

2d6 Result	Defined Trade Good	Unit Increment	Base Price GP
2	Black Pepper 1d6 x 6	1	
3-5	Adobo/Basil/Sage	1d6 x 5	3
6-8	Aniseed/Curry/Fennel/White Pepper	1d6 x 5	6
9-11	Cinnamon/Marjoram/Wasabi	1d6 x 3	9
12	Black Salt/Saffron/Monster Race Flavourings	1d6	12

Trade the cheap half this table with “common herbs”.

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