

| 2d6 Result | Defined Trade Good | Unit Increment | Base Price GP |
|------------|-----------------------------------|----------------|---------------|
| 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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