other hard cheeses.



Category: Meat
Commodity: Cheese
 (soft)
Quantity: 1 Wheel
Base Value: 40 sp
Appraise DC: 15

Includes brie, feta, and other soft cheeses.



Category: Meat
Commodity: Dragon
 (fresh)
Quantity: 1 Rack
Base Value: 250 sp
Appraise DC: 18



Category: Meat
Commodity: Shellfish
 (fresh)
Quantity: 1 Barrel
Base Value: 80 sp
Appraise DC: 15

Includes oysters, clams, etc.



Category: Meat
Commodity: Shellfish
 (live)
Quantity: 1 Barrel
Base Value: 90 sp
Appraise DC: 15

Includes oysters, clams, etc. 200 shellfish.



Category: Vegetables
Commodity: Peas
 (dried)
Quantity: 1 Bushel
Base Value: 10 sp
Appraise DC: 12



Category: Vegetables
Commodity: Peas
 (fresh)
Quantity: 1 Bushel
Base Value: 15 sp
Appraise DC: 12

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