2d6 Result	Defined Trade Good	Unit Increment	Base Price GP
2	Unskilled Laborers	1d6 x 7	150
3–5	Pleasure Slaves	1d6 x 6	300
6–8	Skilled or Personal Servants	1d6 x 5	400
9–11	Gladiators/Guards	1d6 x 2	500
12	Captured Experts (Sages, Architects, etc)	1d6	650

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