

### *Healing Potion*

Rarity	Effect	Price
Minor	1d4+1 HP	25 gp
Regular	2d4+2 HP	50 gp
Greater	4d4+4 HP	200 gp
Superior	8d4+8 HP	2,000 gp
Supreme	10d4+20 HP	20,000 gp

### *Buff Potion (Long Rest)*

Rarity	Effect	Price
Minor	1d4+1 THP	13 gp
Regular	2d4+2 THP	25 gp
Greater	4d4+4 THP	100 gp
Superior	8d4+8 THP	1,000 gp
Supreme	10d4+20 THP	10,000 gp

### *Mana Potion*

Rarity	Effect	Price
Minor	1d4 + 1 MP	50 gp
Regular	2d4 + 2 MP	100 gp
Greater	3d4 + 3 MP	400 gp
Superior	4d4 + 4 MP	4,000 gp
Supreme	5d4 + 5 MP	40,000 gp

### *Stamina Potion (1 Hour)*

Rarity	SB	C/P/P/L	Price
Minor	+5	x1	38 gp
Regular	+10	x2	75 gp
Greater	+15	x3	300 gp
Superior	+20	x4	3,000 gp
Supreme	+25	x5	30,000 gp

*\*Carry/Push/Pull/Lift*

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### *Rest Potion*

Type	Effect	Price
Short	Benefits of Short Rest	25,000 gp
Long	Benefits of Long Rest	50,000 gp

### *Mystical Poultice*

Rarity	Effect	Price
Minor	1/2 PB HD	75 gp
Regular	PB	150 gp
Greater	2 x PB HD	600 gp
Superior	3 x PB HD	6,000 gp
Supreme	5 x PB HD	60,000 gp

### ***Mineral Bath (Long Rest)***

Rarity	Effect	Price
Minor	Deflect 2	8 gp
Regular	Deflect 4	15 gp
Greater	Deflect 10	60 gp
Superior	Deflect 15	600 gp
Supreme	Deflect 20	6,000 gp

### ***Resins (1 Hour)***

Rarity	Effect	Price
Minor	+1d4	5 gp
Regular	+1d6	10 gp
Greater	+1d8	40 gp
Superior	+1d10	400 gp
Supreme	+1d12	4,000 gp

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### ***Acid (Vial)***

Rarity	Effect	Price
Minor	1d6 Acid Damage	13 gp
Regular	2d6 Acid Damage	25 gp
Greater	4d6 Acid Damage	100 gp
Superior	8d6 Acid Damage	1,000 gp
Supreme	10d6 Acid Damage	10,000 gp

### ***Alchemist Fire***

Rarity	Effect	Price
Minor	1d4 Fire Damage (DC 10)	10 gp
Regular	2d4 Fire Damage (DC 11)	20 gp
Greater	3d4 Fire Damage (DC 13)	80 gp
Superior	4d4 Fire Damage (DC 15)	800 gp
Supreme	5d4 Fire Damage (DC 18)	8,000 gp

\*DEX Check to put out flames; takes the same amount of damage at start of turns otherwise

### ***Thunder Stone***

Rarity	Effect	Price
Minor	1d4 Force Damage (DC 10)	15 gp
Regular	2d4 Force Damage (DC 11)	30 gp
Greater	4d4 Force Damage (DC 13)	120 gp
Superior	8d4 Force Damage (DC 15)	1,200 gp
Supreme	10d4 Force Damage (DC 18)	12,000 gp

\*CON Save, Objects and Constructs have disadvantage