

# Supplement #1: The Alchemist



by Charles Rice

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# Supplement # 1: The Alchemist

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The alchemist studies the magic inherent in the natural world, especially the elements of air, earth, fire and water. These elements are the building blocks of everything in nature and by learning everything about them the alchemist slowly unlocks the greatest secret of all: the knowledge that the universe is present in the smallest particle of every object, that all things are one.

## The Alchemist Character

**Minimum Scores:** Str 3, Dex 9, Int 9, Wis 3, Con 9, Cha 3

**Hit Die Type:** d6 (max 10)

**Alignment:** Any

**Experience Bonus:** None

**Armor/Shield Permitted:** Leather or Studded Leather

**Weapons Permitted:** Club, dagger, dart, oil, sling

**Weapon Proficiencies:** 2 +1 every 4 levels

**Penalty to hit for non-proficiency:** -3

**Weapon Specialization:** N/A

## Alchemist Class Abilities

**Identify Potions/Oils/Poisons:** At 1<sup>st</sup> level the alchemist has a 75% chance +5% per level to identify potions, poisons or oils. The alchemist can do this in complete safety, identifying the characteristics of an unknown substance using smell and the way a few drops affects various substances, changing color and so forth.

**Mixology:** The alchemist is a skilled transmuter and nowhere is this talent better displayed than his ability to mix potions effectively. By mixing two potions, the alchemist has a 50% chance +5% per level to change them into a single new potion of his choice. If this check fails, the alchemist rolls on the potion admixture table.

Note however that the alchemist has not actually *drunk* the potions, which renders some results on the admixture table moot. Most of the results should be applied whenever possible however. For example, if the roll on the potion admixture table results in both potions working normally, then they might not mix at all, but separate like oil and water in the beaker.

This ability is more art than science and because potions can be brewed in a variety of ways for the same effects, the alchemist must roll every time. Combining two potions of healing successfully into a potion heroism does not mean the alchemist will get this result every time.

**Formulae:** At 1<sup>st</sup> level the alchemist has gained a working familiarity with basic chemistry and can create one of the following types of substances: acids, poisons or medicines. Formulae can only be prepared under proper conditions.

At low levels this means in a laboratory, typically only found in cities, though the characters might come across a usable laboratory anywhere during their adventures.

At 7<sup>th</sup> level and above the alchemist is skilled enough to create formulae anywhere as long as he has access to fire and a pot to brew his creation in.

Brewing formulae takes 1 hour plus 10 minutes per dose the character wishes to create. It requires special components that can either be purchased (the costs are detailed below) or scrounged. Scrounging components can be done anywhere, as alchemists are notoriously resourceful and inventive but it requires a good deal of time, typically one hour per sp cost of the formulae's components.

At 3<sup>rd</sup> level and then at 6<sup>th</sup> level the alchemist learns a new branch of formulae meaning he will eventually be able to make acids, poisons and medicines.

**Acids:** Acids cost 10 sp per vial to prepare and come in three varieties: flesh-eating, metal-eating and stone-eating. Each of these acids is described below.

**Flesh-eating:** A single dose of flesh-eating acid can damage leather armor, worsening its armor class by 1 until the armor is repaired (requiring 30 minutes and costing 20 sp). Alternately, it can damage a living target, inflicting 1d6 damage +1 per level of the alchemist. The alchemist can choose either of these effects on a successful attack roll.

Outside of combat a dose of flesh-eating acid can dissolve 1 inch of organic matter per round for a number of rounds equal to the acid's maximum damage potential (so 7 rounds at 1<sup>st</sup> level and so on).

Magical armor is immune to the effects of this acid.

**Metal-eating:** A single dose of metal-eating acid can damage metal armor, worsening its armor class by 1 until the armor is repaired (requiring 30 minutes and costing 20 sp). Against a creature composed primarily of metal this acid can inflict 1d6 damage +1 per level of the alchemist.

Outside of combat a dose of metal-eating acid can dissolve ¼ inch of metallic matter per round for a number of rounds equal to the acid's maximum damage potential (so 7 rounds at 1<sup>st</sup> level and so on).

Magical armor is immune to the effects of this acid.

**Stone-eating:** A single dose of stone-eating acid can inflict 1d6 damage +1 per level of the alchemist to a creature primarily made of stone.

Outside of combat a dose of stone-eating acid can dissolve ½ inch of stone per round for a number of rounds equal to the acid's maximum damage potential (so 7 rounds at 1<sup>st</sup> level and so on).

**Poisons:** Poisons cost 10 sp per vial to prepare. There are two types of poisons: ingested and injected. Ingested poisons inflict more damage but over time, whereas injected poisons tend to affect the target immediately.

Whether or not poison has any alignment implications will be determined by the dungeon master so discuss the views of poison with him before practicing this branch of alchemy.

It might also be prudent to discuss implications with other party members. Certainly rangers and druids would not have a problem with use of poisons, but a Paladin or good Cleric might.

**Ingested poisons:** The victim of an ingested poison must succeed at a Poison saving throw or suffer severe cramps and muscle pain for 1-6 hours. The victim can take no actions during this time and suffers damage equal to the alchemist's level each hour.

Level	XP Required	Hit Dice	Notes
1st	0	1	Identify Potions Mixology Basic Formulae
2nd	1,300	2	
3rd	2,600	3	Formulae
4th	5,400	4	
5th	11,000	5	Potion Craft
6th	22,000	6	Formulae
7th	55,000	7	Advanced Formulae
8th	93,500	8	
9th	250,000	9	Formulae
10th	500,000	10	Court Alchemist
11th	750,000	10+2	
12th	1,000,000	10+4	Formulae
13th	1,250,000	10+6	
14th	1,500,000	10+8	Master Formulae
15th	1,750,000	10+10	Formulae
16th	2,000,000	10+12	
17th	2,250,000	10+14	
18th	2,500,000	10+16	Formulae
19th	2,750,000	10+18	
20th	3,000,000	10+20	Philosopher's Stone

If this saving throw is successful, the victim suffers damage once during a 10-minute bout of nausea but is otherwise not affected.

*Injected poisons:* Must be applied to a bladed or piercing weapon (including an arrow). On a successful attack roll the target must make a saving throw vs. poison or suffer an additional 1d6+1 damage per level of the alchemist who made the poison. A poisoned weapon will remain poisoned until either 24 hours has passed or until the wielder makes a successful attack roll, delivering the poison.

*Medicines:* Medicines cost 10 sp per dose to prepare and come in three varieties: balm, ipecac, and poultice.

*Balms:* Are curative oils or butters specifically tailored to help against specific ailments. For example an alchemist might make a soothing balm to aid burns for victims of fire damage.

They require a full round to apply, usually by rubbing onto any exposed skin surfaces.

If applied before a type of damage is suffered, a balm will

remain effective for 1 hour. If the victim suffers the appropriate type of damage during that hour, she gains a +4 bonus to any saving throw to resist and has damage reduced by one-half. So continuing the previous example, a warrior entering the lair of a red dragon might apply a balm against fire damage before going inside.

A character can only have one balm applied at a time, though she can remove a previously applied one (which is ruined) in order to apply a new balm. A balm will only protect from a single attack

If applied after the appropriate type of damage is suffered, the victim is healed 1d6 hit points + 1 per level of the alchemist. So if the warrior had suffered damage from fire, she could apply a fire balm and heal some damage.

*Ipecac:* Are a special concoction designed to aid against ingested poisons or to remove the effects of an unwanted potion. If a character has ingested something harmful, he can down an ipecac and trade 1-4 minutes of nausea for whatever effects the ingested substance would normally cause. Note that an ipecac does

nothing to heal past damage caused by an ingested substance, so if a companion falls over dead as a result of a poison, it's too late for an ipecac to do any good.

*Poultice:* A poultice might best be described as a medicated bandage. Applied to an injured comrade, it can help him recover much faster than normal, though not as fast as by clerical magic.

A poultice is applied before a character plans to rest for 8 hours or more. If the character rests undisturbed for a full 8 hours, she is healed 1d6 points+ 1 per level of the alchemist. If the character is only able to rest for an hour she is healed only 1-6 hit points. If a character's rest is interrupted less than an hour after applying a poultice the character heals only 1 hit point of damage.

### Advanced Abilities

*Advanced Formulae:* At 7<sup>th</sup> level the alchemist learns advanced formulae of one of the basic varieties he mastered during his lower levels.

*Advanced acids:* Inflict an additional 1d6 points of damage (so 2d6 damage +1 per alchemist level). They can also reduce the armor class of +1 magical armor.

*Advanced poisons:* Can inflict instant death on a target of a lower level (or with fewer hit dice) than the alchemist on a failed Poison saving throw.

*Advanced medicines:* Heal an additional 1d6 hit points of damage (so 2d6 hit points +1 per alchemist level).

*Master Formulae:* At 14<sup>th</sup> level the alchemist learns the most advanced formulae of one of the advanced varieties he mastered during his mid-levels.

*Master acids:* Inflict an additional 1d6 points of damage over advanced acids (so 3d6 damage +1 per alchemist level). They can also reduce the armor class of +3 magical armor or less.

*Advanced poisons:* Can inflict instant death on a target that fails a Poison saving throw.

*Advanced medicines:* Heal an additional 1d6 hit points of damage over advanced medicines (so 3d6 damage +1 per alchemist level).

*Potion Craft:* At 5<sup>th</sup> level the alchemist can brew potions as described under the 7<sup>th</sup> level Magic-User ability Eldritch Craft.

*Court Alchemist:* At 10<sup>th</sup> level a wealthy noble will offer the alchemist a position in his castle, complete with a fully stocked laboratory for the alchemist's use. This position will usually come with a minimum amount of time the alchemist is expected to make himself available to his patron, crafting potions according to his specifications.

A court alchemist will also attract 1-6 1<sup>st</sup> level alchemists who seek to learn from an accomplished master of their craft.

*Philosopher's Stone:* At 20<sup>th</sup> level the alchemist has mastered the ability to transmute one item into another. This ability is left intentionally vague because the alchemist is capable of amazing things, provided he is willing to invest the time and money into achieving them. Immortality, restoring youth to the old, turning a beautiful girl into an ugly crone, transforming lead to gold and even more amazing feats are possible, though not easy, for an alchemist with this ability. The greater the goal, the more time and money it will take to achieve but all things are possible for the supremely talented alchemist.

## Alchemist Saving Throw Table

Alchemists use the Thief Saving Throw table.

## Alchemist To-Hit Table

Alchemists use the Thief to-hit table.

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