

DENIZENS & DELVERS

House-ruled Fantasy Adventure Role-playing in Deep Moldy Dungeons



BASIC ALCHEMIST

Labyrinth Lord
Compatible Product

The Basic Alchemist

A Crunchy Little Concept with an Alternate Magic System

The alchemist in many game systems usually resides somewhere between a potion wholesaler and a mad bomber in use and potential. Using a basic framework and a few alternate magic rules (which could be added to nearly any existing magic system,) this concept is intended to provide a more interesting and versatile option with many role playing possibilities and a few—optional—crunchy bits.

Roles:

The alchemist, in concept, is a branch of magic-user or spell caster. Instead of wielding power drawn from the ether or some elder god, the alchemist studies science, experiments with the physical properties of matter and attempts to duplicate magical effects in a more logical, but no less spectacular way. If spell users provide magical solutions to problems, alchemists provide the scientific equivalent. Alchemists are, by nature, curious, investigative, excitable, and contemplative. Within a group of adventurers the alchemist can double for both the magic-user and cleric, or support either.

Able to replicate nearly any spell (with referee approval) from magic-users or priests, what the alchemist lacks in range they make up for in versatility. They offer support with boosts to effects, abilities, statistics, and health. An alchemist possesses the potential to be useful both in and out of battle; they can virtually build spells at will.

Rules:

The alchemist presented here is easily connected to any game system. The foundation of the character is the game system's existing spell user statistics, with spell effects modified based on the alchemist's art. In short, begin with a magic-using class or character type and alter the specific spell statistics as described in the alchemical magic rules on page 2.

The spells of the alchemist are called **processes**. An alchemist creates a spell's effect through one of three forms: **potion**, **powder**, **unguent**. Each form's advantages and disadvantages are reflected in a spell's modified statistics. The alchemist chooses a form, applies modifiers to the spell statistics and records it as a **dose**.

Before casting, during spell preparation, the alchemist must decide whether the form of the spell will be a **mixture**: two or more ingredients put together at the time of use and presented, causing the spell effect after a slight delay. Or a **compound**: pre-combined and ready for immediate use, but with a "shelf-life."

Credits

Written and Art by David Lynch

Production Den Meister Games

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ALCHEMIST

Requirement(s):	INT 9+, WIS 9+
Prime Requisites:	Intelligence, Wisdom
Alignment:	Any
Hit Dice:	d6, +1 after 9th
Weapon Skills:	Club, dagger, dart, hand axe, light crossbow, or staff
Armor Allowed:	None
Special Abilities:	Alchemy

Level	Exp. Points	Hit Dice	Max. Doses Carried					
			1	2	3	4	5	6
1	0	1d6	1	-	-	-	-	-
2	2,200	2d6	2	-	-	-	-	-
3	4,400	3d6	2	1	-	-	-	-
4	8,800	4d6	2	2	-	-	-	-
5	17,500	5d6	2	2	1	-	-	-
6	35,000	6d6	2	2	2	-	-	-
7	70,000	7d6	3	2	2	1	-	-
8	140,000	8d6	3	3	2	2	-	-
9	280,000	9d6	3	3	3	2	1	-
10	420,000	9d6+1	3	3	3	3	2	-
11	560,000	9d6+2	4	3	3	3	2	1
12	700,000	9d6+3	4	4	3	3	3	2
13	840,000	9d6+4	4	4	4	3	3	3
14	980,000	9d6+5	4	4	4	4	3	3

Alchemists have the ability to replicate nearly any magic-user or clerical spell effect—with Referee approval—in the form of potions, powders, and unguents. Instead of wielding power from the ether or the gods, alchemists study science, experiment with the physical properties of matter and attempt to create magic in a more logical, but no less spectacular, fashion. Effects are manifested either by imbibing, catalyzing or direct contact with the manufactured substances.

The prime requisites for alchemists are intelligence and wisdom and they must have scores of 9 or greater in each. An intelligence, or wisdom, score of 13 or greater grants a bonus on earned experience points.

Alchemists use six-sided dice (d6) to determine hit points. They may not wear any armor or shields. Weapon skills are limited to those simple weapons listed above. The study and practice of alchemy leaves little time, or focus, for training with physical weaponry.

9th Level: When an alchemist reaches 9th level they may build a laboratory, often within a fortified structure, and attract apprentices (1d6), who will range from level 1-3.

Alchemy: The spells available to the alchemist are referred to as **processes** in these rules. Alchemist characters can produce a number of spell effects, called **doses**, each day as shown on the level table. This number increases as the alchemist increases in class level.

Creation involves moving a spell effect from process to dose, using the following steps:

1. Choose one process from the character’s notebook (see below.)
2. Make a note of what form this dose will take (potion, powder, unguent.)
In general, **Potions** will require either drinking or throwing and they must make contact with the target in order to take effect. They will be the simplest—in most cases—forms to adjudicate.
Powders must be scattered on an area or triggered (lit with fire, doused with water, or exposed to the air) to start their effect. These will require multiple—or difficult—conditions to take effect, but their effect will be increased.
Unguents, meanwhile, must be physically applied to the target in some manner. This can be the most difficult form to handle—in some cases impractical or impossible—but the duration will be double normal!
3. Will it be a **mixture** or a **compound (casting time or one day potency)**?
The decision here will be whether to have no delays in usage versus having to remake the dose each day.
4. What will the catalyst be (to activate the dose’s effect, usually air, fire or water.)
A tactical decision, for story effect; although, if the alchemist has to light it from up close, they may suffer their own effects...
5. Add the dose, as an item, to the alchemist’s equipment list.

If the character makes more doses in a day than they are allowed to carry, each additional dose created will incur a cost. This may be an actual money cost, or it may be a depletion of the alchemist’s supplies; the final decision will be up to your referee.

An alchemist begins weak but as they advance in level, he or she gains more and more spell effects through research, discovery and experimentation.

Notebook: Similar in all respects to the mage’s spell book. A list of the processes available for the alchemist to use. A reference of experiments and recipes; it can be an actual book, a collection of notes or whatever the player and referee agree on.

As an apprentice, the alchemist receives beginning processes from their teacher or master. The referee is free to determine the number and type of processes a beginning character has at the start of their career. New processes can be added through study and experimentation (much like spell research,) finding scrolls or lore in secreted places (dungeons,) or through purchase. Expansion of an alchemist’s repertoire is at the behest of the referee.

Alchemy:

Alchemy uses the magic of “science” to replicate magical effects. Alchemists create potions, powders and unguents as the delivery systems for their spell effects.

The alchemist chooses the form a spell effect will take, applies the changes to the spell statistics as shown below and records it. Doses must be recorded as either a mix or a compound before actual use to indicate casting time and potency.

The referee should use good judgment when applying modifiers. This system is intended to inspire creativity and fun, not become an exercise in power.

Note that the area affected by a spell is not altered if the spell’s effect is an explosion or burst. Applied potions and dispersed powders must make physical contact with the target (point of origin for the effect.)

Range increments (for thrown attack rolls) are for short, medium and extreme. If a catalyzed powder must be activated up close, the user must also save vs. breath weapon or be caught in their own spell effect.

Spell Modifiers

Potions	Imbided	Range= Touch (must be ingested) Target must save vs. poison.
	Applied (splash)	Range= Thrown (requires attack roll); Area= 10’ radius (must contact target) Target must save vs. breath weapon.
Powders	Dispersed (scattered; blown)	Range= 5’/10’/15’ (requires attack roll); Area= 10’ radius (must contact target) Target must save vs. spells
	Catalyzed	Must be lit, soaked, or exposed to air. Effect is increased by 1/2.
Unguents	Instilled (absorbed)	Range= Touch (unguent must be physically applied to target) Target must save vs. poison. Duration is doubled.
	Radiated (external)	Range= Touch (unguent must be physically applied to a surface) No save. Duration is doubled.

Alchemist’s Kit: The portable collection of substances used by the alchemist to create doses while traveling. The cost of this “portable lab” is 50gp per level of spell effect for one week of daily use.

Example: Godot (previous example) can create both first and second level doses, so his ingredients will cost 150gp for one week’s worth.

The referee is free—and encouraged—to deplete a character’s ingredient base (and gold supply) if excess doses are created, or to increase the cost depending on availability.

Dangers: Due to volatility—and in the interest of personal safety—an alchemist may only carry a number of mixtures or compounds at one time equal to the dose limit shown on the alchemist’s level table.

- If an alchemist carries more than the maximum doses allowed by their level they must make a save vs. wands each time any of the following occurs:
- Take more than 5hp damage from a single source.
 - Make a check or a save based on a physical effect (run, dodge, fall, push (given or received.)
 - Forced movement of any sort.)

This saving roll is penalized by –1 for every dose carried above the limit. *Example: Godot, a 3rd level alchemist carrying 3 mixtures and 3 compounds (6 total doses) saves versus calamity at a –3 whenever he runs, falls, or gets hit.*

A failed save indicates the doses have been jarred and are exposed to the air or each other, causing potential disaster. Roll on the alchemical calamity table with a +1 for every offensive (damage causing) mixture or compound included in the alchemist’s carried inventory. *Example: If Godot, above, was carrying two potions of Acid Missile (magic missile), powers of Phantasmal Force and Light and an unguent of Charm Person, he would roll at a +2 on the calamity table due to the more hazardous nature of two of these doses.*

Of course, the Referee is free to improvise their own results for personal story purposes.

ALCHEMICAL CALAMITY TABLE

d12	Result
1-2	All doses are destroyed (rendered useless)
3	The alchemist’s clothing is now filled with a teal foam.
4	All items carried are now ruined (sodden, melted, etc.)
5	All clothing is now shredded, hanging in tatters
6-7	All previous effects, plus the alchemist’s skin is glowing
8	Alchemist becomes a beacon of light, sound and smell for 1 round per dose
9	Alchemist suffers 1d4 hp per dose carried and may be on fire or swelling
10	Alchemist and everything within 5’ x alchemist’s level suffers 1d4 hp per dose carried
11	Alchemist is dead (insert spectacular death scene here)
12	Previous effect (#11), plus everything within 5’ x alchemist’s level suffers 6 hp per dose carried

Sample Spells:

The following list provides examples of how spells may be adjusted for the alchemist’s use. It is neither exhaustive nor is it absolute. Several of the spells seem to go against the adjustments provided in the magic section; these are intended as guidelines to show the flexibility individual referees should have in practice.

Acid Missile (Magic Missile)

Level: 1	Potion (applied)	Powder (Catalyzed)	Unguent (n/a)
Area:	1 Target	5’ radius	“Not
Range:	10’/20’/50’	5’/10’/15’	Applicable”

A minor burst of damaging energy; the alchemist’s version of a magic missile.

Potion: Target must save vs. breath, suffers 1d4+1 damage on a missed save.

Powder: The powder reacts when exposed to the air; target must save vs. breath. Anything within 5’ of the target will suffer half damage.

Unguent: Due to requirements of an unguent (touch) this form is not allowed for this process at this time.

Charm Person

Level: 1	Potion (applied)	Powder (Dispersed)	Unguent (Instilled)
Area:	1 humanoid	1 humanoid	1 humanoid
Range:	10’/20’/30’	5’/10’/15’	Touch

The dose must be poured, cast, sprinkled or otherwise make direct contact with the target to grant its effect. The target will take its cue from the first being which speaks directly to it after failing its save. If applied as an unguent, double the duration. The effect should match, in all other respects, the magic user spell of the same name.

Cure Light Wounds (reversible)

Level: 1	Potion (imbibed)	Powder (Dispersed)	Unguent (Instilled)
Area:	1 Target	1 Target	1 Target
Range:	Ingested	5’	Touch

The alchemist pours, sprinkles or spreads the dose on one character or creature (or himself) and heals 1d6+1 hit points of damage. This may also be used to cure paralysis, but it will not heal damage and paralysis with the same dose. This effect cannot grant more hit points than the being’s normal maximum. **Cause light wounds (reversed)** causes 1d6+1 hit points of damage if the dose comes in contact with the target.

Detect Magic

Level: 1	Potion (applied)	Powder (Dispersed)	Unguent (Instilled)
Area:	60’	10’ radius	1d6 items/ lvl
Duration:	1 round	1 turn	2 turns
Range:	Imbiber	5’/10’/15’	Touch

For the duration of the effect, the following occurs:

Potion: The imbiber may move around for one round to bring objects within the 60’ range of vision for the duration of the spell.

Powder: Anything within range of the powder will react for 1 turn. The duration begins once the powder is exposed to the air.

Unguent: Targets touched will react for 2 turns; limit of items per level is due to quantity of unguent.

Light

Level: 1	Potion (applied)	Powder (Catalyzed)	Unguent (Radiated)
Area:	20’ radius	30’ radius	20’ radius
Duration:	6 turns +level	6 turns +level	12 turns +level
Range:	10’/20’/50’	5’/10’/15’	Touch

For the duration listed above, one affected item, creature, or area, will glow brighter than a torch. Otherwise this is similar to standard light spell.

Potion: Requires an attack roll. The target will glow if hit; a miss means an insufficient amount made contact and the resulting glow will fade quickly..

Powder: Requires two attack rolls: one for the powder, one for the catalyst; both must hit (see Potion for consequences.)

Unguent: Target touched will glow as described above. Multiple items may be touched, dividing the duration by the number affected.

Sleep

Level: 1	Potion (applied)	Powder (Dispersed)	Unguent (Instilled)
Area:	10’ radius	10’ radius	n/a
Duration:	4d4 turns	4d4 turns	4d8 turns
Range:	10’/20’/50’	5’/10’/15’	Touch

A magical slumber affects creatures with 4+1 Hit Die or fewer. A single dose will only affect 1 creature if it has 4+1 HD; otherwise it will affect up to 2d8 total HD of creatures (less than 1 HD counts as 1 HD; bonuses are dropped to the flat amount.) Ex: 3+2 HD = 3 HD. Partial remainders are wasted. Lower HD creatures are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. Will not affect undead creatures.

Key Terms:

Alchemist's Notebook: Similar in all respects to the mage's spell book. A list of the processes available for the alchemist to produce as doses.

Catalyst: the trigger which turns a dose into an effect: usually air, fire or water. Catalyzing requires the alchemist to consider whether the dose can be activated at range or must be interacted with directly. *Examples: a potion which must be ingested, or a powder needing ignition (torch or flaming arrow.)*

Compounds: pre-combined and ready for immediate use, but with an expiration. Compounds can be catalyzed without delay but only retain potency for one day, and if unused, must be remade.

Doses: A ready to use process; it must be designated as a compound or mixture upon preparation. The actual effects take the form of a mixture or compound, like a spell caster's "memorized spells." A limited number can be carried at one time. One dose = one ready spell effect.

Mixtures: two or more ingredients put together at the time of use and catalyzed, creating the spell effect after a slight delay. Mixtures require a mixing time (casting time) of one or more rounds (seconds, actions, etc. based on applicable game system) before they can be catalyzed to produce their effect. Prior to mixing, they can be held or stored indefinitely.

Potions: liquids ingested or applied through physical contact to produce an effect.

Powders: granular or smaller solids dispersed to the air, ignited by fire or doused with water to produce an effect.

Process: The spell effect(s) an alchemist is capable of replicating. This should be adjudicated within any game the same as any spell user's spell selection or unprepared spells (e.g. spell book, prayer selection, etc.)

Unguent: paste or salve applied through direct contact to radiate (exude) its effect like a light spell, or to instill (internalize) the effect like a healing spell.

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