

Buying Potions

While there are few recognisable magical shops, major cities act as hubs for sale of an unimaginable range of goods. The range of available options depends upon a settlement's trading class. When characters look to buy potions in an individual settlement, each potion type listed can be checked for once per game month. If the number determined by modified dice roll is 0 or below, that potion is not available for sale that the settlement until a positive number is obtained in a subsequent month.

Note that the potions generally found for sale are only those that tend to be manufactured in larger scale, leading to a lower price than would be expected for more esoteric, unusual potions that are brewed in smaller numbers. The sale price is typically around twice the manufacture cost for making a mid to large batch of the potions. If a character wishes to purchase a more unusual potion, such is possible but requires finding an individual owner willing to sell (as per any other magic

item), usually at a higher cost because production runs tend to be smaller.

When rolling to determine the number of potions available in a settlement, a character may add their Broker Points to the roll. However, the total number cannot exceed the maximum possible according to the roll. For example, a roll of 1d6+1 cannot be modified above 5 with broker points.

Potion Type	Cost (gp)	Settlement Class				
		A	B	C	D	E
Antidote <3HD	600	1d4-2	1d4-2	1d4-2	1d3-2	0
Antidote <7HD	800	1d4-2	1d4-2	1d3-2	0	0
Antidote <15HD	900	1d4-2	1d4-2	1d3-2	0	0
Antidote - All	1000	1d4-2	1d3-2	0	0	0
Clairaudience	700	1d8-2	1d6-2	1d4-2	0	0
Clairvoyance	700	1d8-2	1d6-2	1d4-2	0	0
ESP	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Ethereality	1500	1d4-2	1d4-3	0	0	0
Fire Resistance	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Flying	700	1D10-3	1d8-3	1d6-3	1d4-3	0
Hair Growth	200	1d12-1	1d10-1	1d8-1	1d6-1	1d4-1
Hair Removal	200	1d8-2	1d6-2	1d4-2	0	0
Healing	200	2d12-5	2d10-5	2d8-5	2d6-5	2d4-5
Human Control	200	1d8-2	1d6-2	1d4-2	0	0
Invisibility	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Levitation	400	1d12-4	1d10-4	1d8-4	1d6-4	0
Poison	1000	1d4-1	1d4-2	1d4-3	0	0
Polymorph Self	1000	1d6-1	1d4-1	1d2-1	0	0
Sight	1500	1d4-2	1d4-3	0	0	0
Speech	1000	1d6-1	1d4-1	1d4-3	0	0
Speed	700	1d10-3	1d8-3	1d6-3	1d4-3	0
Super-Healing	700	1d12-4	1d10-4	1d8-4	1d6-4	0
Water Breathing	700	1d10-3	1d8-3	1d6-3	1d4-3	0

