

Alchemical Consumables: Solutions, Oils, & Gases

(FROM MYTHUS 2025, REVISION 2 BY DAVE NEWTON)

Alchemical Item	Materia Cost	Typical Price	Alchemical Item	Materia Cost	Typical Price
Buoyancy Potion	10	20	Elixir of White Dragon's Blood	500	600
Endure Elements Potion	10	20	Grasshopper Oil	50	150
Glow Powder	10	20	Invisibility Potion	200	300
Liquid Light	10	20	Oil of Sharpness	50	150
Weapon Oil - Iron "Faebane"	10	20	Paralyzation Gas Bomb	50	250
Acid Jet Bomb	80	120	Potion of Faith II	50	150
Feather Step Potion	20	50	Potion of Inspiration II	50	150
Poison Dust	40	100	Potion of Strength II	50	150
Maximus Potion	20	50	Alchemical Fireball Bomb	600	1,000
Minimus Potion	20	50	Elixir of False Health	60	200
Spiderwalk Potion	20	50	Poison Gas Bomb	60	300
Wakeful Solution	20	50	Potion of Fire Breath	60	200
Alkaline Shower Bomb	120	160	Weapon Oil - Hekalite	60	200
Fae Breeze Potion	30	75	Aethereality Powder	70	250
Flashbang Bomb	30	75	Alfabri's Eldritch Fire Bomb	700	1,200
Potion of Faith I	30	75	Blindness Gas Bomb	70	350
Potion of Inspiration I	30	75	Full Armor Elixir	70	250
Potion of Strength I	30	75	Ghost Essence Potion	70	250
Weapon Oil - Silver "Werebane"	30	75	Weakness Gas Bomb	70	350
Dark Whispers Potion	40	100	Astral Powder	80	300
Fludd's Fire Bomb	400	500	Draught of Dragon Tears	80	300
Oil of Slipperiness	40	100	Potion of Faith III	80	300
Reflex Boost	40	100	Potion of Inspiration III	80	300
Sleep Gas Bomb	40	150	Potion of Strength III	80	300
Wateracid Bomb	400	500	Serum of Elemental Command	80	300
Diamond Eyes Gas Bomb	50	250	Serum of Gender Reversal	80	300
Elixir of Dragon's Blood	500	600	Alcahest	4,500	5,000
Elixir of Black Dragon's Blood	500	600	Amaranth Nectar	4,500	10,000
Elixir of Blue Dragon's Blood	500	600	Psychic Elixir	1,800	3,600
Elixir of Green Dragon's Blood	500	600	Tau Bomb	1,800	3,600
Elixir of Red Dragon's Blood	500	600	Troll Blood Elixir	1,800	3,600

While some prices are high, it's usually because the materia is either exotic, hard to find or attached to something dangerous

Herbalism Consumables: Potions, Concoctions, & Ointments

(FROM MYTHUS 2025, REVISION 2 BY DAVE NEWTON)

Herbalism Item	Materia Cost	Typical Price	Herbalism Item	Materia Cost	Typical Price
Enhancement Powder	20	25	Antitoxin	50	120
Fire Pepper Dust	20	25	Aethereal Sight Elixir	50	120
Healing Poultice	40	80	Flying Potion	250	350
Love Potion	100	120	Healing Infusion	50	120
Purification Potion	20	25	Oil of Infection	50	120
Stabilize Potion	20	25	Potion of Greater Healing	50	175
Tears of the Frost Giant	20	25	Truth Serum	50	120
Air Bubbles Potion	20	50	Arrest Disease	60	200
Iron Water Potion	20	50	Forgetfulness Elixir	60	200
Remove paralysis Oil	20	50	Gentle Repose Ointment	60	200
Shield potion	20	50	Neutralize Poison	60	200
Sleep Potion	20	50	Oil of Invisibility	300	400
Acute Senses Potion	30	75	Psychic Infusion	60	200
Cat's Grace Potion	30	75	Beast Repellant	350	500
Herbal Poison	30	75	Catatonic	350	500
Levitate Potion	30	75	Effluvium of Delusion	70	250
Ointment of Speed	120	200	Mystic Oil	350	1,000
Paralyzing Oil (10oz)	300	400	Potion of Superior Healing	70	250
Potion of Healing	30	100	Balm of Regeneration	800	1,200
Trollweed Potion	30	75	Elemental Oil	8,000	8,500
Darkvision Potion	40	100	Elixir of Increased Health	80	300
Delay poison	40	100	Gaseous Form Potion	80	300
Insight Potion	40	100	Effluvium of Aethereality	900	1,400
Ointment of Strength	200	250	Invulnerability Potion	9,000	10,000
Painkiller	40	100	Potion of Supreme Healing	90	400
Wraithwood Flower Elixir	40	100	Rejuvenating Draught	900	1,500

Prices have generally been reduced to follow a formula based on the casting's grade, but some still have a multiplier applied. While some prices are still high, it's either because the materia is exotic, hard to find or attached to something dangerous

Table of Poisons

Below is a compiled table of a variety of poisons of different strengths, with Heka-engendered poisons in **green**. Feel free to create and add to these, adding a variety of STR and ER values, One type not included here are specialty poisons that have two or more activating ingredients: The first one is the poison, benign until the second is introduced. Powerful and deadly, and nearly impossible to detect.

Grade	Name	STR	E/R	Form	Toxicity	Longevity	Purpose	Dmg	Materia	Price
1	Arsenic	30	Days	Powder	Mild	Years	injure	P	430	910
1	Assassin's Juice	20	1 BT	Liquid	Mild	Days	injure	P	420	890
1	Madness Spores	10	6 AT	Powder	Weak	Months	Incap	-	210	365
1	Strangleweed	20	3 BT	Liquid	Mild	Months	injure	P	620	1290
1	Viper Venom - Tiny	10	3 AT	Powder	Weak	Days	Incap	-	110	215
2	Belladonna/Nightshade	30	1 Wk	Powder	Mod	Days	injure	P	560	1220
2	Drow sleep poison	20	Instant	Liquid	Mild	Days	Incap	-	640	1060
2	Hellebore	30	1 AT	Liquid	Mild	Days	injure	P	260	620
2	Locoweed	20	2 CT	Powder	Mild	Months	Incap	-	440	760
3	Black Adder Venom	40	2 AT	Paste	Mod	Weeks	injure	P	520	1190
3	Malice Powder	20	2 BT	Powder	Mod	Indefinite	Injury	-	560	990
3	Night Dreams	20	1 BT	Liquid	Mild	Indefinite	Incap	-	1360	2190
3	Viper Venom - Medium	30	3 AT	Paste	Mild	Days	injure	P	490	1130
3	Viper Venom - Small	20	4 AT	Paste	Mild	Days	injure	P	460	1070
4	Black Widow Venom	40	2 AT	Paste	Mod	Weeks	injure	P, M	560	1320
4	Carrion Crawler Extract	20	Instant	Oil	Mild	Weeks	Incap	-	2480	3920
4	Couatl Venom	40	2 BT	Paste	Strong	Months	Incap	-	1360	2240
4	Mindcloak	20	2 CT	Liquid	Special	Indefinite	Incap	M, S	1680	2720
4	Quicksilver	40	4 BT	Liquid	Mod	Indefinite	injure	P	1160	2520
4	Ungol Sap	20	3 CTs	Paste	Mild	20 years	injure	P	2080	4360
4	Viper Venom - Large	40	4 BT	Paste	Mod	Days	injure	P	960	2120
5	Aboleth Sap	20	1 BT	Oil	Mild	Weeks	injure	P	1700	3650
5	Malice Sap	50	1 AT	Paste	Strong	100 years	injure	P	1450	3150
5	PseudoDragon Poison	40	1 CT	Liquid	Mod	Months	Incap	-	1000	1750
5	Reaver Dust	50	3 BT	Powder	Strong	Indefinite	injure	P	750	1750
5	Toadstool	50	2 Hrs	Powder	Strong	1 year	injure	P	1050	2350
5	Viper Venom - Huge	50	1 BT	Paste	Strong	Days	injure	P	1050	2350
5	Zombie Dust	50	1 BT	Powder	Strong	Indefinite	injure	M	750	1750
6	Aconite Sap	60	1 Hr	Oil	Severe	Years	injure	P	2760	5820
6	Aether Extract	10	3 CTs	Gas	Weak	1 month	Incap	-	4060	6390
6	Lich Bone Powder	60	3 BT	Powder	Severe	Indefinite	Incap	M, S	860	1590
6	Night Crawler Poison	60	1 BT	Paste	Severe	Days	injure	P	1160	2620
6	Opium Extract	50	2 AT	Gas	Strong	Months	Incap	-	2300	3750
6	Royal Murder Spice	60	3 BT	Powder	Severe	Years	injure	P	1360	3020
6	Slithervine Spores	20	1 AT	Gas	Mild	Months	injure	P	2120	4540

Poisons, continued

Grade	Name	STR	E/R	Form	Toxicity	Longevity	Purpose	Dmg	Materia	Price
7	Brainweed Spores	40	1 BT	Gas	Mod	Months	injure	M	3980	8310
7	Gloomtears	60	Special	Oil	Severe	Special	injure	P	4320	8990
7	Puffer Fish	70	2 CT	Liquid	Deadly	24 hours	injure	P	1090	2530
7	Torpor Gas	40	3 BT	Gas	Mod	Years	injure	P	4980	10310
7	Viperflower Concentrate	80	1 AT	Liquid	Deadly	Months	injure	P	960	2270
7	Wyvern Poison	60	5 AT	Paste	Severe	Indefinite	injure	P	2020	4390
8	Black Lotus Extract	60	1 BT	Oil	Severe	Weeks	Incap	-	2080	3520
8	Death Cap Spores	60	1 Hr	Gas	Severe	Months	injure	P	3280	6960
8	Deathblade	70	4 CT	Paste	Deadly	Years	injure	P	2560	5520
8	Insanity Mist	60	1 CT	Gas	Severe	Months	injure	M	5280	10960
8	Phase Spider Venom	60	4 AT	Paste	Severe	12d6 days	injure	P	880	2160
8	Puffer Fish	80	1 BT	Paste	Deadly	Days	injure	P	1440	3280
9	Blackcloud Extract	60	2 BT	Gas	Severe	Months	injure	P, M	4440	9330
9	Demon Venom	90	1 Hr	Paste	Deadly	600 years	injure	P	2910	6270
9	Purple Worm Poison	60	3 AT	Paste	Severe	Months	Incap	-	1340	2460
9	Shadowcoat	60	4 BT	Oil	Severe	Weeks	injure	P	3040	6530
9	Umber Madness	100	3 AT	Paste	Deadly	1 month	injure	All 3	1700	3850