

The cover art features a dynamic, painterly illustration of several anime-style characters in a medieval setting. In the center, a blonde girl with red eyes and a red and white outfit looks forward. To her left, a character in a blue and orange outfit with a large hat is in a dynamic pose. Above them, two other characters are visible. In the bottom left, a girl with blonde pigtails and a blue dress is crouching. The background shows stone architecture and a large lantern. The text is overlaid on the art.

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GROUP SNE

**CARDIA**

SWORD WORLD 2.0 REPLAY

**CARNIVAL!**

SW  
2.0  
RPG

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## Trade Rules

To make the campaign even more enjoyable, we have included "Trade Rules" that allow PCs to enjoy games between sessions. These rules allow PCs to raise their profit by trading between sessions or investing in stores. By introducing this rule, you will be able to sell items at a discount or receive various preferential treatment. In addition, at the start of the session, you will be able to refer to the "Trade Result Table" to record the store's profit and receive dividends.

### What you can do with Trade Rules

With Trade Rules, players invest in stores across Raxia to make profits in various ways. If used properly, your PC can make money from the sale of items and dividends, and you can expand your store to make it more useful.

If your region has some trade specifics like unusual items or missing item categories, please change parts of these rules based on the characteristics of the region where the campaign will be based.

### Overview of Trade Rules

With Trade Rules in place, you can invest in stores in between sessions. The PCs can invest a portion of the money in the store and roll the dice to determine how the store's business has performed. If the store makes a lot of money due to unexpected demand, the PCs who invested in it will also benefit. However, if

an accident occurs, the store may suffer unexpected losses, and the damage may extend to the PCs.

In addition, when you invest in a store, you are entitled to various benefits, such as discounts on items carried by that store's type of business.

## Trade Rules Procedure

With Trade Rules in place, investments in stores and the resolution of events occur as the character grows.

### Trade Rules Procedure



### (1) Check the Status of Stores and Invest in Them

After the session is over, the PCs can choose a store in the city where they are based and decide whether or not to invest. The amount of investment required depends on the size of the store. Please refer to "Investing in a Store" (see p. 8) and consult with the PCs participating in the campaign to determine the details and amount of the investment.

With Trade Rules, investments in stores are managed collectively by all PCs. Individual PCs cannot invest in different stores.

## **(2) Determine the Trade Results**

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When you invest in a store, that store can trade and post a profit. Here, you roll to determine how the trade went. See "Trade Results" (see p. 17) for more information.

The various effects of the outcome of the trade will be in effect until the end of that session. They are not carried over to the next session, and if a new investment is made, a new event is determined again.

### Determination of the Base City

If you want to use Trade Rules, the PCs should decide on a city as their base and invest in stores in that city. The city does not necessarily have to be the capital city but can be any city or village within a given country. Basically, the city should be the same as the city where the adventurer's guild, where the PCs belong, is located.

### Determine Possible Stores

Once PCs have chosen a location, check to see how many stores are available for investment in that location. The number of stores available for investment is determined by the size of the town, as follows.

## Size of the City and Number of Stores

City Size/Number of Stores	Flea Markets	Street Stalls	Houses	Mansions
Village	1	1	0	0
Town	2	2	1	0
City	3	2	2	1
Metropolis	3	3	3	3

## Description of the City Size

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### Village

With a population of less than 500, it is about the size of an out-of-country farming village or a post town. There are no adventurer's guilds, and there is little competition for the same type of work.

### Town

It is a town with a population of at least 500 but less than 3,000. It may be placed on a local map and will have a floating population of travelers and tourists.

### City

When the population reaches 3,000 or more, it becomes one of the major cities in the country. It has almost everything necessary to function as a city, including branches of various guilds. Specialties and local products are well established, and the city is lively with tourists and adventurers seeking work.

### Metropolis

It is a large city with a population of 10,000 or more. There is a big temple of Ancient Gods and Major Gods with priests and archbishops. Metropolises are well defended by Swords of Protection, permanent armies, and guards.

## Description of Store Size

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### Flea Market

They are simply stores with goods laid out on goza (straw mats) in a corner or on the side of an alley. In most cases, they are not large enough to be called stores but rather sell items that individuals have found or made.

### Street Stall

The store is located at a fixed address and displays a number of products on narrow shelves. They are built alongside markets, etc., and sell items purchased by individuals.

### House

The store is located in a solid building in a large market or other location. Inside, there are counters and shelves lined with merchandise, and many products are handled. Behind the counter is a workshop or forge where merchandise can be created in response to customer requests.

### Mansion

They are the largest of the market's stores and are treated as representatives of the specialty stores. The two- or three-story mansion is divided into several rooms, where numerous products are finely categorized. They also ship goods to other stores and serve as the head office.

### Examples of Determine Possible Stores

Topaz has decided to change its base of operation within the Zalts region and invest in a store there. The first step is to decide on the city where the base will be located.



After much deliberation, the party decided to base themselves in the city of Dyza, located on the southern edge of the Lukythra Empire along the city road, for convenient transportation. With a population of approximately 7,000 people, the Dyza falls under the "City" size category. Once the location is determined, the number of stores that can be invested in is determined; for Dyza, the number of stores that can be invested in is 3 flea markets, 2 stalls, 2 houses, and 1 mansion.

The variety and number of stores in which they can invest are perfect, and if they stay for a long time, they will be able to invest in many different types of stores.

A decorative horizontal flourish with ornate scrollwork and floral patterns, framing the title.

### Investing in a Store

When investing in a store, the GM decides the type of business and the size of the store to invest in. However, the number of stores to invest in is determined by the size of the city, so all PCs should consult with each other to decide which type of business and which size of store to invest in.

It is not possible to invest in more than one store of the same business type at a single location. Note that since there are a total of six different types of businesses, a PC can only invest in up to six stores at the same time at a single location.

### Types of Store

There are the following types of store businesses:

**“Armorer”:** This store handles all weapons and armor. It deals with processing items and custom-forged weapons (see CR II, p. 41).



**“General Store”:** This store deals with all items listed under "General Equipment and Supplies," "Living Expenses and Lodging," and "Chemicals/Herbs/Repair Tools" (see CR EX or LL).

**“Accessory Shop”:** Such a store handles all kinds of accessories.

**“Magic Shop”:** This is a store that sells items classified as "Adventure Tools," "Adventure Tools (Consumables)," "Class-Specific Items," and "Wizards' Items" (see CR EX or LL).

**“Wholesaler”:** This is the store that handles all the loot that monsters drop.

**“Mount Seller”:** The store deals with all mounts, including horses and all mount equipment.

If you are using regional books, school equipment and local products can also be handled at these stores. Suppose the classification of an item is ambiguous. In that case, the GM will make the final decision as to which stores can handle it.

### Minimum Quota for Investment

The minimum amount of investment in a store depends on its size. One minimum unit is called "One Unit"; by investing one unit, you become an "Investor" in the store.

Only one unit can be invested in the same store at a time. By investing one unit, you can apply one of the following items: "Increase the Size of the Store" or "Improve the Preferential Treatment." Furthermore, regardless of the investment, PCs can “Determine the Trade Results” at the start of the next session (see p. 5).

## Increase the Size of the Store

By investing in a store, the store can be expanded. PCs can expand the store via different investment plans via expansion stages. PCs can expand the store by one stage of the selected investment plan, with the benefits of each stage getting better and better.

Once the expansion was completed for that store, it stays permanent.

The details of the expansion are described in detail in "Details of Store Expansion" (see p. 11).

### Expansion Limit

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When expanding a store, there is a limit to how much it can be expanded depending on its size. With Flea Markets and Market Stalls, all stores can only be expanded to the 2nd stage. There is no limit to the expansion of Houses and Mansions.

### Store Size, Cost of One Unit and Investment Limit

Store Size	One Unit(G)	Investment Limit(G)
Flea Market	500	1,500 (3 months)
Market Stall	1,000	5,000 (5 months)
House	2,000	20,000 (10 months)
Mansion	3,000	45,000 (15 months)

## Details of Store Expansion

The details of store expansion vary from business type, and even if you invest in multiple stores, the details of expansion are managed store-by-store basis. The numbers in parentheses after the expansion types are separated by stages, and the number of stages advances as the number of times the expansion is made. The common investment plans can be expanded to any business type. However, other expansions are exclusive per store.

### Common Investment Plans

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#### **Enhanced Trading Capabilities (+ 2/+4/+ 6)**

Increases the size and number of wagons transporting goods to increase the number of goods that can be transported at one time, thereby increasing the trading capacity of the store. When you roll 2d on the "Trade Event Table," increase it by a stage bonus. The first stage is +2, the second is +4, and the third is +6.

#### **Enhanced Guards (+2/+4/+6)**

Improve the number and quality of guards to prevent damage to wagons transporting goods. When you roll 2d on the "Trade Accidents Table," increase it by a stage bonus. The first stage is +2, the second is +4, and the third is +6.

#### **Negotiator Invitation (+2/+4/+6)**

Improve the number and quality of guards to prevent damage to wagons transporting goods. When you roll 2d on the "Negotiation Table," increase it by a stage bonus. The first stage is +2, the second is +4, and the third is +6.

## **Armorer Investment Plans**

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### **10% discount on the Purchase price of Weapons (B rank/A rank/S rank/SS rank)**

PCs gain a 10% discount on the purchase price of weapons. In the first stage, the price of weapons in all categories of B-rank will be discounted by 10%. In the second stage, A-rank weapons also become a discount target. In the third stage, S-rank weapons become a discount target, and in the fourth stage, all weapons, including SS-rank weapons, become a discount target.

### **10% discount on the Purchase price of Armor (B rank/A rank/S rank/SS rank)**

PCs gain a 10% discount on the purchase price of armor. In the first stage, B-rank nonmetallic armor, metal armor, and shields can be purchased with a 10% discount. In the second stage, A-rank armor also becomes a discount target, and in the third and fourth stages, all armor, including S- and SS-rank armor, becomes a discount target.

### **Preferential Selling Price for Weapons and Armor (60%/70%/80%)**

When selling weapons and armor, the sale price is usually 50% of the base price (half price), but now all weapons and armor can be sold at 60% of the base price in the first stage. 70% with the second stage, and the price is 80% with the third stage.

Only weapons and armor that can be used by the PC can be sold that way.

### **Discount on the Cost of Processes and Custom-Forged Weapons (10%/25%/50%)**

PCs gain a discount on the cost of processing a weapon to order. The processing cost of all weapons will be discounted by

10% in the first stage. The discount is 25% in the second stage, and in the third stage, 50% discount.

### **General Store Investment Plans**

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#### **10% discount on the Purchase price of "General Equipment and Supplies" (less than 100G/ less than 500G/ less than 3000G/unlimited)**

Items with the classification "General Equipment and Supplies" will be discounted by 10%. In the first stage, items with a base price of 100G or less will be available at a 10% discount. In the second stage, items with a base price of 500G or less will also be eligible for a discount. In the third stage, items with a base price of 3,000G or less, and in the fourth stage, all "General Equipment and Supplies" will be available at a 10% discount.

#### **10% discount on the Purchase price of "Chemicals/Herbs/ Repair Tools" (less than 100G/ less than 500G/ less than 3000G/unlimited)**

Items with the classification "Chemicals/Herbs/ Repair Tools" will be discounted by 10%. In the first stage, items with a base price of 100G or less will be available at a 10% discount. In the second stage, items with a base price of 500G or less will also be eligible for a discount. In the third stage, items with a base price of 3,000G or less, and in the fourth stage, "Chemicals/Herbs/ Repair Tools," will be available at a 10% discount.

#### **Discount of "Living Expenses and Lodging" (10%/25%/50%)**

Items whose classification is "Living Expenses and Lodging", will be discounted. The first stage offers a 10% discount on the base price, the second stage offers a 25% discount, and the third stage offers a 50% discount.

## **Accessory Shop Investment Plans**

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### **Discounts on the purchase price of Accessories (5%/10%/15%/20%/25%)**

All accessories will be discounted. In the first stage, all accessories will be available at a 5% discount on the base price. In the second stage, the discount rate increases by 5% to 10%, in the third stage by 15%, and in the fifth stage by 25%.

## **Magic Shop Investment Plans**

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### **10% discount on the Purchase price of "Adventure Items" (less than 500G/ less than 3000G/unlimited)**

Items with the classification "Adventure Items" will be discounted by 20%. In the first stage, items with a base price of 500G or less can be purchased with a 20% discount. In the second stage, items with a base price of 3,000G or less will also be eligible for the discount, and in the third stage, all "Adventure Items" will be available at a 20% discount.

### **10% discount on the Purchase price of "Adventure Items (Consumables)" (under 500G/under 3000G/unlimited)**

Items with the classification "Adventure Items (Consumables)" will be discounted by 20%. In the first stage, items with a base price of 500G or less can be purchased with a 20% discount. In the second stage, items with a base price of 3,000G or less will also be eligible for the discount, and in the third stage, all "Adventure Items (Consumables)" will be available at a 20% discount.

**Discounts on the purchase price of “Class-Specific Items” (10%/25%/50%)**

Items classified as "Class-Specific Items" will be discounted. In the first stage, 10% of the base price is discounted. In the second stage, 25% is discounted. And in the third stage, 50% is discounted.

**Discounts on the purchase price of “Wizards' Items” (10%/20%/30%)**

Items classified as "Wizards' Items" will be discounted. In the first stage, 10% of the base price is discounted. In the second stage, 20% is discounted. And in the third stage, 30% is discounted.

**Wholesaler Investment Plans**

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**Preferential Material Sale Price (110%/120%/130%)**

When loot is sold, its sale price will increase. All loot will be available for sale in the first stage at 110% of the listed price (10% more). In the second stage, the sale price will be 120%, and in the third stage, the sale price will be 130%.

Note that when selling loot at a higher price with this effect, the sale price listed in the loot column should be used as the basis for the calculation.

**Material Cards: 10% discount on purchases (B rank, A rank, S rank, SS rank)**

If you are using "Alchemist Works," PCs will receive a 10% discount on material cards used for the Alchemist class. In the first stage, B-rank material cards can be purchased at a 10% discount (18G per card). In the second stage, A-rank cards will become a discount target (180G per card). In the third stage, S-



rank cards (1,800G per card), and in the fourth stage, all cards will become a discount target.

## **Mount Seller Investment Plans**

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### **Discounted Mount Rental Rates (10%/20%/30%)**

When PCs rent a mount, PCs will receive a discount on their rental price. The first stage is a 10% discount on the rental price, the second stage is a 20% discount, and the third stage is a 30% discount.

This discount does not apply to the purchase of mounts. If PCs purchase a mount that was rented at a discount, they must make up the missing amount up to the original purchase price.

### **Discount on Mount Equipment (10%/20%/30%)**

Mount Equipment will be discounted. The base price of equipment will be discounted in the first stage, a 20% discount in the second stage, and a 30% discount in the third stage.

### **Rent of Rare Mounts (less than 3,000G/less than 10,000G/unlimited)**

If you are using various supplements, PCs will be able to rent mounts that have "This mount is not Distributed by the Rider's Guild" in the description.

In the first stage, PCs will be able to rent out non-circulating mounts with a base price of 3,000G or less. In the second stage, 10,000G or less, and in the third stage, all non-circulating mounts will be available for rent.

These mounts will be available for rent but not for purchase.

With this effect, a mount whose base price is Not for Sale and Cannot be Traded cannot be rented.

Example of Investment and Expanding Stores

Topaz made the rounds of the Dyza flea market and was able to make the acquaintance of an armorer merchant who was looking for investment. Party invested 500G, the one unit, and became an investor in the store.

Since they have invested in the armorer, they can request the store's expansion. Topaz first chose the "10% discount on the Purchase price of Weapons". They paid 500G, and the expansion of the store was recorded.

The "10% discount on the Purchase price of Weapons" is now in its first stage, and Topaz and his party will receive a 10% discount on all future purchases of B-rank weapons from this store. At the end of the next session, if the party further invests in the "10% discount on the Purchase price of Weapons ", they will be able to purchase A-Rank weapons at a 10% discount in the second stage.

However, the flea market store does not allow the same enhancement plan to be expanded beyond stage 2. If they wish to make further expansions, they must make expansions in other plans.

Trade Results

At the beginning of the next session in which PCs have invested in a store, determine the Trade Results, performance, and profit/loss of that store. By determining the Trade Results, PCs may receive extra income or have an impact on the current investment. Depending on the results of the table, accidents may occur.

## Determining Trade Results

At the beginning of the next session following the investment, consult with the "Trade Event Table" and roll 2d. If there is more than one PC, one of them should roll 2d.

Even if PCs have been an investor in a store in the past, if they have not made an investment at the end of the immediately preceding session, they cannot roll on the "Trade Event Table."

If PCs invested in a store and have chosen an effect that increases the rolls, such as "Enhanced Trading Capabilities," they can increase the rolls for each specified table. However, these effects can only be applied if they have invested in a store that has that effect.

### Description of "Trade Event Table"

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**"Trading Profit: XX%":** PCs will receive 0% of their previous investment as dividends.

**"Trading Loss: XX%":** PCs lose 0% of the previous investment, and additional investment is required. Suppose this additional investment cannot be made. In that case, the previous investment plan will be invalidated, and the expenses will be lost.

**"Store Renovation":** Minimum investment in that store is increased by one unit.

**"Trade Accident Occurred: Roll XX":** Go to the "Trade Accidents Table" (see below) and roll 2d again to refer to the result rolled. Don't forget to add a bonus from the "Enhanced Guards" investment plan.

**"Negotiation Occurrence: Roll XX":** Go to the "Negotiation Table" described below, and again roll 2d to refer to the result rolled. Don't forget to add a bonus from the "Negotiator Invitation" investment plan.

**"Nothing":** Nothing happens in this trade.

## Description of "Trade Accidents Table" and "Negotiation Table"

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**"Special Profit: XXG":** Regardless of the amount of investment, PCs will receive the specified amount as dividends.

**"Special Loss: XXG":** PCs lose a specified amount, regardless of the amount invested. Suppose this special investment cannot be made. In that case, the previous investment plan will be invalidated, and the expenses will be lost.

**"Store Usage Restrictions":** Until the end of this session, PCs will not be able to purchase or sell any items totaling more than 1000G at that store.

**"Store Unavailable":** PCs will not be able to use the store's benefits until the end of this session.

**"Half the Amount of Investment":** If PCs invest at the end of this session, the amount of their investment will be reduced by half. This effect does not apply to subsequent investments.

**"Double the Amount of Investment":** If PCs wish to invest at the end of this session, they will need to double the amount of your investment. You may choose not to invest. This effect does not apply to subsequent investments.

**"Nothing":** Nothing happens in this trade.

### Examples of Trade Event Table Usage

Topaz had invested in the flea market at the end of the previous session, so they could roll the "Trade Event Table" once at the start of this session. The 2d roll was 10. As it was required to roll on the "Negotiations Table," they rolled 2d, added the +1 bonus to this roll, and looked at the 8th row. Apparently, the store Topaz invested in was harassed by a rival store, and this time it is not allowed to spend more than 1000G. Since getting the "Trade

Event Table" effect is frustrating, the next investment they plan to make will be "Enhanced Trading Capabilities."

### Trade Event Table

Roll	Effect	Roll	Effect
3 or lower	"Trading Loss: 30%"	11	"Trading Profit: 10%"
4	"Trading Loss: 10%"	12	"Store Renovation"
5	"Trade Accident Occurred: Roll -1"	13	"Trading Profit: 20%"
6	"Negotiation Occurrence: Roll -1"	14	"Trade Accident Occurred: Roll +3"
7-8	"Nothing"	15	"Negotiation Occurrence: Roll +3"
9	"Trade Accident Occurred: Roll +1"	16 or higher	"Trading Profit: 30%"
10	"Negotiation Occurrence: Roll +1"		

### Trade Accidents Table

Roll	Effect
5 or lower	Natural Disaster. "Store Unavailable."
6 - 7	Bandit attack. "Special Loss: 2d x 100G"
8 - 9	Trading wagons fall over. "Special Loss: 2d x 50G"
10 - 11	"Nothing"
12 - 13	Repelled bandit attack. "Special Profit: 2d x100G"
14 - 15	Found for talented personnel. "Half the Amount of Investment"
16 or higher	Items are Unprecedented Hit. "Special Profit: 2d x 300G"

### Negotiations Table

Roll	Effect
5 or lower	They have a bad stock. "Double the Amount of Investment"
6 - 7	Rival stores are ahead of the curve. "Store Unavailable"
8 - 9	Harassment of rival stores. "Store Usage Restrictions"
10 - 11	"Nothing"
12 - 13	Commercial expansion. "Store Renovation"

14 - 15	Successful planning of the best-selling products. "Special Profit: 10% of total investment."
16 or higher	Favorable business negotiation. "Half the Amount of Investment"



This section introduces a different way to play with the Trade Rules in your sessions.

## Battle and Trade

This is one of the variations of "Trade Rules." The objective is to achieve the specified total investment within a given time frame and to battle monsters! After the battle, confirm the rewards, grow, and at the same time, invest in the store. After that, the procedure is to check the Trade Event Table, make preparations, and then fight the battle.

The GM may decide which monster to bring into play, or you may utilize the encounter table from a gamebook-type supplement such as *Mist Castle*. The GM may give a reward for the encounter by making it a request to defeat monsters in the adventurer's guild.

The PCs will become stronger while also investing in the store to achieve their investment goals.

## Target Date and Target Goal

Target Date	Target Investment Amount	Approximate Playing Time
5 Days	3,000G	2 - 3 hours
10 Days	15,000G	3 - 4 hours
15 Days	30,000G	4 - 5 hours

## Using Trade Rules for Scenarios

The Trade Rules in this book are fun to use as they are, but a possible approach would be for the GM to decide on the "Trade Event Table" by rolling ahead of time and then use it for upcoming sessions/scenarios. If, for example, a "Harassment of rival stores" was rolled on the "Negotiation Table," then GM can choose the rival store as the one that wants to control PCs store of the same business type and hire bandits that want to get rid of PCs' store.

## Introduce in the Middle of a Campaign

The GM can decide on the type of business and size of the store when creating the scenario and prepares the scenario as a request from the NPCs in that store. If the PCs complete the scenario, let the PCs decide what they want to invest in the store as part of their reward. This way, you can enjoy these Trade Rules even in the middle of a campaign.

If PC travel a lot, this store could be on a carriage or other vehicle and travel with PCs from place to place so it would be available in any region.

## Use with Campaign Book

Trade Rules can also be used with campaign supplements such as Mist Castle and Mist Grove. Once players reach a section where items can be traded, they can invest in one store by rolling dice to randomly determine the type of business and size of the store. If each time they complete a mission, they can invest in one of the stores, and sections can change.

Try using Trade Rules in a variety of ways.