

2d6 Result	Defined Trade Good	Unit Increment	Base Price GP
2	Magic Abacuses	1d6 x 12	6
3-5	Magic Children's Toys	1d6 x 10	8
6-8	Memory Magic Items (help people remember things)	1d6 x 10	10
9-11	Magic Charms and Wards	1d6 x 4	12
12	Magic Gizmos (used in making other magic items)	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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