

2d6 Result	Defined Trade Good	Unit Increment	Base Price GP
2	Simple Scrolls (Light)	1d6 x 6	25
3-5	Simple Potion (Cure Light Wounds)	1d6 x 5	50
6-8	Minor Skill Charms	1d6 x 5	100
9-11	Enchantment Grade Weapons (unenchanting and unfinished)	1d6 x 2	125
12	Scrolls (Level 2 Spells)	1d6	150

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