



GAME CHANGER

# *Alchemical Tools*

**PATHFINDER**  
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## *Game Changer* *Alchemical Tools*

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## TABLE OF CONTENTS

<b>At the Crossroads of Fantasy &amp; Science</b>	<b>4</b>	Midnight Oil	17
<b>Alchemical Tools</b>	<b>4</b>	Mimicblood Balking	17
<b>Alchemical Weapons</b>	<b>6</b>	Mufflestep Grease	18
<b>Old Alchemical Tools</b>	<b>7</b>	Nonconductive Cream	18
Philosopher's Stone	7	Preservation Sunrod	18
Silversheen	7	Razoredge Whetstone	18
Smokestick	7	Repellent Smokestick	19
Snake Oil	8	Rigidity Reinforcer	19
Sunrod	8	Seeker's Smokestick	19
Tindertwig	8	Signalstick	19
<b>New Alchemical Tools</b>	<b>8</b>	Smogstick	20
Alchemical Charge	8	Sureburn Oil	20
Alchemical Repair Paste	9	Tensile Tightening Wax	20
Alchemical Resonator	10	Toxin DeaerIALIZER	21
Alchemical Torch	10	Tracer Rod	21
Alkaline Neutralizer	11	Wendigo Eyepiece	21
Anticoagulant	11	<b>Alchemical Weapons</b>	<b>22</b>
Armor Lubricant Item	11	Alchemist's Aspergillum	22
Arrowproofing	11	Alchemical Crossbow	22
Bladeblunt Polish	12	Bomber's Cleaver	23
Bladeburn Oil	12	Dragonbreath Pike	23
Catalytic Detonator	12	Heavy Alchemical Crossbow	23
Clotting Agent	13	Woundwoe Blade	24
Coldforge Blanching	13	<b>New Alchemist Class Features</b>	<b>25</b>
Dampening Foam	13	<b>New Alchemist Feats</b>	<b>26</b>
Darkbane Sunrod	13	Efficient Storage	26
Dazzlerod	14	Measured Expenditure	26
Deathscent Cover-All	14	Disruptive Formula	26
Duskrod	14	Reactive Countermeasures	26
Extinguishing Powder	15	Martial Improvisation	26
Firesteel	15	Adaptive Protection	26
Frostfire Torch	15	Greater Disruptive Formula	27
Impact Absorber	16	Countermagic Formulation	27
Insulation Salve	16	True Disruptive Formula	27
Liquid Diamond	16	Alchemical Weaponsmith	27
Liquid Rope	17		

## ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Horde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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## AT THE CROSSROADS OF FANTASY & SCIENCE

Alchemy is a strange thing in fantasy. It has its basis in real world pseudoscience, yet alchemy could be described as infancy of chemistry. In a world of magic, where the laws of the universe operate differently from our own, the nature of alchemy blurs the lines between science and magic even closer to one another.

Yet alchemy is not just about blowing things up or brewing potions. Alchemists are, by nature, scientists. And science is about experimentation, innovation, and the endless development of solutions to your problems and answers to your questions. Alchemists create real solutions to real-world problems (real to their respective fantasy settings, at least) that don't require some stuffy wizard to thumb through his spellbook or any cleric to beseech their deity with prayers to light a campfire. No alchemists worthy of the title would be satisfied with the simple tools of tindertwigs and smokesticks. After all, adventuring has no shortage of problems that need solving.

Fortunately, science always finds a way.

## ALCHEMICAL TOOLS

An alchemical tool is the catch-all descriptor for any alchemical item without the bomb, elixir, or poison trait. Those three categories are sort of self-explanatory by the very nature of the trait, but "tool" is such a generic trait to possess that it is, in fact, defined by the absence of a more specific trait. They are devices, concoctions, oils, salves, and intoxicants that provide a variety of effects to solve the problems of the everyday adventurer. Put another way, alchemical tools are consumable items you don't drink, eat, or otherwise ingest.

Below you'll find a selection of new and updated alchemical tools that are not elixirs (though they may benefit you), not poisons (though few are fit for consuming), and not bombs (though they may well be combustible).

Finally, at the end of the book you'll find a set of alchemist class options designed around the innovator research field, a specialist in alchemical tools.





## ALCHEMICAL TOOLS

Level	Item	Price
1	Alchemical repair paste, lesser	2 gp
1	Alchemical torch, lesser	1 gp
1	Armor lubricant, lesser	4 gp
1	Bladeblunt polish	4 gp
1	Clotting agent, lesser	5 gp
1	Dazzlerod, lesser	5 gp
1	Duskrod, lesser	7 gp
1	Extinguishing powder, lesser	7 gp
1	Firesteel	3 gp
1	Insulation salve, lesser	4 gp
1	Liquid rope, lesser	3 gp
1	Mufflestep grease, lesser	5 gp
1	Rigidity reinforcer, lesser	5 gp
1	Seeker's smokestick, lesser	3 gp
1	Smokestick, lesser	3 gp
1	Snake oil	2 gp
1	Sunrod, lesser	3 gp
1	Tindertwig	2 sp
1	Tracer rod, lesser	5 gp
2	Alkaline neutralizer, lesser	5 gp
2	Dampening foam, lesser	4 gp
2	Deathscent cover-all, lesser	10 gp
2	Frostfire torch, lesser <sup>U</sup>	4 gp
2	Liquid diamond, lesser	9 gp
2	Midnight oil	10 gp
2	Nonconductive cream, lesser	4 gp
2	Bladeburn oil, lesser <sup>U</sup>	7 gp
2	Preservation sunrod, lesser	6 gp
2	Razoredge whetstone, lesser	10 gp
2	Repellent smokestick, lesser	7 gp
2	Signalstick	5 gp
2	Silversheen	6 gp
2	Smogstick, lesser	6 gp
2	Sureburn oil	15 gp
3	Alchemical charge, lesser	15 gp
3	Alchemical resonator, lesser <sup>U</sup>	14 gp
3	Catalytic detonator	3 gp
3	Coldforge blanching	10 gp

3	Impact absorber, lesser <sup>U</sup>	15 gp
3	Mimicblood balking, lesser <sup>U</sup>	20 gp
4	Alchemical repair paste, moderate	10 gp
4	Alchemical torch, moderate	10 gp
4	Alkaline neutralizer, moderate	35 gp
4	Armor lubricant, moderate	17 gp
4	Arrowproofing, lesser <sup>U</sup>	18 gp
4	Clotting agent, moderate	
4	Duskrod, moderate	14 gp
4	Extinguishing powder, moderate	40 gp
4	Rigidity reinforcer, moderate	35 gp
4	Tensile tightening wax, lesser	60 gp
4	Insulation salve, moderate	25 gp
4	Seeker's smokestick, moderate	18 gp
4	Smokestick, moderate	14 gp
4	Sunrod, moderate	11 gp
4	Toxin deaerializer, lesser	18 gp
4	Tracer rod, moderate	20 gp
5	Dampening foam, moderate	22 gp
5	Dazzlerod, moderate	18 gp
5	Frostfire torch, moderate <sup>U</sup>	14 gp
5	Mufflestep grease, greater	25 gp
5	Nonconductive cream, moderate	25 gp
5	Liquid rope, moderate	27 gp
5	Wendigo eyepiece, lesser	22 gp
6	Alchemical charge, moderate	60 gp
6	Alchemical repair paste, greater	30 gp
6	Deathscent cover-all, greater	45 gp
6	Impact absorber, greater <sup>U</sup>	45 gp
6	Bladeburn oil, moderate <sup>U</sup>	55 gp
6	Preservation sunrod, greater	35 gp
6	Razoredge whetstone, moderate	55 gp
7	Anticoagulant	70 gp
7	Darkbane sunrod, lesser	70 gp
7	Duskrod, greater	70 gp
7	Liquid diamond, moderate	70 gp
7	Mimicblood balking, moderate <sup>U</sup>	55 gp
7	Rigidity reinforcer, greater	125 gp



7	Smokestick, greater	53 gp
7	Sunrod, greater	51 gp
8	Alchemical torch, greater	80 gp
8	Armor lubricant, greater	100 gp
8	Arrowproofing, moderate <sup>u</sup>	95 gp
8	Repellent smokestick, greater	85 gp
8	Seeker's smokestick, greater	80 gp
8	Smogstick, moderate	90 gp
8	Tensile tightening wax, moderate	120 gp
8	Toxin deaerializer, moderate	110 gp
9	Alchemical charge, greater	175 gp
9	Alchemical repair paste, major	180 gp
9	Alchemical resonator, greater <sup>u</sup>	170 gp
9	Frostfire torch, greater <sup>u</sup>	100 gp
9	Liquid rope, greater	180 gp
10	Dazzlerod, greater	175 gp
10	Bladeburn oil, greater <sup>u</sup>	160 gp
10	Wendigo eyepiece, greater	188 gp
11	Alkaline neutralizer, greater	270 gp
11	Clotting agent, greater	180gp
11	Dampening foam, greater	165 gp
11	Darkbane sunrod, moderate	300 gp
11	Duskrod, major	280 gp
11	Extinguishing powder, greater	300 gp
11	Insulation salve, greater	200 gp
11	Nonconductive cream, greater	175 gp
11	Rigidity reinforcer, major	250 gp
11	Smokestick, major	275 gp
11	Sunrod, major	250 gp
11	Tracer rod, greater	260 gp
12	Alchemical charge, major	400 gp
12	Alchemical torch, major	450 gp
12	Arrowproofing, greater <sup>u</sup>	350 gp
12	Liquid diamond, greater	320 gp
12	Mimicblood balking, greater <sup>u</sup>	365 gp
12	Razoredge whetstone, greater	380 gp
12	Tensile tightening wax, greater	360 gp
12	Toxin deaerializer, greater	370 gp
13	Frostfire torch, major <sup>u</sup>	570 gp
13	Smogstick, greater	320 gp

14	Liquid rope, major	680 gp
14	Bladeburn oil, major <sup>u</sup>	675 gp
15	Darkbane sunrod, greater	1,300 gp
15	Dazzlerod, major	700 gp
16	Arrowproofing, major <sup>u</sup>	1,600 gp
16	Toxin deaerializer, greater	1,800 gp
17	Alkaline neutralizer, major	2,650 gp
17	Clotting agent, major	2,650 gp
17	Dampening foam, major	2,500 gp
17	Extinguishing powder, major	2,700 gp
17	Insulation salve, major	2,600 gp
17	Nonconductive cream	2,600 gp
18	Razoredge whetstone, major	3,800 gp
18	Smogstick, major	2,800 gp
20	Philosopher's stone	—
20	Toxin deaerializer, true	13,750 gp

<sup>u</sup> These items are uncommon.

## ALCHEMICAL WEAPONS

Stretching the bounds of what does or doesn't count as a "tool," we've also included six alchemical weapons as their own category, after the listing for alchemical tools.

## ALCHEMICAL WEAPONS

Level	Item	Price
3	Alchemist's aspergillum <sup>u</sup>	25 gp
3	Alchemical crossbow <sup>u</sup>	25 gp
3	Bomber's cleaver <sup>u</sup>	28 gp
3	Dragonbreath pike <sup>u</sup>	30 gp
4	Woundwoe blade <sup>u</sup>	40 gp
5	Heavy alchemical crossbow <sup>u</sup>	55 gp

<sup>u</sup> These items are uncommon.



# ALCHEMICAL TOOLS

This section has two parts, a quick reprinting and updating of various alchemical tools from the *Pathfinder Second Edition Core Rulebook*, sometimes with additional clarity or corrections, and then a section of all new alchemical tools.

## OLD ALCHEMICAL TOOLS

Just because there is an expansive new array of tools at the disposal of the everyday alchemist, that doesn't mean there isn't room to innovate on old classics. Some of these common alchemical tools have received updates and improvements upon their quality, keeping them effective well into your adventuring career. Others are being reprinted as a courtesy and completeness (and so you don't need to look them up in some other book).

### PHILOSOPHER'S STONE ITEM 20

**Uncommon** **Alchemical** **Consumable**

**Price** —

**Usage** held in 2 hands; **Bulk** 2

**Activate** ♦ Interact or 1 or more days; see below

An alchemist with the Craft Philosopher's Stone feat can create a philosopher's stone once per month by spending 1 batch of infused reagents during their daily preparations using the advanced alchemy class feature. This is the only way to create a philosopher's stone.

At a glance, a philosopher's stone appears to be an ordinary, sooty piece of natural rock. Breaking the rock open with a Force Open action (DC 35) reveals a cavity at the stone's heart. The cavity is lined with a rare type of quicksilver that can transmute base metals into precious metals or create an elixir of rejuvenation.

To use the quicksilver, you must be legendary in Crafting and have the Alchemical Crafting feat. You can then use the stone's quicksilver for one of two effects:

- You can apply the stone's quicksilver to an infused true elixir of life using an Interact action. This turns

the elixir into an infused elixir of rejuvenation instantaneously. This doesn't require any crafting time or additional materials.

- You can spend up to a month of downtime applying the quicksilver either to iron to create silver or to lead to create gold. Treat this as a 20th-level task to Earn Income using Crafting, except that you create 500 gp worth of your chosen metal per day on a success or 750 gp worth per day on a critical success.

### SILVERSHEEN ITEM 2

**Alchemical** **Consumable**

**Price** 6 gp

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

You can slather this silvery paste onto one melee weapon, one thrown weapon, or 10 pieces of ammunition. Silversheen spoils quickly, so once you open a vial, you must use it all at once, rather than saving it. For the next hour, the weapon or ammunition counts as silver instead of its normal precious material (such as cold iron) for any physical damage it deals.

### SMOKESTICK ITEM 1+

**Alchemical** **Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a burst centered on one corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

**Type** lesser; **Level** 1; **Price** 3 gp

The radius of the burst is 5 feet.

**Type** moderate; **Level** 4; **Price** 14 gp

The radius of the burst is 10 feet.

**Type** greater; **Level** 7; **Price** 53 gp

The radius of the burst is 20 feet.

**Type** major; **Level** 11; **Price** 275 gp

The radius of the burst is 30 feet.



## SNAKE OIL

ITEM 1

**Alchemical**

**Consumable**

**Price** 2 gp

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

You can apply snake oil onto a wound or other outward symptom of an affliction or condition (such as sores from a disease or discoloration from a poison). For the next hour, the symptom disappears and the wounded or afflicted creature doesn't feel as if it still has the wound or affliction, though all effects remain. A creature can uncover the ruse by succeeding at a DC 17 Perception check, but only if it uses a Seek action to specifically examine the snake oil's effects.

## SUNROD

ITEM 1+

**Alchemical**

**Consumable**

**Light**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a radius (and dim light beyond that).

**Type** lesser; **Level** 1; **Price** 3 gp

It sheds bright light in a 20-foot radius and dim light to the next 20 feet.

**Type** moderate; **Level** 4; **Price** 11 gp

It sheds bright light in a 30-foot radius and dim light to the next 30 feet.

**Type** greater; **Level** 7; **Price** 51 gp

It sheds bright light in a 40-foot radius and dim light to the next 40 feet.

**Type** major; **Level** 11; **Price** 250 gp

It sheds bright light in a 60-foot radius and dim light to the next 60 feet.

## TINDERTWIG

ITEM 1

**Alchemical**

**Consumable**

**Fire**

**Price** 2 sp

**Usage** held in 1 hand; **Bulk** —

**Activate** ♦ Interact

An alchemical substance applied to one end of this tiny wooden stick ignites when struck against a rough

## SUNROD ENTRY CLARIFICATION

In the *Pathfinder Second Edition Core Rulebook*, two different sets of effects are given for the sunrod between the *Chapter 6: Equipment* entry for sunrods and the *Chapter 11: Crafting & Treasure* entry. The *Chapter 6* entry says the sunrod sheds bright light in a 20-foot radius (dim light in the next 20 feet) for 6 hours, while the *Chapter 11* entry says the sunrod sheds bright light in a 20-foot radius (and dim light to the next 40 feet) for 6 hrs. We are assuming the *Chapter 11* entry, while the full entry for sunrods, is incorrect as this breaks the style of other illumination devices like lanterns, torches, and *light-centric* spells. If an errata comes along to clarify this, adjust the rules here to match that style, adding distance to various types of sunrod as needed. In your own game, you are of course free to choose how to rule this, even going so far as to say things like a sunrod, broken into six parts will each shed light as a candle for 1 hour — you do you.

surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel. You can ignite the tindertwig and touch it to a flammable object as part of the same Interact action.

## NEW ALCHEMICAL TOOLS

While some of the following are based on existing items, their entries are new or expanded to the point they're not merely reprinted but we consider them entirely new items.

## ALCHEMICAL CHARGE

ITEM 3+

**Alchemical**

**Consumable**

**Fire**

**Usage** held in 2 hands; **Bulk** 2

**Activate** ♦ Interact

The destructive arsenal of an alchemist is not always about melting the flesh off of one's foes, but sometimes about clearing a cave-in for the local mining guild or



demolishing a building. The alchemical charge is a dangerous device designed for use against objects, rather than creatures. An alchemical charge explodes in a 20-foot radius. If set directly against an object (such as at the base of a wall), the charge ignores a portion of its Hardness. An alchemical charge ignores an additional 2 Hardness per proficiency rank you have in Engineering lore (+2 if you are trained, +4 if you're an expert, +6 if you're a master, or +8 if you're legendary).

Alchemical charges must be primed with a catalytic detonator, which includes the necessary components to detonate the charge. An alchemical charge is too clunky to be thrown while armed. If the detonator is removed before detonation, the charge is rendered inert (but not ruined). Alchemical charges, despite being explosives, do not count as alchemical bombs for effects and do not have the bomb trait. Creatures that are still caught in the explosion may attempt a basic Reflex saving throw against your highest rank class DC proficiency.

**Type** lesser; **Level** 3; **Price** 15 gp

The charge deals 1d6 bludgeoning and 1d6 fire damage and ignores 3 Hardness.

**Type** moderate; **Level** 6; **Price** 60 gp

The charge deals 2d6 bludgeoning and 2d6 fire damage and ignores 4 Hardness.

**Type** greater; **Level** 9; **Price** 175 gp

The charge deals 3d6 bludgeoning and 3d6 fire damage and ignores 5 Hardness.

**Type** major; **Level** 12; **Price** 400 gp

The charge deals 4d6 bludgeoning and 4d6 fire damage and ignores 6 Hardness.

## ALCHEMICAL REPAIR PASTE ITEM 1+

**Alchemical** **Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** varies Interact

This viscous liquid quickly cures into a moldable putty and eventually hardens into a binding, impact-resistant substance. Alchemical repair paste is used while using Crafting to Repair an item. Alchemical repair paste replaces the repair kit requirement for the Repair activity and is consumed in the process. The amount of time it takes the putty to harden depends

upon the grade of alchemical repair paste.

**Special** If you have the Quick Repair feat, alchemical repair paste never slows the speed at which you perform a Repair activity. You restore additional Hit Points per proficiency rank and gain an item bonus to your Crafting checks to Repair.

**Type** lesser; **Level** 1; **Price** 2 gp

**Activate** 5 minutes Interact

You spend 5 minutes to perform the Repair activity instead of 10 minutes.

**Special** You restore an additional 1 Hit Point per proficiency rank and a +1 item bonus.

**Type** moderate; **Level** 4; **Price** 10 gp

**Activate** 3 minutes Interact

You spend 3 minutes to perform the Repair activity instead of 10 minutes.

**Special** You restore an additional 2 Hit Points per proficiency rank and a +2 item bonus.

**Type** greater; **Level** 6; **Price** 30 gp

**Activate** 1 minute Interact

You spend 1 minute to perform the Repair activity instead of 10 minutes.

**Special** You restore an additional 3 Hit Points per proficiency rank and a +3 item bonus.

**Type** major; **Level** 9; **Price** 180 gp

**Activate** **◆◆◆** Interact

You can Repair as a 3 action activity.

**Special** You restore an additional 4 Hit Points per proficiency rank and a +4 item bonus.





## ALCHEMICAL RESONATOR

ITEM 3+

Uncommon

Alchemical

Consumable

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

This padded tube protects a resonation rod immersed sound dampening fluid. When exposed to air, the rod attempts to reach equilibrium with the external environment through high-pitched vibrations. For a short time, creatures within range cannot use hearing as a precise sense (most often, but not only, echolocation). When the alchemical process ends, the rod becomes silent and inert.

**Type** lesser; **Level** 3; **Price** 14 gp

The effect lasts for 1 round in a 30-foot radius.

**Type** greater; **Level** 9; **Price** 170 gp

The effect lasts 1 minute in a 50-foot radius.

## ALCHEMICAL TORCH

ITEM 1+

Alchemical

Consumable

Fire

Light

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

Alchemical torches are marked improvements over basic torches, burning hotter and brighter in many circumstances. All alchemical torches include an integrated tindertwig to light it and are partially self-oxidizing, making them difficult to extinguish. A dose of extinguishing powder, however, can be used to extinguish the flame. Alchemical torches burn for 1 hour. Alchemical torches are improvised weapons.

**Type** lesser; **Level** 1; **Price** 1 gp

The torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It deals 1d4 bludgeoning damage and 1d4 fire damage when used as a weapon. The torch can be deprived of oxygen for up to 1 round without being extinguished, but goes out when doused with water.

**Type** moderate; **Level** 4; **Price** 10 gp

The torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It deals 1d4 bludgeoning damage and 1d6 fire damage when used as a weapon. The torch can be deprived of oxygen for up to 1 minute without being extinguished, but goes out when doused with water.

**Type** greater; **Level** 8; **Price** 80 gp

The torch sheds bright light in a 30-foot radius (and dim light to the next 30 feet). It deals 1d4 bludgeoning damage and 1d8 fire damage when used as a weapon. The torch can be deprived of oxygen for up to 1 minute without being extinguished, and only is doused if fully submerged for 1 round in water.

**Type** major; **Level** 12; **Price** 450 gp

The torch sheds bright light in a 40-foot radius (and dim light to the next 40 feet). It deals 1d4 bludgeoning damage and 1d8 fire damage when used as a weapon. The torch can be deprived of oxygen for up to 5 minutes without being extinguished, and can burn even underwater for that full time.

## ALCHEMICAL LIGHT

In the *Pathfinder Second Edition Core Rulebook*, the light trait is shared across all spells and effects that create illumination, be they the *light* spell or the humble sunrod. While alchemical items that possess the light trait can overcome non-magical darkness and can be used to counteract other alchemical items, magical light and darkness always overcomes its non-magical counterparts. Consequently, a GM may rule that even the greatest counteract check results will not allow an alchemical item to counteract magical darkness (as typically only magic can counteract magic).

In the interest of allowing high level alchemical lights to shine through the dark, we have included a new alchemist feat that directly addresses this issue. However, you may feel like this is unnecessary and sufficiently powerful alchemical items should be able to make a counteract check against magic (with or without a penalty). As always, your game is your own—use whichever combination of mechanics works best at your table.



## ALKALINE NEUTRALIZER

ITEM 2+

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

The frequency with which alchemists work with acid has necessitated the creation of this acid neutralizer, which uses an alkaline solution to prevent long-lasting chemical burns. When applied to a creature, an alkaline neutralizer lowers the DC of the flat check to remove persistent acid damage. Alkaline neutralizers are not powerful enough to have a significant effect on large environmental hazards (such as vats of acid) but an alkaline neutralizer can counteract an amount of acid equal to a single acid flask of the same level or lower.

**Type** lesser; **Level** 2; **Price** 5 gp

Reduce the flat check by 5.

**Type** moderate; **Level** 4; **Price** 35 gp

Reduce the flat check by 10.

**Type** greater; **Level** 11; **Price** 270 gp

The persistent acid damage is automatically ended.

**Type** major; **Level** 17; **Price** 2,650 gp

The persistent acid damage is automatically ended.

For 1 minute, each time the target would be affected by persistent acid damage, they attempt a DC 5 flat check. On a success, it deals no persistent damage (immediate damage is unaffected).

## ANTICOAGULANT

ITEM 7

**Alchemical**

**Consumable**

**Price** 70 gp

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

Although originally designed for medical use, this syrupy substance can be applied to weapons to hasten bleeding from inflicted wounds. It can be applied to one melee weapon, one thrown weapon, or up to 10 pieces of ammunition. Once opened, anticoagulant congeals into a useless blob, so it must be used all at once, rather than saved as multiple treatments. For the next attack, the weapon or ammunition inflicts 1 persistent bleed damage.

## ARMOR LUBRICANT

ITEM 1+

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** 10 minutes Interact

This simple, grease-based liquid is designed to loosen the joints of armor while maintaining its strength and avoiding adverse chemical reactions for the wearer. Applied slowly over an entire suit of armor, armor lubricant lowers the armor check penalty imposed by that armor for 2 hours or until washed off with water.

Armor treatment is applied as a Repair activity, but does not require a check to succeed. Only one armor treatment can be applied to any suit of armor at a time, with the most recent treatment overriding previous ones.

**Type** lesser; **Level** 1; **Price** 4 gp

The penalty is reduced by 1.

**Type** moderate; **Level** 4; **Price** 17 gp

The penalty is reduced by 2.

**Type** greater; **Level** 8; **Price** 100 gp

The penalty is reduced by 3.

## ARROWPROOFING

ITEM 4+

**Uncommon**

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** 10 minutes Interact

The layering of several protective, puncture-proofing alchemical solutions makes any armor treated with arrowproofing significantly more resistant to small ranged piercing weapons (arrows, bolts, thrown daggers, and the like). You gain resistance against such damage for 1 hour after it is applied. It does not protect against other forms of piercing damage, such as a rapier or a creature's fangs. The glistening sheen of arrowproofing is immediately recognizable as a painted-on substance and can be removed with water or cloth.

Armor treatment is applied as a Repair activity, but does not require a check to succeed. Only one armor treatment can be applied to any suit of armor at a time, with the most recent treatment overriding previous ones.

**Type** lesser; **Level** 4; **Price** 18 gp



You gain resistance piercing 2 (ranged only).

**Type** moderate; **Level** 8; **Price** 95 gp

You gain resistance piercing 4 (ranged only).

**Type** greater; **Level** 12; **Price** 350 gp

You gain resistance piercing 6 (ranged only).

**Type** major; **Level** 16; **Price** 1,600 gp

You gain resistance piercing 8 (ranged only).

## BLADEBLUNT POLISH

ITEM 1

**Alchemical**

**Consumable**

**Price** 4 gp

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

You can slather this polish onto one melee weapon, one thrown weapon, or 10 pieces of ammunition. Bladeblunt polish expands quickly into a spongy material that dulls lethal edges and softens blunt blows, so once you open a vial you must use it all at once, rather than saving it. For the next hour, the weapon or ammunition deals nonlethal damage instead of lethal damage. Bladeblunt polish can be easily removed from a weapon with an Interact action, if necessary.



## BLADEBURN OIL

ITEM 2+

**Uncommon**

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

The alchemical mixture in this wax-coated container reacts violently with oxygen, heating to immense temperatures for an extremely brief period. It can be carefully applied to one melee weapon, one thrown weapon, or up to 10 pieces of ammunition. Bladeburn oil reacts immediately after being exposed to air, so once opened, you must use it all at once, rather than saving it. For the next minute, the weapon or ammunition adds fire damage to any successful Strike it is used in. Superior grades of bladeburn oil improve the amount of fire damage. Typically this compound is only added to iron or steel weapons, as the weapon it is applied to also takes the damage each turn, ignoring the Hardness of flammable materials like wood or leather. Bladeburn oil stacks with the effects of a *flaming* rune.

**Type** lesser; **Level** 2; **Price** 7 gp

The weapon deals an additional 1 fire damage on a successful Strike.

**Type** moderate; **Level** 6; **Price** 55 gp

The weapon deals an additional 1 fire damage on a successful Strike, plus 1 persistent fire damage on a critical hit.

**Type** greater; **Level** 10; **Price** 160 gp

The weapon deals an additional 1d4 fire damage on a successful Strike, plus 1d4 persistent fire damage on a critical hit.

**Type** major; **Level** 14; **Price** 675 gp

The weapon deals an additional 1d6 fire damage on a successful Strike, plus 1d6 persistent fire damage on a critical hit.

## CATALYTIC DETONATOR

ITEM 3

**Alchemical**

**Consumable**

**Price** 3 gp

**Usage** held in 1 hand; **Bulk** 2

**Activate** ♦ Interact

This copper tube is topped with a fuse and contains the components necessary to complete the violent



exothermic reaction of an alchemist's charge. If not inserted into a block of alchemist's charge, a catalytic detonator acts as an extremely hot and long-lasting tindertwig, dealing 1 point of fire damage to any object or substance it is in after the fuse burns down. The fuse of a catalytic detonator burns 10 minutes, but can be cut down to a shorter length for less cautious alchemists with an Interact action. Cutting the fuse in one-quarter increments does not require a check, but more specific measurements (to as little as 1 round) can be made with a successful DC 18 Crafting check.

### CLOTTING AGENT

ITEM 1+

**Alchemical** **Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

The frequent hazard of exsanguination has necessitated the creation of this quick-clot agent. When applied to a creature, a clotting agent lowers the DC of the flat check to remove persistent bleed damage.

**Type** lesser; **Level** 1; **Price** 5 gp

Reduce the flat check by 5.

**Type** moderate; **Level** 4; **Price** 30 gp

Reduce the flat check by 10.

**Type** greater; **Level** 11; **Price** 180 gp

The persistent bleed damage is automatically ended.

**Type** major; **Level** 17; **Price** 2,650 gp

The persistent bleed damage is automatically ended. For 1 minute, each time the target would be affected by persistent bleed damage, they attempt a DC 5 flat check. On a success, it deals no persistent damage (immediate damage is unaffected).

thrown weapon, or up to 10 pieces of ammunition. Once melted, coldforge blanching must be used all at once, rather than saved as multiple treatments. For the next hour, the weapon or ammunition counts as cold iron instead of its previous material (such as silver) for any physical damage it deals.

### DAMPENING FOAM

ITEM 2+

**Alchemical** **Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

Although somewhat rare, long-term sonic damage can pose a serious threat to those unable to dampen the effects of raw, concussive waves of sound energy. This rigid band of material reacts when snapped in half, growing exponentially from a hand-sized object into a layer of sound-absorbing foam. The foam quickly loses its structure and crumbles, but when applied to a creature it lowers the DC of the flat check required to remove persistent sonic damage.

**Type** lesser; **Level** 2; **Price** 4 gp

Reduce the flat check by 5.

**Type** moderate; **Level** 5; **Price** 22 gp

Reduce the flat check by 10.

**Type** greater; **Level** 11; **Price** 165 gp

The persistent sonic damage is automatically ended.

**Type** major; **Level** 17; **Price** 2,500 gp

The persistent sonic damage is automatically ended. For 1 minute, each time the target would be affected by persistent sonic damage, they attempt a DC 5 flat check. On a success, it deals no persistent damage (immediate damage is unaffected).

### COLDFORGE BLANCHING

ITEM 3

**Alchemical** **Consumable**

**Price** 10 gp

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

This block of cold iron-infused clay can be melted over a flame and used to coat a weapon with a cold iron alloy. It can be applied to one melee weapon, one

### DARKBALE SUNROD

ITEM 7+

**Alchemical** **Consumable** **Light** **Visual**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

This sunrod is crafted with bright-burning chemicals that are most harmful to creatures whose eyes are adapted to darkness. When the sunrod is lit, all creatures with darkvision within 30 feet must succeed



at a Fortitude saving throw or be blinded by the sudden flash of light. Creatures that remain in the radius of bright light provided by a darkbane sunrod must attempt a DC 10 flat check every round or become dazzled for 1 round.

Creatures can perform an Avert Gaze action to gain a bonus to their saving throw. Covering or destroying the rod immediately ends its ongoing effect, but does not restore sight. A darkbane sunrod burns for 6 hours and sheds bright light in a 30-foot radius (and dim light to the next 30). Creatures without darkvision are unaffected by its brilliant glow.

**Critical Success** The target is unaffected.

**Success** The target is dazzled for 1 minute.

**Failure** The target is blinded for 1 minute.

**Critical Failure** The target is blinded for 1 hour.

**Type** lesser; **Level** 7; **Price** 70 gp  
The DC is 23.

**Type** moderate; **Level** 11; **Price** 300 gp  
The DC is 28.

**Type** greater; **Level** 15; **Price** 1,300 gp  
The DC is 34.

## DAZZLEROD

ITEM 1+

**Alchemical** **Consumable** **Light** **Visual**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

This sunrod sparks with a brilliant flash of light when activated, potentially dazzling nearby creatures. Any creatures within 15 feet of a dazzlerod must avert its eyes with a successful Reflex saving throw with the listed DC or be dazzled until the end of its next turn. On a critical failure, the creature is dazzled for 1 minute. A lit dazzlerod can be struck again (as an Interact action), consuming 1 hour of its duration to create another brilliant spark of light. A dazzlerod glows for 6 hours. If less than 1 hour remains when the dazzlerod is struck, it is extinguished immediately after creating the flash of light.

A dazzlerod always sheds bright light in a 15-foot radius (and dim light to the next 15 feet).

**Type** lesser; **Level** 1; **Price** 5 gp  
The DC is 17.

**Type** moderate; **Level** 5; **Price** 18 gp  
The DC is 20.

**Type** greater; **Level** 10; **Price** 175 gp  
The DC is 27.

**Type** major; **Level** 15; **Price** 700 gp  
The DC is 34.

## DEATHSCENT COVER-ALL

ITEM 2+

**Alchemical**

**Consumable**

**Splash**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

The foul contents of this vial are a slurry of organic materials that quickly react with air to produce a short-lived but overwhelming (if somewhat nauseating) stench. The effect lasts 1 minute, overwhelming the senses and preventing creatures from using scent as an imprecise sense. Creatures with scent as a precise scent have their senses dulled to imprecise, but can ignore this effect with a successful DC 15 flat check once per dose of deathscents cover-all.

Due to its revolting nature, deathscents cover-all is most often thrown as a Strike. When thrown, it is a simple thrown weapon with a range increment of 20 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it.

As the stench is produced by the temporary chemical reaction, not the liquid itself, its effects do not persist longer than its 1 minute duration; consequently, a dose of deathscents cover-all does not provide a bonus to long-distance tracking via scent.

**Type** lesser; **Level** 2; **Price** 10 gp  
The stench affects a 15-foot radius.

**Type** greater; **Level** 6; **Price** 45 gp  
The stench affects a 30-foot radius.

## DUSKROD

ITEM 1+

**Alchemical**

**Consumable**

**Darkness**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

Similar in construction to a sunrod, this 1-foot long rod undergoes a complex endothermic reaction after it's struck against a hard surface as an Interact action.



For the next 6 hours, it absorbs non-magical light within its radius. Bright light becomes dim light, and dim light becomes darkness. A duskrod has no effect on magical sources of light. A "lit" duskrod is often uncomfortable (though not dangerous) to hold. A duskrod pressed against a sunrod of equal or lower level causes each to cancel the other out, treating both as spent rods with no duration left in their time.

**Type** lesser; **Level** 1; **Price** 7 gp

The radius is 20 feet.

**Type** moderate; **Level** 4; **Price** 14 gp

The radius is 30 feet.

**Type** greater; **Level** 7; **Price** 70 gp

The radius is 40 feet.

**Type** major; **Level** 11; **Price** 280 gp

The radius is 60 feet.

## EXTINGUISHING POWDER

ITEM 1+

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

Fire is a common hazard in most alchemy workshops and highly flammable liquids can be easily mistaken for water—which has led to the development of extinguishing powder. When applied to a creature, extinguishing powder lowers the DC of the flat check to remove persistent fire damage. Extinguishing powder is not powerful enough to have a significant effect on large environmental hazards (such as burning buildings) but can counteract an amount of fire (or render a flammable substance inert) equal to a single alchemist's fire of the same level or lower.

**Type** lesser; **Level** 1; **Price** 7 gp

Reduce the flat check by 5.

**Type** moderate; **Level** 4; **Price** 40 gp

Reduce the flat check by 10.

**Type** greater; **Level** 11; **Price** 300 gp

The persistent fire damage is automatically ended.

**Type** major; **Level** 17; **Price** 2,700 gp

The persistent fire damage is automatically ended.

For 1 minute, each time the target would be affected by persistent fire damage, they attempt a DC 5 flat check. On a success, it deals

no persistent damage (immediate damage is unaffected).

## FIRESTEEL

ITEM 1

**Alchemical**

**Fire**

**Price** 3 gp

**Usage** held in 2 hands; **Bulk** –

**Activate** ♦♦♦ Interact

This complex alchemical alloy uses a rare reaction between iron and rarer metals to create intense sparks. By striking a firesteel with steel, it creates extraordinarily hot sparks that light fires much faster than typical flint and steel. Lighting a fire with ferrocerium is always a 3 action activity, regardless of weather conditions, though severely inclement weather may cause any created fire to be immediately extinguished.

## FROSTFIRE TORCH

ITEM 2+

**Uncommon**

**Alchemical**

**Cold**

**Consumable**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

The lump of tacky, blue-white material at the end of this torch is named frostfire, giving this alchemical tool its name. When struck, the material erupts into blue "flames" that absorb heat and are unable to ignite other objects. This unusual property allows the wielder of a frostfire torch to leave small motes of the material stuck to other objects instead of setting things on fire.

When the torch is pressed against another object (as an Interact action), a small mote of burning frostfire stays affixed in place, reducing the remaining duration of the torch by 10 minutes but staying lit on its own for a short time. A mote cannot be created if the torch has less than 10 minutes remaining.

A frostfire torch sheds bright, blue-tinted light in a 20-foot radius (and dim light to the next 20 feet). A mote of frostfire sheds bright light only in a 10-foot radius (and dim light to the next 10 feet). A frostfire torch is an improvised weapon dealing 1d4 bludgeoning damage and increasing amounts of cold damage.

**Type** lesser; **Level** 2; **Price** 4 gp



The torch burns for 1 hour and deals 1 cold damage. Frostfire motes created from the torch burn for 1 minute.

**Type** moderate; **Level** 5; **Price** 14 gp

The torch burns for 1 hour and deals 1 persistent cold damage. Frostfire motes created from the torch burn for 10 minutes.

**Type** greater; **Level** 9; **Price** 100 gp

The torch burns for 2 hours and deals 2 persistent cold damage. Frostfire motes created from the torch burn for 30 minutes.

**Type** major; **Level** 13; **Price** 570 gp

The torch burns for 4 hours and deals 3 persistent cold damage. Frostfire motes created from the torch burn for 1 hour.

## IMPACT ABSORBER

ITEM 3+

Uncommon

Alchemical

Consumable

**Usage** held in 2 hands; **Bulk** L

**Activate** 10 minutes Interact

This armor treatment reacts to sufficiently large and sudden changes in atmospheric pressure, rapidly expanding to a soft, nonflammable foam before crumbling away in ashen smoke. When applied to armor, it gives the armor the bulwark trait against a single triggering effect.

Armor treatment is applied as a Repair activity, but does not require a check to succeed. Only one armor treatment can be applied to any suit of armor at a time, with the most recent treatment overriding previous ones.

**Type** lesser; **Level** 3; **Price** 15 gp

The impact absorber lasts up to 1 hour.

**Type** greater; **Level** 6; **Price** 45 gp

The impact absorber lasts up to 4 hours.

## INSULATION SALVE

ITEM 2+

Alchemical

Consumable

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

Although less common than other hazards in an alchemist's repertoire, this simple salve helps maintain

internal body temperature and avoid permanent damage. When applied to a creature an insulation salve lowers the DC of the flat check to remove persistent cold damage.

**Type** lesser; **Level** 1; **Price** 4 gp

Reduce the flat check by 5.

**Type** moderate; **Level** 4; **Price** 25 gp

Reduce the flat check by 10.

**Type** greater; **Level** 11; **Price** 200 gp

The persistent cold damage is automatically ended.

**Type** major; **Level** 17; **Price** 2,600 gp

The persistent cold damage is automatically ended. For 1 minute, each time the target would be affected by persistent cold damage, they attempt a DC 5 flat check. On a success, it deals no persistent damage (immediate damage is unaffected).

## LIQUID DIAMOND

ITEM 2+

Alchemical

Consumable

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

This glistening liquid is not actually composed of diamond, but is a grainy, sandy material that improves an object's ability to cut through hard materials. It can be applied to one melee weapon, one thrown weapon, or up to 10 pieces of ammunition. Liquid diamond begins to crust once opened, so you must use it all at once, rather than saving it. For the next hour, the weapon or ammunition can ignore some Hardness when attacking objects. This does not improve the weapon's hardness or prevent it from taking damage from such abuse.

**Type** lesser; **Level** 2; **Price** 9 gp

Attacks with the weapon ignore 1 Hardness.

**Type** moderate; **Level** 7; **Price** 70 gp

Attacks with the weapon ignore 2 Hardness.

**Type** moderate; **Level** 12; **Price** 320 gp

Attacks with the weapon ignore 3 Hardness.



## Liquid Rope

Item 1+

Alchemical

Consumable

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

Removing the stopper from this container allows you to pour out its slimy contents, which congeal when exposed to air into a durable (if soft) substance. The resultant structure has a length, width, and tensile strength roughly equivalent to 50 feet of rope. A single action allows you to pour out 5 feet of rope. If two liquid ropes are used within the same round, the ends can be bound together into one seamless rope.

Liquid rope retains its solid form for 1 hour before sublimating and leaving no sign of its presence.

**Type** lesser; **Level** 1; **Price** 3 gp

The rope is as strong as thin rope (Hardness 2, HP 8, BT 4).

**Type** moderate; **Level** 5; **Price** 27 gp

The rope is as strong as thick rope (Hardness 4, HP 16, BT 8).

**Type** greater; **Level** 9; **Price** 180 gp

The rope is as strong as stone (Hardness 7, HP 28, BT 14).

**Type** major; **Level** 14; **Price** 680 gp

The rope is as strong as iron (Hardness 9, HP 36, BT 18).

## Midnight Oil

Item 2

Alchemical

Consumable

Fire

Light

**Price** 10 gp

**Usage** held in 1 hand; **Bulk** –

**Activate** ♦ Interact

Not all alchemists operate under perfectly legal or moral grounds, so some semblance of surreptitiousness while working in the dark of night can go a long way. Midnight oil emits only dim light when lit, up to the maximum distance a lantern would provide bright light (and no light at all beyond that).

## Mimicblood Balking

Item 3+

Uncommon

Alchemical

Consumable

**Usage** held in 2 hands; **Bulk** L

**Activate** 10 minutes Interact

Although (usually) possessing no actual mimic blood in the formula, this armor treatment earned its name because of an unusual property of those unusual aberrations. Weapons that hit armor painted with this slimy adhesive become stuck and must be removed with a successful Athletics check (made as a single action). This does not prevent any damage the attack deals. Mimicblood balking begins to harden into a crust once used, gluing a maximum number of objects dependent on its quality before failing. Mimicblood balking remains potent for 1 hour once applied.

Armor treatment is applied as a Repair activity, but does not require a check to succeed. Only one armor treatment can be applied to any suit of armor at a time, with the most recent treatment overriding previous ones.

**Type** lesser; **Level** 3; **Price** 20 gp

A successful DC 18 Athletics check removes the item. The adhesive can glue 1 object.

**Type** moderate; **Level** 7; **Price** 55 gp

A successful DC 23 Athletics check removes the item. The adhesive can glue 2 objects.

**Type** greater; **Level** 12; **Price** 365 gp

A successful DC 30 Athletics check removes the item. The adhesive can glue 3 objects.





## MUFFLESTEP GREASE

ITEM 1+

**Alchemical** **Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** 10 minutes Interact

This oil can be rubbed over a suit of noisy armor (typically chain shirts or mail) to temporarily remove the noisy trait.

Armor treatment is applied as a Repair activity, but does not require a check to succeed. Only one armor treatment can be applied to any suit of armor at a time, with the most recent treatment overriding previous ones.

**Type** lesser; **Level** 1; **Price** 5 gp

Removes the noisy trait for 1 hour.

**Type** greater; **Level** 5; **Price** 25 gp

Removes the noisy trait for 4 hours.

## NONCONDUCTIVE CREAM

ITEM 2+

**Alchemical** **Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

The unsafe application of electricity is a common hazard for the adventuring alchemist, so this rubbery cream helps to alleviate the aftereffects of exposure to lightning. When applied to a creature, nonconductive cream lowers the DC of the flat check to remove persistent lightning damage.

**Type** lesser; **Level** 2; **Price** 4 gp

Reduce the flat check by 5.

**Type** moderate; **Level** 5; **Price** 25 gp

Reduce the flat check by 10.

**Type** greater; **Level** 11; **Price** 175 gp

The persistent electricity damage is automatically ended.

**Type** major; **Level** 17; **Price** 2,600 gp

The persistent electricity damage is automatically ended. For 1 minute, each time the target would be affected by persistent electricity damage, they attempt a DC 5 flat check. On a success, it deals no persistent damage (immediate damage is unaffected).

## PRESERVATION SUNROD

ITEM 2+

**Alchemical** **Consumable** **Light**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

Constructed similarly to a standard sunrod, this foot-long rod includes a cap constructed with a blocking agent that slows the sunrod's expenditure. While capped, the preservation sunrod does not emit light or expend its 6 hour duration. Capping or uncapping the sunrod is an Interact action and requires 2 hands. A preservation sunrod can be kept for a maximum of 24 hours, after which the rod burns out regardless of the blocking agent.

**Type** lesser; **Level** 2; **Price** 6 gp

The preservation sunrod sheds bright light in a 20-foot radius (and dim light to the next 20 feet).

**Type** greater; **Level** 6; **Price** 35 gp

The bright light is a 30-foot radius (and dim light to the next 30 feet).

## RAZOREDGE WHETSTONE

ITEM 2+

**Alchemical** **Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

This whetstone is comprised of two parts, one safe to hold and the other a liquefied and alchemically sharpened solution of steel shards. Too small to see with the naked eye, these shards bind to the surface of a weapon when rubbed over it. You can apply it to one melee weapon, one thrown weapon, or up to 10 pieces of ammunition. Once part of a razoredge whetstone has been used, there is not enough material to save, so you must use it all at once, rather than saving it. For the next hour, the weapon or ammunition improves the results of your precision damage dice and it gains the backstabber weapon trait if it did not already have it.

**Type** lesser; **Level** 2; **Price** 10 gp

Treat all 1s rolled as if they were 2s.

**Type** moderate; **Level** 6; **Price** 55 gp

Treat all 1s rolled as if they were 3s.

**Type** greater; **Level** 12; **Price** 380 gp

Treat all 1s and 2s rolled as if they were 3s.

**Type** major; **Level** 18; **Price** 3,800 gp

Treat all 1s, 2s, and 3s rolled as if they were 4s.



### REPELLENT SMOKESTICK

ITEM 2+

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

With a sharp twist of this modified smokestick, you release a cloud of pheromone-laden smoke that repels most species of vermin. Insects, arachnids, and similar beasts with an Intelligence modifier of -5 avoid entering the cloud unless attacked from within it or otherwise motivated to act against their nature (such as when another creature uses Command an Animal). The smoke

lasts for 1 minute or until dispersed by a strong wind.

**Type** lesser; **Level** 2; **Price** 7 gp

The radius of the burst is 5 feet.

**Type** greater; **Level** 8; **Price** 85 gp

The radius of the burst is 20 feet.

### RIGIDITY REINFORCER

ITEM 1+

**Alchemical**

**Consumable**

**Usage** held in two hands; **Bulk** L

**Activate** 1 minute Interact

This lump of seemingly inert material reacts with water, softening into a putty that can be applied onto objects before it hardens into a thin, rigid structure. Although temporary, this hardening provides additional Hit Points and Hardness to the object it is applied to (often shields). This hardening effect lasts up to 1 hour before the structure flakes away, rendering it useless. Temporary Hit Points added to an object are protected by its total Hardness and do not modify its Break Threshold.

**Type** lesser; **Level** 1; **Price** 5 gp

The object gains 5 temporary Hit Points.

**Type** moderate; **Level** 4; **Price** 35 gp

The object gains 10 temporary Hit Points and a +1 item bonus to Hardness.

**Type** greater; **Level** 7; **Price** 125 gp

The object gains 15 temporary Hit Points and a +2 item bonus to Hardness.

**Type** major; **Level** 11; **Price** 250 gp

The object gains 25 temporary Hit Points and a +3 item bonus to Hardness.

### SEEKER'S SMOKESTICK

ITEM 1+

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

This smokestick generates a distinctive scent when activated, seeping into objects and creatures caught within the cloud but not providing enough opaque smoke to conceal any creatures. It is made to be used in conjunction with a tracer rod (see below), but creatures with an enhanced sense of smell can also easily follow the distinctive smell. The smell derives from an alchemical reaction, but creatures without scent as a precise or imprecise sense can still track a creature covered by a seeker's smokestick with a corresponding tracer rod. Creatures with more precise senses can track the scent normally. The strength of the seeker's smokestick determines how long the trail persists in ideal conditions.

**Type** lesser; **Level** 1; **Price** 3 gp

The scent trail persists for 12 hours.

**Type** moderate; **Level** 4; **Price** 18 gp

The scent trail persists for 24 hours.

**Type** moderate; **Level** 8; **Price** 80 gp

The scent trail persists for 48 hours.

### SIGNALSTICK

ITEM 2

**Alchemical**

**Consumable**

**Price** 5 gp

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

With a sharp twist of this item, you release a narrow plume of colored smoke over 1 minute. The smoke rises up to 300 feet in average weather conditions before dissipating into the wind, making it visible over about 3 miles of flat terrain. The narrow tube can easily be covered to produce gaps in the plume of smoke.

These modified smokesticks are most common in regions that use smoke signals for communication over long distances, where they are often produced in a variety of colors for different messages.



## SMOGSTICK

ITEM 2+

**Alchemical**

**Consumable**

**Poison**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

This smokestick creates choking clouds of opaque smoke that hamper those breathing in the foul vapors. Although not powerful enough to cause long-term harm, inhaling the smog can cause a coughing fit. Creatures that inhale the smog must attempt a Fortitude saving throw or gain a condition; any creature holding its breath automatically succeed at the saving throw. Creatures that critically fail gain the condition at 2.

Conditions imposed by a smogstick end when an affected creature breathes clean air for 1 full round (the creature cannot start, end, or move through the smog on that round). A toxin deaerializer fully protects the wearer from any smogsticks of equal or lower level. A smogstick functions in all other ways as a regular smokestick.

**Type** lesser; **Level** 2; **Price** 6 gp

The radius of the burst is 5 feet and the DC is 15.

Creatures that fail their save are enfeebled 1.

**Type** moderate; **Level** 8; **Price** 90 gp

The radius of the burst is 20 feet and the DC is 22.

Creatures that fail their save are enfeebled 1.

**Type** greater; **Level** 13; **Price** 320 gp

The radius of the burst is 5 feet and the DC is 30.

Creatures that fail their save are clumsy 1 and enfeebled 1.

**Type** major; **Level** 18; **Price** 2,800 gp

The radius of the burst is 5 feet and the DC is 37.

Creatures that fail their save are clumsy 1 and enfeebled 1.

## SUREBURN OIL

ITEM 2

**Alchemical**

**Consumable**

**Fire**

**Light**

**Price** 15 gp

**Usage** held in 1 hand; **Bulk** –

**Activate** ♦ Interact

Sureburn oil is an alchemically enhanced pint of lantern oil that resists most mundane and some magical methods of snuffing the flame. When a

## THE LANGUAGE OF SMOKE SIGNALS

The public nature of smoke signals means there are few universal concepts depicted through smoke signals. Users often develop a code for specific colors, lengths, and number of puffs to depict various concepts or information they wish to convey and, if they suspect an enemy may have begun to translate their codes, adapt quickly to avoid eavesdroppers. You can use Society to Decipher Writing on coded smoke signals.

The most commonly recognized and shared signals are one, two, and three puff bursts. One puff calls attention (and typically starts most messages). Two is a sign for all-clear or everything-okay, while three indicates the opposite. Repeated three puff signals indicate something is quite wrong at the signal-sender's side of things.

nonmagical effect (such as wind) would extinguish the oil, make a DC 10 flat check; when a magical effect (such as *gust of wind*) would extinguish the oil, make a DC 5 flat check. On a success, the oil remains lit.

Additionally, when sureburn oil is used as an improvised weapon you do not need to make a flat check to make sure the oil ignites.

## TENSILE TIGHTENING WAX

ITEM 4+

**Alchemical**

**Consumable**

**Usage** held in 2 hands; **Bulk** L

**Activate** ♦ Interact

You can apply this waxy substance to bowstrings to greatly improve its tensile strength for 10 minutes. When applied to bows, it grants the propulsive trait if they did not already possess it. When applied to bows with the propulsive trait or crossbows, it instead provides an additional item bonus to damage rolls.

**Type** lesser; **Level** 4; **Price** 60 gp

The weapon gains a +1 item bonus.

**Type** moderate; **Level** 8; **Price** 120 gp

The weapon gains a +2 item bonus.



**Type** greater; **Level** 12; **Price** 360 gp  
The weapon gains a +3 item bonus.

### TOXIN DEAERIALIZER **ITEM 4+**

**Alchemical** **Consumable**

**Usage** worn mask; **Bulk** –

This bulky headwear shares some structural and functional similarities with the traditional garb of plague doctors, but are designed to extract toxins from the air instead of simply protecting the wearer. Using a toxin deaerializer requires wearing it over your nose and mouth, allowing the natural breathing process to pull pollutants through the filter. A filter lasts only a short time after breath is drawn through it, regardless of whether or not the mask remains worn or if there are actually any airborne toxins.

While worn, it provides an item bonus to saves against inhaled poisons. High-quality toxin deaerializers actually reduce the saturation of toxin the air to such a degree that it loses some potency. Rather than merely filtering out toxins, the reagents in these masks actively neutralize toxins rendering them harmless often.

A toxin deaerializer only functions against a poison that is of equal or lower level. If multiple toxins are absorbed, the dose absorbed is always the highest level poison.

**Type** lesser; **Level** 4; **Price** 18 gp

The deaerializer lasts 1 minute and provides a +1 item bonus.

**Type** moderate; **Level** 8; **Price** 110 gp

The deaerializer lasts 1 minute and provides a +1 item bonus. Creatures within 5 feet of the toxin deaerializer (including the user) reduce the poison DC by 1.

**Type** greater; **Level** 12; **Price** 370 gp

The deaerializer lasts 10 minutes and provides a +2 item bonus. Creatures within 5 feet of the toxin deaerializer (including the user) reduce the poison DC by 1.

**Type** major; **Level** 16; **Price** 1,800 gp

The deaerializer lasts 10 minutes and provides a +2 item bonus. Creatures within 5 feet of the toxin deaerializer (including the user) reduce the poison DC by 2.

**Type** true; **Level** 20; **Price** 13,750 gp

The deaerializer lasts 1 hour and provides a +3 item bonus to the user. Creatures within 5 feet of the toxin deaerializer (including the user) reduce the poison DC by 2.

### TRACER ROD

**ITEM 1+**

**Alchemical** **Consumable**

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

This foot-long, wax-covered rod is soaked in alchemical agents that react to specific seeker's smokesticks. The rod changes colors to respond to density of the corresponding scent, providing an item bonus to Track the creature or object. A tracer rod remains chemically active for 24 hours.

**Type** lesser; **Level** 1; **Price** 5 gp

The item bonus is +1.

**Type** moderate; **Level** 4; **Price** 20 gp

The item bonus is +2.

**Type** greater; **Level** 11; **Price** 260 gp

The item bonus is +3.

### WENDIGO EYEPiece

**ITEM 4+**

**Uncommon** **Alchemical** **Consumable**

**Usage** worn eyepiece; **Bulk** –

These seemingly simple spectacles begin a complex heat-sensitive reaction when twisted (as an Interact action), rendering them entirely opaque except for red shapes that dance across their ashen surface. The shapes correspond to heat, glowing to a pure white for particularly hot creatures or objects. These lenses provide a measure of thermographic perception, enabling its use as a sense. This effect lasts for 10 minutes before the lenses "burn out," remaining opaque and inert.

Because the lenses are entirely opaque, the wearer is blind to any creature not emitting heat (such as a ghost). Both lenses must be worn or the user gains the dazzled condition until the lenses are donned or doffed.

**Type** lesser; **Level** 5; **Price** 22 gp

You gain heatsight 10 feet (imprecise).

**Type** greater; **Level** 10; **Price** 188 gp

You gain heatsight 10 feet (precise).



## ALCHEMICAL WEAPONS

Weapons, as dangerous as they are, are nothing more than the tools of conflict. Just as alchemists refine and improve their formulas, so too does the weaponsmith refine their craft. New weapons render others obsolete, and technological progress marches onward.

Alchemy, with its ability to blur the lines of science and magic, interferes with the progression of weaponry in unusual ways. They allow tried-and-true weapons to be adapted and rebuilt into machines that mix the very real world crafts of metallurgists and bowyers with the fantastic nature of alchemy.

The following items are technically classed as alchemical tools (as they lack the bomb, elixir, or poison traits), but may be more aptly classified as alchemical weapons. All of these items possess at least the uncommon trait, as they are relatively rare (well, *uncommon*) developments in the world of warfare. Your game might include higher level versions of these weapons able to utilize more powerful bombs, or perhaps a *weapon potency* rune enables bombs of equal or lower level to be used. Just as weapons continue to evolve, these are unlikely to be the only alchemical weapons in a game that includes them and serve only as guidelines for your imagination.

### ALCHEMIST'S ASPERGILLUM ITEM 3

**Uncommon**

**Alchemical**

**Price** 25 gp

**Usage** held in 1 hand; **Bulk** 1

The head of this mace is a compartment with holes drilled through it at regular intervals, allowing contents within to spill out and over your target. As an action, you can load a single lesser alchemical bomb into the compartment; this bomb must be one that deals energy damage (such as an *acid flask*, *alchemist's fire*, *bottled lightning*, *frost vial*, or *thunderstone*). For the next minute, attacks made with the mace deal 1

damage of the bomb's damage type in addition to the mace's normal damage. If no attacks are made within that minute, the bomb's energy is wasted. These attacks never deal splash damage or other special effects of the bomb and are not modified by any abilities that add to or modify a bomb's effect. It otherwise functions as a mace (when determining damage, etc.). Creatures use their mace proficiency when using an alchemist's aspergillum.

### ALCHEMICAL CROSSBOW ITEM 3

**Uncommon**

**Alchemical**

**Price** 25 gp

**Usage** held in 2 hands; **Bulk** 1

This crossbow can deliver alchemically infused bolts. The strange weapon has a metal bracket mounted on the side of the stock near the lath. As an action, you can load a single lesser alchemical bomb into the bracket; this bomb must be one that deals energy damage (such as an *acid flask*, *alchemist's fire*, *bottled lightning*, *frost vial*, or *thunderstone*). The next three attacks made with the crossbow deal 1d6 damage of the bomb's damage type in addition to the crossbow's normal damage. If the second and third attacks are not all made within 1 minute of the first attack, the bomb's energy is wasted. These attacks never deal splash damage or other special effects of the bomb and are not modified by any abilities that add to or modify a bomb's effect. The addition of the bracket serves to unbalance the weapon, reducing its range to 30 feet. It otherwise functions as a crossbow (when determining damage, reload, and so on). Creatures use their crossbow proficiency when using the alchemical crossbow.





### BOMBER'S CLEAVER

ITEM 3

Uncommon

Alchemical

Price 28 gp

Usage held in 1 hand; Bulk 1

This battle axe has a spring-loaded metallic canister mounted where its shoulder meets the haft. As an action, you can load a single lesser alchemical bomb into the canister; this bomb must be one that deals energy damage (such as an *acid flask*, *alchemist's fire*, *bottled lightning*, *frost vial*, or *thunderstone*). The loaded bomb gains the battle axe's sweep trait, allowing the wielder to use both melee Strikes and a single bomb Strike to gain the sweep trait's circumstance bonus to attack rolls. You do not need another hand to wield or launch the loaded bomb from the weapon and it retains its usual range and effects. A bomber's cleaver otherwise functions as a battle axe (when determining damage, etc.). Creatures use their battle axe proficiency when using a bomber's cleaver.

### DRAGONBREATH PIKE

ITEM 3

Uncommon

Alchemical

Price 30 gp

Usage held in 2 hands; Bulk 2

This modified longspear includes a broad nozzle built into the langet affixing the blade, enabling the delivery of an alchemical bomb as a close-ranged spray without releasing a hand from the weapon. The lopsided-looking spear has a canister mounted to the top. As an action, you can load a single lesser alchemical bomb into the canister; this bomb must be one that deals energy damage (such as an *acid flask*, *alchemist's fire*, *bottled lightning*, *frost vial*, or *thunderstone*). You can release the held bomb as an action in a 15-foot cone originating from the end of your weapon. Creatures in this area of effect take splash damage from the bomb, unless you perform a special maneuver. Bombs from a dragonbreath spear is never modified by any abilities that add to or modify a bomb's effect. It otherwise functions as a longspear (when determining damage, etc.). Creatures use their longspear proficiency when using the dragonbreath pike.

Activate ♦♦

**Effect** You strike with the dragonbreath pike and release the alchemical bomb at the same time; make two melee Strikes, one with the longspear and one with the bomb. Both Strikes must have the same target. If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. If the bomb hits, it deals its normal splash damage in a 15-foot cone behind the target. You add any precision damage only once, to the longspear attack. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

### HEAVY ALCHEMICAL CROSSBOW

ITEM 5

Uncommon

Alchemical

Price 55 gp

Usage held in 2 hands; Bulk 1

This heavy crossbow can deliver alchemically infused bolts. The strange weapon has a metal bracket mounted on the side of the stock near the lath. As an action, you can load a single moderate alchemical bomb into the bracket; this bomb must be one that deals energy damage (such as an *acid flask*, *alchemist's fire*, *bottled lightning*, *frost vial*, or *thunderstone*). The next three attacks made with the crossbow deal 2d6 damage of the bomb's damage type in addition to the crossbow's normal damage. If the second and third attacks are not all made within 1 minute of the first attack, the bomb's energy is wasted. These attacks never deal splash damage or other special effects of the bomb and are not modified by any abilities that add to or modify a bomb's effect. The addition of the bracket serves to unbalance the weapon, reducing its range to 30 feet. It otherwise functions as a heavy crossbow (when determining damage, reload, and so on). Creatures use their heavy crossbow proficiency when using the alchemical crossbow.



## WOUNDWOE BLADE

ITEM 4

Uncommon

Alchemical

Price 40 gp

Usage held in 1 hand; Bulk L

The bizarre hilt of this shortsword is actually a cleverly crafted spring-loaded bomb canister. As an action, you can load a single lesser alchemical bomb into the canister; this bomb must be one that deals energy damage (such as an *acid flask*, *alchemist's fire*, *bottled lightning*, *frost vial*, or *thunderstone*). When you score a critical hit, you may release the held bomb directly into the wound as a unique reaction. The woundwoe blade otherwise functions

as a shortsword (when determining damage, etc.). Creatures use their shortsword proficiency when using the woundwoe blade.

**Activate** ⤵

**Trigger** You score a critical hit with a loaded woundwoe blade.

**Effect** Make a melee Strike with the bomb; this Strike doesn't count towards your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. This attack never deals splash damage or other special effects of the bomb and is not modified by any abilities that add to or modify a bomb's effect. Whether or not the reaction Strike is successful, the bomb's energy is fully expended.





# NEW ALCHEMIST CLASS FEATURES

Among the alchemical fields of research, those that focus on tools are often less showy than the bomber or as universally loved as a helpful surgeon, but those that innovate functional, effective tools are certainly no slouch.

## NEW ALCHEMIST RESEARCH FIELD

### INNOVATOR

You focus your alchemical research into solutions to all of life's many problems. You start with the formulas for two 1st-level tools in your formula book, in addition to your other formulas.

As long as your alchemical tools are easily accessible (such as in a belt pouch), once per round you can use the same Interact action to draw the alchemical tool and use it. This does not alter the number of hands required to use the alchemical tool or allow you to quickly use alchemical tools with an activation longer than 1 Interact action.

#### FIELD DISCOVERY 5TH

When using advanced alchemy to make alchemical tools during your daily preparations, you can create three alchemical tools with each batch of reagents instead of just two.

#### PERPETUAL INFUSIONS 7TH

Choose two of the following formulas: lesser alchemical repair paste, lesser alchemical torch, lesser armor lubricant, lesser liquid rope, lesser rigidity reinforcer, lesser smokestick, lesser sunrod.

#### PERPETUAL POTENCY 11TH

The moderate version of alchemical tools you chose for perpetual infusions.

## SAMPLE ALCHEMIST

### INNOVATOR

*You use the science of alchemy to provide new solutions to old problems.*

#### ABILITY SCORES

Prioritize Intelligence and Dexterity. Constitution helps keep you alive, and Charisma helps solve social situations that your toolbelt cannot.

#### SKILLS

Crafting, Deception, Diplomacy, Nature, Society, Survival, Thievery

#### RESEARCH FIELD

Innovator

#### STARTING FEAT

Alchemical Savant

#### HIGHER-LEVEL FEATS

Efficient Storage (2nd), Efficient Alchemy (4th), Adaptive Protection (8th), Countermagic Formulation (12th), Create Philosopher's Stone (20th)

#### GREATER FIELD DISCOVERY 13TH

You do not provoke an Attack of Opportunity reaction for Interacting with alchemical tools. The action retains the manipulate trait.

#### PERPETUAL PERFECTION 17TH

The greater version of the alchemical tools you chose for perpetual infusions





## NEW ALCHEMIST FEATS

These feats are added to those available to alchemists. At every level that you gain an alchemist feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

### EFFICIENT STORAGE

FEAT 2

#### Alchemist

The diverse and often bulky nature of alchemical tools means keeping many similar items in partially assembled states which can then be quickly combined into any tool you might need. You gain an additional 3 batches of infused reagents each day, but these can only be used for crafting alchemical tools.

### MEASURED EXPENDITURE

FEAT 4

#### Alchemist

You know how to get the most out of your alchemical tools by carefully modifying the rate of reactions. Double the duration of any alchemical tool you create and use. If someone else attempts to use the tool without this feat, they ruin your measurements and reduce the item's maximum duration to its usual length. An item with its maximum duration lowered in this way cannot be further extended by this feat.

### DISRUPTIVE FORMULA

FEAT 6

#### Additive 2

#### Alchemist

Frequency once per round

**Trigger** You use Quick Alchemy to craft an alchemical tool that is at least 2 levels lower than your advanced alchemy level.

With a few modifications, you can add disorienting side-effects to otherwise harmless tools. You mix a substance into the tool that causes one of the following: dazed, fascinated, fatigued, or a -5-foot status penalty to Speeds. If a target uses or is within the area of the modified tool, they must succeed at a Will

saving throw or suffer that effect until the start of your next turn. Use your class DC for this saving throw (even if someone else uses the tool).

This is often used to alter the performance of smokesticks, but can be used with other alchemical tools (such as making a dose of snake oil impair its user).

### REACTIVE COUNTERMEASURES

FEAT 6

#### Alchemist

Frequency once per round

**Trigger** You or a creature within your reach is affected by persistent energy damage.

By anticipating trouble, you are quickly able to avert harm from long-term damaging effects. You can immediately use a corresponding damage counter (such as an alkaline neutralizer against an ongoing persistent acid effect). You must have the tool in-hand or easily accessible (such as in a belt pouch) to use this reaction.

### MARTIAL IMPROVISATION

FEAT 8

#### Alchemist

Combat can be an ideal place for field testing of new ways to use your favorite tools. You can use an alchemical tool as part of a disarm, shove, or trip action. While using an alchemical tool in this way, you may use your Crafting in place of an Athletics check. The action must make some sense (for example, using liquid rope to snare an opponent's leg and trip them).

### ADAPTIVE PROTECTION

FEAT 8

#### Additive 2

Small modifications to the formulas used in your damage neutralization tools provides an extra measure of protection against further injury. In addition to the tool's usual effects, the target gains resistance to the corresponding energy type equal to one-half the item's level for 1 minute.



## GREATER DISRUPTIVE

### FORMULA

### FEAT 10

#### Alchemist

#### Prerequisites Disruptive Formula

You've found methods to enhance the negative side-effects you can impose with your tools. When you use Disruptive Formula, add the following to the list you can choose from: sickened 1, slowed 1, or a –10-foot status penalty to Speeds.

## COUNTERMAGIC FORMULATION FEAT 12

#### Additive 1

#### Alchemist

Science and magic are different sides of the same coin; you have found ways to flip it. Your alchemical items can be used to counteract magical spells and effects. You must attempt a counteract check against an appropriate effect (for example, using a sunrod to counteract *darkness*). The consequence of blurring the lines between magic and alchemy, however, means that magical effects can counteract your alchemical items with this additive.

## TRUE DISRUPTIVE FORMULA FEAT 14

#### Alchemist

#### Prerequisites Greater Disruptive Formula

The side-effects imposed by your alchemical tools can be truly crippling to those unprepared for them. When you use Disruptive Formula, add the following to the list you can choose from: sickened 2, slowed 2, or a –15-foot status penalty to Speeds. If you instead apply one of the effects listed in Disruptive Formula, the target avoids the effect only if the result of the saving throw is a critical success.

## ALCHEMICAL WEAPONSMITH FEAT 18

#### Alchemist

Your mastery of alchemical designs allows you to refine and redesign decades-old weapons to better suit your needs. Select a number of weapons equal to your Intelligence modifier (minimum 1). You gain formulas

to construct these weapons with unique alchemical modifications, typically allowing them to employ a bomb in combat or quickly deploy an alchemical tool you favor. The exact specifications of these alchemical weapons are up to you and the GM to decide, but the alchemical weapons included in this book provide a baseline of ideas to work from. Weapon formulas designed with this feat gain the rare and alchemical traits. Once you've chosen the weapon formulas, they can't be changed.





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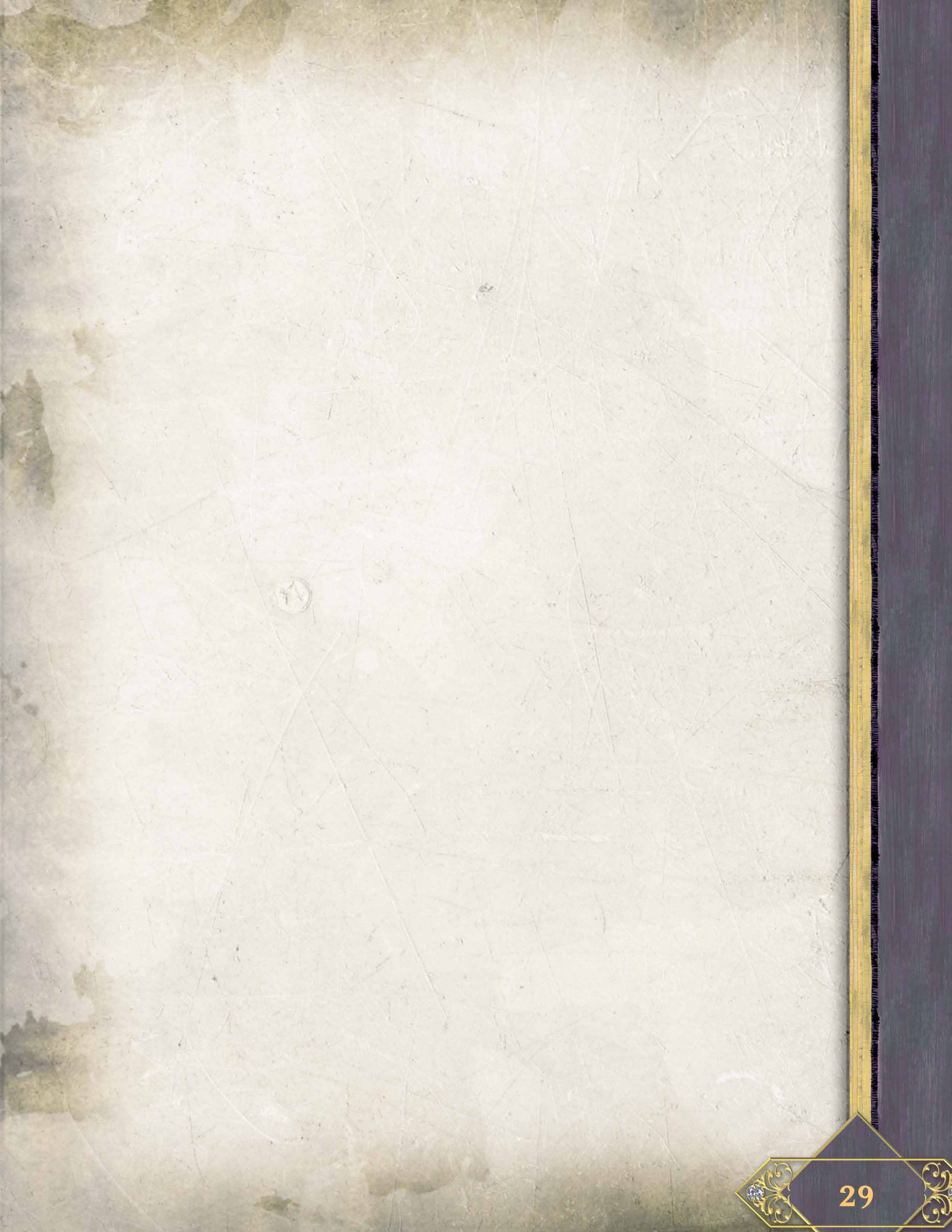
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## Better Adventuring Through Science!

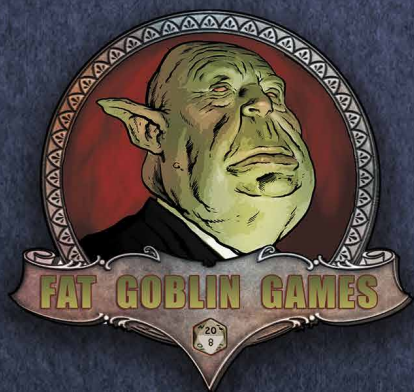
Contrary to what the average adventuring alchemist might want you to believe, alchemy is not just about blowing things up or brewing elixirs. Like most sciences, alchemy is a process of experimentation and exploration.

Alchemy seeks to answer questions and solve problems, and adventuring has no shortage of problems!

The **Game Changers** line of books from **Fat Goblin Games** offers new or expanded options for your *Pathfinder Second Edition* game that can range from Tiny tweaks to Gargantuan changes to how you play your game. In **Game Changers: Alchemical Tools**, you'll find a over 100+ new and expanded alchemical tools ranging from levels 1 to 20 to aid in your adventures. Avoid terrible acid burns with an alkaline neutralizer, keep your lanterns lit through the worst of hurricanes with sureburn oil, or keep that meat-headed ally's battered shield in working order with a rigidity reinforcer — no matter the situation, an alchemical solution is but one innovation away!

GAME CHANGER

# Alchemical Tools



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