

ALCHEMICAL ITEMS

These items can be used at any time as a standard action, provided you have a free hand to imbibe or apply the item. Items that cure status ailments or restore HP will not work on dead characters. Each item is one-time use only; they are completely consumed upon being used. Lower-tiered items are often found in the simplest of shops, while higher-tiered items require large cities. Alchemical Items have a 10-foot range and can be thrown up to 5 range increments, if an item misses it still activates and loses its effect. Alchemical Items that cure status effects do not require a check to remove the status. All Alchemical Items each have a weight of 0.1 lbs unless otherwise noted.

Note: Crafting the following alchemical items requires the Craft Alchemical Item feat and knowledge of the associated spell as listed in the “Spell Needed” column of the table. To calculate the saving throw DC of an alchemical item, divide the caster level (CL) by half (rounded down), add 10, then add the item’s tier level. Unlike normal Item Creation feats, Craft Alchemical Items feat require the spellcaster to be of the caster level needed to create these alchemical items. In addition, the item crafter cannot set the caster level.

The following types are how these alchemical items are used:

- **Contact:** These alchemical items are delivered the moment a creature touches the item with its bare skin, usually thrown with ranged touch attacks.
- **Ingested:** These alchemical items are delivered when a creature eats or drinks the alchemical item.
- **Inhaled:** These alchemical items are delivered the moment a creature enters an area containing such alchemical items. For most inhaled alchemical items, 1 dose fills a volume equal to a 10-foot cube. A creature can attempt to hold its breath while inside the area to avoid inhaling the alchemical item. A creature holding its breath receives a 50% chance of not having to make a save for the alchemical item each round. See the rules for holding your breath and suffocation. If a creature is holding its breath and fails the Constitution check to continue doing so, rather than suffocating it begins to breathe normally again (and is subject to the effects of the inhaled alchemical item if still in the area).

The [Alchemical Items](#) list is meant to replace potions from base Pathfinder, if you use this list your game should not use the [Brew Potion](#) item creation feat or its attached [potions](#) list from Pathfinder.

Tier 1 Alchemical Items

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Antidote	Cures Poison status.	300	ingested	faint healing	3rd	Panacea
Antidote Bandage	Cures Sap status.	600	contact	moderate healing	7th	Esuna
Arctic Wind	Inflicts Blizzard II (3d6+6 ice damage; DC 13 Fortitude partial save).	500	contact	faint elemental (ice)	5th	Blizzard II
Black Club	Inflicts Dark II (3d6+6 shadow damage; DC 13 Fortitude partial save).	500	contact	faint dark	5th	Dark II
Bolt Plume	Inflicts Thunder II (3d6+6 lightning damage; DC 13 Fortitude partial save).	500	contact	faint elemental (lightning)	5th	Thunder II
Calming Cider	Cures Antagonized status and provides a +5 bonus against the effect as if it had saved against normal demoralize, this bonus stacks if it continues to remove antagonized from the same target.	700	ingested	faint healing	5th	Dispel

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Choco Feather	Bestows Haste status for 5 rounds.	750	contact	faint enhancing	5th	Haste
Chocolate	Restores 1d4 points of ability damage and eliminates fatigued.	300	ingested	faint healing	3rd	Restore
Cure Potion	Restores 1d6+1 HP.	50	ingested	faint healing	1st	Cure
Deadly Waste	Inflicts Poison status for 1d4 rounds (DC 13 Fortitude save).	300	contact	faint enfeebling	3rd	Poison
Dream Powder	Inflicts Sleep status for 1d4 rounds (DC 11 Will save).	100	contact	faint enfeebling	2nd	Sleep
Ear Drops	Cures Deafened status.	700	contact	faint healing	5th	Dispel
Earth Drum	Inflicts Stone II (3d6+5 earth damage; DC 13 Fortitude partial save).	500	contact	faint elemental (earth)	5th	Stone II
Echo Screen	Cures Silence status.	300	inhaled	faint healing	3rd	Vox
Ethereal Mask	Grants See invisibility for 30 minutes.	450	contact	faint enhancing	3rd	See Invisibility
Ether	Restores 1d6+1 MP.	1,050	ingested	moderate healing	7th	Cure III
Eye Drops	Cures Blind status.	300	contact	faint healing	3rd	Blindna
Faerie Tonic	Grants the user a +4 enhancement bonus to Intelligence for 3 minutes.	300	ingested	faint enhancing	3rd	Tarutaru's Cunning, Lesser
Fairy Dust	Grants Fly for 5 minutes.	1,500	contact	faint enhancing/elemental (wind)	5th	Fly
Farron Perfume	Cures Static status.	300	contact	moderate healing	7th	Esuna
Fire Fang	Inflicts Fire II (3d6+6 fire damage; DC 13 Reflex partial save).	500	contact	faint elemental (fire)	5th	Fire II
Fish Scale	Inflicts Water II (3d6+6 water damage; DC 13 Fortitude partial save).	500	contact	faint elemental (water)	5th	Water II
Gale Winds	Inflicts Aero II (3d6+6 wind damage; DC 13 Reflex partial save).	500	contact	faint elemental (wind)	5th	Aero II
Giant's Tonic	Grants the user a +4 enhancement bonus to Constitution for 3 minutes.	300	ingested	faint enhancing	3rd	Dwarf's Endurance, Lesser
Healing Spring	Bestows Regen status for 5 rounds.	125	ingested	faint healing	2nd	Regen
Hope Mist	Cures Staggered status.	300	inhaled	faint healing	3rd	Paralyna
Kupo Nut	Restores 1d2 points of ability damage, 1d6 hit points, or 5 stamina points to a Mooglee.	150	ingested	faint healing	3rd	Restore

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Light Curtain	Bestows Protect status for 5 rounds.	100	contact	faint enhancing	2nd	Protect
Lunar Curtain	Bestows Shell status for 5 rounds.	100	contact	faint enhancing	2nd	Shell
Marcus Cloak	Cures Squalled status.	300	contact	moderate healing	7th	Esuna
Mettle VX	Grants the user a +4 armor bonus to AC for 1 hour.	50	ingested	faint enhancing	1st	Mage Armor
Monochrome Spray	Cures Stunned status.	700	contact	moderate healing	7th	Esuna
Mountain Water	Cures Sickened status.	300	ingested	moderate healing	7th	Esuna
Mute Mask	Inflicts Silence status for 1d4 rounds (DC 13 Will save).	300	contact	faint enfeebling	3rd	Silence
Pirate's Drink	Grants the user a +4 enhancement bonus to Charisma for 3 minutes.	300	ingested	faint enhancing	3rd	Elvaan's Splendor, Lesser
Sage's Drink	Grants the user a +4 enhancement bonus to Wisdom for 3 minutes.	300	ingested	faint enhancing	3rd	Moogles' Wisdom, Lesser
Silver Apple	Restores stamina points equal to 5 + target's Constitution modifier	300	ingested	faint healing	3rd	Restore
Smelling Salts	Cures Sleep status.	300	inhaled	faint healing	7th	Esuna
Speed Drink	Grants the user a +4 enhancement bonus to Dexterity for 3 minutes.	300	ingested	faint enhancing	3rd	Mithra's Grace, Lesser
Squid Ink	Inflicts Blind status for 1d4 rounds (DC 11 Will save).	100	contact	faint enfeebling	3rd	Blind
Strength Tonic	Grants the user a +4 enhancement bonus to Strength for 3 minutes.	300	ingested	faint enhancing	3rd	Galka's Strength, Lesser
Sun Drops	Grants low-light vision to the user for 3 hours. If the user already has low-light vision, its range is doubled.	300	contact	faint enhancing	3rd	Darkvision
Vaccine	Cures Disease status.	700	ingested	faint healing	5th	Cleanse
Vampire Fang	Inflicts Paralyzed status for 1d4 rounds (DC 13 Fortitude save).	300	contact	faint enfeebling	3rd	Ghoul Touch
White Ribbon	Inflicts Light II (3d6+6 holy damage; DC 13 Fortitude partial save).	500	contact	faint light	5th	Light II
Yggdrasil's Tears	Cures Paralyzed status.	300	contact	faint healing	3rd	Paralyna

Tier 2 Alchemical Items

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Bacchus's Wine	Inflicts Berserk status for 1d6 rounds (DC 16 Will save).	1,650	ingested	strong enfeebling	11th	Berserk
Basilisk Claw	Inflicts Petrify status for 1d6 rounds (DC 16 Fortitude save).	1,400	contact	moderate enfeebling	7th	Statue
Black Curtain	Grants immunity to shadow damage for 1d4 rounds.	1,400	contact	moderate dark	7th	Protection from Elements
Blue Curtain	Grants immunity to lightning damage for 1d6 rounds.	1,400	contact	moderate elemental (lightning)	7th	Protection from Elements
Bomb Fragment	Inflicts Fire III (5d6+10 fire damage; DC 17 Reflex partial save).	1,500	contact	moderate elemental (fire)	10th	Fire III
Brown Curtain	Grants immunity to earth damage for 1d6 rounds.	1,400	contact	moderate elemental (earth)	7th	Protection from Elements
Choco Shield	Grants the benefits of Protect, Shell and Fast Healing 2 for 8 rounds	750	contact	moderate enhancing	5th	Protect , Shell , Regen
Clear Curtain	Grants immunity to water damage for 1d6 rounds.	1,400	contact	moderate elemental (water)	7th	Protection from Elements
Dark Gem	Inflicts Darkra (10d6 shadow damage; DC 16 Reflex save).	1,500	contact	moderate dark	10th	Darkra
Dark Matter	Inflicts Dark III (5d6+10 shadow damage; DC 17 Fortitude partial save).	1,500	contact	moderate dark	10th	Dark III
Dazers	Inflicts Disable status for 1d6 rounds (DC 16 Will save).	1,400	contact	moderate enfeebling	7th	Disable
Dragon Scale	Inflicts Water III (5d6+10 water damage; DC 17 Fortitude partial save).	1,500	contact	moderate elemental (water)	10th	Water III
Earth Gem	Inflicts Stonera (10d6 earth damage; DC 16 Reflex save).	1,500	contact	moderate elemental (earth)	10th	Stonera
Earth Mallet	Inflicts Stone III (5d6+10 earth damage; DC 17 Fortitude partial save).	1,500	contact	moderate elemental (earth)	10th	Stone III
Fire Gem	Inflicts Fira (10d6 fire damage; DC 16 Reflex save).	1,500	contact	moderate elemental (fire)	10th	Fira
Gold Needle	Cures Petrify status.	700	contact	moderate healing	7th	Stona
Green Curtain	Grants immunity to wind damage for 1d6 rounds.	1,400	contact	moderate elemental (wind)	7th	Protection from Elements
Hi-Ether	Restores 2d6+3 MP.	3,500	ingested	strong healing	11th	Cure IV

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Hi-Potion	Restores 3d6+4 HP.	600	ingested	moderate healing	3rd	Cure II
Holy Water	Cures Curse status	500	contact	moderate healing	5th	Cross
Ice Crystal	Inflicts Blizzard III (5d6+10 ice damage; DC 17 Fortitude partial save).	1,500	contact	moderate elemental (ice)	10th	Blizzard III
Ice Gem	Inflicts Blizzara (10d6 ice damage; DC 16 Reflex save).	1,500	contact	moderate elemental (ice)	10th	Blizzara
Impaler	Inflicts target with the Frog status for 1d6 rounds (DC 18 Fortitude save).	1,400	contact	moderate enfeebling	7th	Frog
Light Gem	Inflicts Lightra (10d6 holy damage; DC 16 Reflex save).	1,500	contact	moderate light	10th	Lightra
Lightning Gem	Inflicts Thundara (10d6 lightning damage; DC 16 Reflex save).	1,500	contact	moderate elemental (lightning)	10th	Thundara
Magic Tentacles	Inflicts Sap status for 1d6 rounds (DC 14 Will save).	750	contact	moderate enfeebling	5th	Bio
Mega Chocolate	Restores all ability damage and 1 negative level.	1,400	ingested	moderate healing	7th	Restora
Mog's Fan	Cures Fascinated status.	700	contact	moderate healing	7th	Esuna
Phoenix Down	Revives 1 dead ally (as Raise spell) that has been dead no longer than 1 minute.	1,400	contact	moderate healing	7th	Raise
Prism Powder	Grants Vanish for 1d6 rounds.	1,400	contact	moderate enhancing	7th	Vanish
Purifying Salt	Inflicts Dispel.	750	contact	moderate enfeebling	5th	Dispel
Red Curtain	Grants target immunity to fire damage for 1d6 rounds.	1,400	contact	moderate elemental (fire)	7th	Protection from Elements
Remedy	Cures 1 magical status effect of 3rd level or lower.	1,400	ingested	moderate healing	7th	Esuna
Shrivel	Inflicts Mini status for 1d6 rounds (DC 16 Fortitude save).	1,400	contact	moderate enfeebling	7th	Mini
Silver Curtain	Grants immunity to holy damage for 1d4 rounds.	1,400	contact	moderate light	7th	Protection from Elements
Silver Hourglass	Inflicts Slow status for 1d6 rounds (DC 15 Fortitude save).	750	contact	moderate enfeebling	5th	Slow
Spider Web	Inflicts Immobilize status for 1d6 rounds (DC 15 Will save).	750	contact	moderate enfeebling	5th	Immobilize
Star Curtain	Bestows Reflect status for 1d6 rounds.	1,400	contact	moderate enhancing	7th	Reflect

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Swift Bolt	Inflicts Thunder III (5d6+10 lightning damage; DC 17 Fortitude partial save).	1,500	contact	moderate elemental (lightning)	10th	Thunder III
Todd's Scissors	Cures Entangled status.	500	contact	moderate healing	7th	Esuna
Vaan's Wings	Cures Immobilized status.	500	contact	moderate healing	7th	Esuna
Water Gem	Inflicts Watera (10d6 water damage; DC 16 Reflex save).	1,500	contact	moderate elemental (water)	10th	Watera
Wax	Cures Imperil status	500	contact	moderate healing	7th	Esuna
White Curtain	Grants immunity to ice damage for 1d6 rounds.	1,400	contact	moderate elemental (ice)	7th	Protection from Elements
White Globe	Inflicts Light III (5d6+10 holy damage; DC 17 Fortitude partial save).	1,500	contact	moderate light	10th	Light III
Wind Chime	Inflicts Aero III (5d6+10 wind damage; DC 17 Reflex partial save).	1,500	contact	moderate elemental (wind)	10th	Aero III
Wind Gem	Inflicts Aera (10d6 wind damage; DC 16 Reflex save).	1,500	contact	moderate elemental (wind)	10th	Aera

Tier 3 Alchemical Items

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Aeroga Mote	Inflicts Aeroga (15d8 wind damage; DC 18 Reflex save).	3,750	contact	strong elemental (wind)	15th	Aeroga
Aquara Mote	Inflicts Watterga (15d8 water damage; DC 18 Reflex save).	3,750	contact	strong elemental (water)	15th	Watterga
Ashe's Gift	Cures Disabled status.	2,275	contact	strong healing	13th	Esuna, Greater
Blue Fang	Inflicts Blizzaga (15d8 ice damage; DC 18 Reflex save).	3,750	contact	strong elemental (ice)	15th	Blizzaga
Bomb's Wrath	Inflicts Firaga (15d8 fire damage; DC 18 Reflex save).	3,750	contact	strong elemental (fire)	15th	Firaga
Chocobo Wing	Bestows Haste status to all allies within 30 feet for 5 rounds.	3,300	contact	strong enhancing	11th	Hastega
Clarity Salts	Cures Confusion status.	2,275	contact	strong healing	13th	Esuna, Greater
Dark Mote	Inflicts Darkga (15d8 shadow damage; DC 18 Reflex save).	3,750	contact	strong dark	15th	Darkga
Earth Fang	Inflicts Stonega (15d8 earth damage; DC 18 Reflex save).	3,750	contact	strong elemental (earth)	15th	Stonega
Elixir	Restores 50 HP and 25 MP.	5,100	ingested	strong healing	17th	Arise
Emergency	Transports user outside of an interior or to	2,500	contact	moderate	10th	Bend Space

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Exit	the exterior of a city up to a 1,000 miles.			chronomancy		and Time
Golden Apple	Restores all stamina points.	2,250	ingested	strong healing	9th	Restora
Graviball	Inflicts Gravity (DC 17 Fortitude save).	2,250	contact	strong enfeebling/dark	9th	Gravity
Gysahl Powder	Cures Berserk status.	2,275	contact	strong healing	13th	Esuna, Greater
Lightning Fang	Inflicts Thundaga (15d8 lightning damage; DC 18 Reflex save).	3,750	contact	strong elemental (lightning)	15th	Thundaga
Loco Weed	Inflicts Confuse status for 1d8 rounds (DC 19 Will save).	3,300	contact	strong enfeebling	11th	Confusion
Luck Mallet	Cures Mini status.	2,275	contact	strong healing	13th	Esuna, Greater
Magic Tag	Cures Zombie status.	2,275	contact	strong healing	13th	Esuna, Greater
Maiden's Kiss	Cures Frog status.	2,275	contact	strong healing	13th	Esuna, Greater
Tincture	Cures 1 magical negative status effect of 6th level or lower.	4,550	ingested	strong healing	13th	Esuna, Greater
War Gong	Inflicts Berserk status for 1d8 rounds (DC 19 Will save).	3,300	contact	strong enfeebling	11th	Berserk
White Musk	Inflicts Lightga (15d8 holy damage; DC 18 Reflex save).	3,750	contact	strong light	15th	Lightga
X-Ether	Restores 3d6+5 MP.	6,750	ingested	strong healing	17th	Bless
X-Potion	Restores 5d6+6 HP.	1,500	ingested	strong healing	5th	Cure III

Tier 4 Alchemical Items

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Alexander's Blessing	Cures Doom status.	3,825	contact	strong healing	17th	Basuna
Black Hole	Inflicts Graviga (up to 5 targets within 30 ft., DC 20 Fortitude save).	4,550	contact	strong dark/enfeebling	13th	Graviga
Chronos Tear	Cures Stop status.	3,825	contact	strong healing	17th	Basuna
Fantasia	Revives a dead ally in a new body, as Reincarnate spell.	1,650	contact	strong chronomancy	11th	Reincarnate
Gold Hourglass	Inflicts Stop status for 1 minute (DC 23 Will save).	7,650	contact	strong enfeebling	17th	Stop
Mega Phoenix	Revives a dead ally (as Full-Life spell) that has been dead no longer than 3 hours and fully restores HP, but revives target at the MP value they had before death.	9,500	contact	strong healing	17th	Full-Life

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Megalixir	Fully restores HP & MP.	32,000	ingested	strong healing	17th	Full-Life
Mega Potion	Fully restores HP.	4,550	ingested	strong healing	13th	Full-Cure
Panacea Pill	Cures 1 magical negative status effect of any level.	7,650	ingested	strong healing	17th	Basuna
Turbo Ether	Fully restores MP.	25,000	ingested	strong healing	17th	Full-Cure

When crafting Tier 5 alchemical items, you must spend 8 hours per 1,000 gil of the base price instead of the normal 1 hour per tier. Tier 5 alchemical items are not affected by the [Chemist's](#) Alchemical Diffusion or Instant Alchemy abilities, nor can they be affected by the Dilution discovery.

Tier 5 Alchemical Items

Item Name	Description	Cost (gil)	Usage	Aura	CL	Spell Needed
Body Plus	Grants a +1 inherent bonus to Constitution permanently.	27,500	ingested	strong enhancing	17th	Overwhelming Presence
Luck Plus	Grants a +1 inherent bonus to Charisma permanently.	27,500	ingested	strong enhancing	17th	Overwhelming Presence
Mind Plus	Grants a +1 inherent bonus to Intelligence permanently.	27,500	ingested	strong enhancing	17th	Overwhelming Presence
Power Plus	Grants a +1 inherent bonus to Strength permanently.	27,500	ingested	strong enhancing	17th	Overwhelming Presence
Soma Plus	Grants a +1 inherent bonus to Wisdom permanently.	27,500	ingested	strong enhancing	17th	Overwhelming Presence
Speed Plus	Grants a +1 inherent bonus to Dexterity permanently.	27,500	ingested	strong enhancing	17th	Overwhelming Presence