Sorted by NAME

	SC	Low	Med	Hi	Potion	Summary
1	IV	15,000	20,000	40,000	Acumen	+4 Intellect, maximum of 7, Boon to spell damage, 2d4 rounds
2	I	1,100	1,500	3,000	Anti-Venom	New Save versus poisons at +5
3	IV	9,000	12,000	24,000	Arcane Energy	Reduce Drain by 2, minimum 1, 10 rounds
4	II	3,500	5,000	10,000	Articulation	Boon to Presence Tests for 15 minutes
5	IV	25,000	30,000	60,000	Back from the Brink	Removes all Injuries, 24 hours sleep, 24 hours Fatigued
6	I	2,200	3,000	6,000	Bolster Stat (specific)	+2 Stat, maximum of 7, d4+3 rounds
7	IV	9,000	12,000	24,000	Complete Invigoration	Full Health, ignore Injuries for 2d6 rounds
8	I	1,750	2,500	5,000	Converse	Up to 5 creatures share the potion and its effect, 30 min
9	I	1,000	1,250	2,500	Dark Vision	Dark Vision, 100 feet, 2 hours
10	II	3,500	5,000	10,000	Dexterity	Boon to Prowess Tests for 6 rounds
11	III	4,500	6,000	12,000	Dragon's Sight	Dragon's Sight (as spell), 30 minutes
12	III	6,000	8,000	16,000	Eloquence	+4 Presence, maximum of 7, 2d4 minutes
13	II	2,500	3,500	7,000	Exuberance	Ignore the penalties from Injuries and Fatigue, 10 minutes
14	I	1,500	2,000	4,000	Fall Free	10 minutes, 1,000 foot fall, cannot be used as a reaction
15	II	2,500	3,500	7,000	Flight	Speed 6, 30 minutes
16	I	1,100	1,500	3,000	Float	10 minutes, Speed 2, Flaw on some Tests
17	IV	7,000	9,000	18,000	Freedom of Action	Freedom of Action (as spell) for 10 rounds
18	IV	9,000	12,000	24,000	Giant's Strength	+4 Might, max 7, 2d4 rounds, Boon to damage, lift, or smash
19	III	6,000	8,000	16,000	Grace	+4 Prowess, maximum of 7, 2d4 rounds
20	III	5,500	7,500	15,000	Healing, Extra	3 doses, 1 for d6+2 Health, 2 for 2d4+3, or 3 for 2d6+6
21	III	7,000	9,000	18,000	Healing, Full	Restored to maximum Health
22	III	4,500	6,000	12,000	Healing, Greater	Heal 2d6+2 Health
23	I	1,500	2,000	4,000	Healing, Minor	Heal d4+1 Health
24	I	1,750	2,500	5,000	Healing, Standard	Heal d6+2 Health
25	II	3,500	5,000	10,000	Heroism	+d6 Health, +2 to hit/damage, d4+3 rounds
26	III	5,500	7,500	15,000	Impersonation	Impersonation (as spell) for 30 minutes
27	II	3,500	5,000	10,000	Intuition	Boon to Insight Tests for 6 rounds
28	II	3,500	5,000	10,000	Invisibility	Invisible for one hour or until a hostile action is taken
29	III	5,000	7,000	14,000	Invulnerability (specific)	Immune to normal, Boon to Saves, 2d4+2 Protection, 10 min
30	I	1,500	2,000	4,000	Leaping	50' forward, 30' up or backward, 2 hours or 5 leaps
31	II	3,500	5,000	10,000	Logic	Boon to Intellect Tests and spell damage for 6 rounds
32	IV	12,000	15,000	30,000	Make Whole	Removes Wounded and Maimed Injury, 24 hours Fatigued
33	I	1,750	2,500	5,000	Mental Acuity	d4+1 Spirit restored
34	III	4,500	6,000	12,000	Mental Acuity, Greater	2d4+2 Spirit restored
35	II	2,500	3,500	7,000	Protection	Grants d6 Protection for 10 rounds
36	II	3,500	5,000	10,000	Protection, Greater	Grants 2d4 Protection for 10 rounds
37	I	1,500	2,000	4,000	Protection, Minor	Grants d4 Protection for 10 rounds
38	III	5,500	7,500	15,000	Regeneration	Heal d4 Health per round for 6 rounds
39	II	2,500	3,500	7,000	Resistance (specific)	Boon to Saves, d4+2 Protection, 10 minutes
40	II	2,500	3,500	7,000	Restoration	d4+1 Stat damage is restored
41	II	2,500	3,500	7,000	Restore Status	Remove a single Condition
42	IV	7,500	10,000	20,000	Restore Wound	Removes Wounded Injury, Fatigued until good night's rest
43	II	3,000	4,000	8,000	Revealing	Reveal (as spell) within a 30 foot radius
44	III	6,000	8,000	16,000	Revelation	+4 Insight, maximum of 7, 2d4 rounds
45	II	3,000	4,000	8,000	Speed	+5 Speed, armor limits apply, 5 minutes
46	II	3,500	5,000	10,000	Strength	Boon to Might Tests and damage for 6 rounds
47	IV	7,500	10,000	20,000	Super-Heroism	+2d4+1 Health, +3 to hit, +4 damage, d4+3 rounds
48	III	6,000	8,000	16,000	Underwater Action	Breath and act underwater without penalty for 1 hour
49	III	4,500	6,000	12,000	Vigor	Removes the Fatigued Condition
50	III	4,500	6,000	12,000	Warding	Grants Boon to all Saves versus magic for 10 rounds
51	I	1,000	1,250	2,500	Water Breathing	Breath underwater for 1 hour
52	I	1,300	1,750	3,500	Water Walking	Water Walk (as spell) for 15 minutes

Sorted by SCARCITY

	SC	Low	Med	Hi	Potion
1	I	1,000	1,250	2,500	Dark Vision
2	I	1,000	1,250	2,500	Water Breathing
3	I	1,100	1,500	3,000	Anti-Venom
4	I	1,100	1,500	3,000	Float
5	I	1,300	1,750	3,500	Water Walking
6	I	1,500	2,000	4,000	Fall Free
7	I	1,500	2,000	4,000	Healing, Minor
8	I	1,500	2,000	4,000	Leaping
9	I	1,500	2,000	4,000	Protection, Minor
10	I	1,750	2,500	5,000	Converse
11	I	1,750	2,500	5,000	Healing, Standard
12	I	1,750	2,500	5,000	Mental Acuity
13	I	2,200	3,000	6,000	Bolster Stat (specific)
14	II	2,500	3,500	7,000	Exuberance
15	II	2,500	3,500	7,000	Flight
16	II	2,500	3,500	7,000	Protection
17	II	2,500	3,500	7,000	Resistance (specific)
18	II	2,500	3,500	7,000	Restoration
19	II	2,500	3,500	7,000	Restore Status
20	II	3,000	4,000	8,000	Revealing
21	II	3,000	4,000	8,000	Speed
22	II	3,500	5,000	10,000	Articulation
23	II	3,500	5,000	10,000	Dexterity
24	II	3,500	5,000	10,000	Heroism
25	II	3,500	5,000	10,000	Intuition
26	II	3,500	5,000	10,000	Invisibility
27	II	3,500	5,000	10,000	Logic
28	II	3,500	5,000	10,000	Protection, Greater
29	II	3,500	5,000	10,000	Strength
30	III	4,500	6,000	12,000	Healing, Greater
31	III	4,500	6,000	12,000	Dragon's Sight
32	III	4,500	6,000	12,000	Mental Acuity, Greater
33	III	4,500	6,000	12,000	Vigor
34	III	4,500	6,000	12,000	Warding
35	III	5,000	7,000	14,000	Invulnerability (specific)
36	III	5,500	7,500	15,000	Healing, Extra
37	III	5,500	7,500	15,000	Impersonation
38	III	5,500	7,500	15,000	Regeneration
39	III	6,000	8,000	16,000	Eloquence
40	III	6,000	8,000	16,000	Grace
41	III	6,000	8,000	16,000	Revelation
42	III	6,000	8,000	16,000	Underwater Action
43	III	7,000	9,000	18,000	Healing, Full
44	IV	7,000	9,000	18,000	Freedom of Action
45	IV	7,500	10,000	20,000	Restore Wound
46	IV	7,500	10,000	20,000	Super-Heroism
47	IV	9,000	12,000	24,000	Arcane Energy
48	IV	9,000	12,000	24,000	Complete Invigoration
49	IV	9,000	12,000	24,000	Giant's Strength
50	IV	12,000	15,000	30,000	Make Whole
51	IV	15,000	20,000	40,000	Acumen
52	IV	25,000	30,000	60,000	Back from the Brink

Scroll Prices

Low Prices

	Sphere Multiplier			
	x1	x2	x3	x10
Tier I	1,500	2,000	3,000	7,500
Tier II	3,000	4,500	6,000	15,000
Tier III	4,500	7,000	9,000	25,000
Tier IV	7,500	11,000	15,000	40,000

Medium Prices

	Sphere Multiplier			
	x1	x2	x3	x10
Tier I	2,000	3,000	4,000	10,000
Tier II	4,000	6,000	8,000	20,000
Tier III	6,000	9,000	12,000	30,000
Tier IV	10,000	15,000	20,000	50,000

High Prices

	Sphere Multiplier			
	x1	x2	x3	x10
Tier I	3,000	4,500	6,000	15,000
Tier II	6,000	9,000	12,000	30,000
Tier III	9,000	14,000	18,000	45,000
Tier IV	15,000	23,000	30,000	75,000

Spell Instruction Prices (in person)

	Sphere Multiplier			
	x1	x2	x3	x10
Low	1,500	2,250	3,000	7,500
Medium	2,000	3,000	4,000	10,000
High	3,000	4,500	6,000	15,000

Portable Spell Instruction Prices

	Sphere Multiplier			
	x1	x2	x3	x10
Low	4,000	6,000	7,500	19,000
Medium	5,000	7,500	10,000	25,000
High	7,500	12,000	15,000	40,000

Low (x1) Medium (x2) High (x4)				
Bonus	Cost	Tier	charge	daily
+1	30,000	I	2,000	15,000
+2	80,000	II	4,000	50,000
+3	150,000	III	7,500	100,000
+4	250,000	IV	10,000	250,000
+5	750,000			