

<b>2d6</b>	<b>Result</b>	<b>Defined Trade Good</b>	<b>Unit Increment</b>	<b>Base Price GP</b>
2	Calculators/Adding Machines	1d6 x 12	6	
3-5	Magic Children's Toys	1d6 x 10	8	
6-8	Personal and Commercial Computers	1d6 x 10	10	
9-11	Magic Charms and Wards	1d6 x 4	12	
12	Microprocessor Assemblies	1d6 x 2	14	

Note that many of these items may not actually be magical. Folks may just believe them to be due to superstition. The ones that are actually magical have very minor effects.

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Last update: **2012/04/13 20:47**

