

2d6 Result	Defined Trade Good	Unit Increment	Base Price GP
2	Herbal Stimulants/Biological Hallucinogens	1d6+2	25
3-5	Depressants/Natural Narcotics	1d6+1	50
6-8	Hard Stimulants and Hallucinogens	1d6	100
9-11	Magical Narcotics	2	200
12	Some Stuff a Guy Got From a Mind Flayer	1	300

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