

Alchemist Class

Description

The alchemist uses combinations of materials to produce magic-like or semi-magical effects based on the substances and the philosophical essences of materials when combined in potions. They are also the masters of poison, drugs, acids and caustics, being able to both produce them and to treat their effects.

The alchemist holds themselves aloof from the moralization of the adherents of both Law and Chaos, seeking rather the “untarnished” truth that is to be found in their philosophical studies of physical materials and

nature (where, they will point out, the use of poison and other chemical defenses is common.) Likewise, they are resentful of any interferences in their work, though they are willing to avoid direct confrontations with those with whom they associate closely so long as it has no long-term effect on their research.

The alchemist that chooses to become an adventurer will have some minor martial training in addition to their alchemical training. They may use single-handed weapons, shields, and armor up to armor class 5.

Requirements

Race:

Any race may play an alchemist.

Characteristics:

Characters must have a constitution of at least 12 and an intelligence of at least 12 to be an alchemist. Constitution is the prime requisite of the alchemist.

Alignment:

An alchemist must be of neutral alignment.

Starting Conditions

A starting alchemist will have the following possessions:

- A worn student’s robe, of material appropriate to the climate where the alchemist received their training.
- A worn student’s hood (a hood with a liripipe and cowl, the prototypical academic hood of the bachelor or master.) Fur-lined if the alchemist’s training occurred in a temperate or arctic climate.
- A pair of leather shoes.
- One set of appropriate undergarments, including socks.
- A small leather neck pouch, of about 1 dry pint capacity.
- A thin leather apron (no armor value) and a pair of leather gloves (no armor value), used for protection from the materials the alchemist uses in brewing. Both can be expected to be worn, stained, and barely serviceable for perhaps the first level.
- 3D6x10 gold pieces.
- Three memorized potion recipes, one of which will be Potion of Delusion, and two others selected from the list of first level potion recipes.
- A knowledge of the preparation of poisons, sleep drugs, acids and caustics.

Alchemist Combat

Alchemist Combat Attack Matrix

To Hit on D20

Level of Alch.	Armor Class of Target							
	9	8	7	6	5	4	3	2
1-4	10	11	12	13	14	15	16	17
5-8	8	9	10	11	12	13	14	15
9-12	5	6	7	8	9	10	11	12
13-16	3	4	5	6	7	8	9	10
17+	1	2	3	4	5	6	7	8

A roll of a “natural 20” (the number 20 appears on the die when rolled, as opposed to a 20 as a result of modifiers to the die roll) results in a “critical hit.” A critical hit causes any damage done to be double that rolled for the hit. If the roll requires a 19 or higher to hit, no critical hit occurs (i.e., if a roll of 19 or 20, or a roll of 20 is required to hit.) There is no automatic hit on a roll of 20, the roll must exceed the to-hit value. Through magic and other bonuses, if necessary.

A roll of a “natural 1” (the number 1 or 01 appears on the die when rolled, as opposed to a 1 rolled as a result of modifiers to the die roll) results in a “fumble.” A fumble results in the character losing the ability to act in the following combat round. If the roll to hit requires a 2 or less, no fumble occurs (i.e. if a hit would occur on a 2, or on a 1.) If the to hit roll would be a 1 (that is, it would be an automatic hit), the target gets a saving throw vs. Death Ray/Poison to see if they can halve the damage from the blow.

Weapons:

Alchemists are restricted to the use of single-handed weapons, or magic weapons of other types which are specifically created as usable by alchemists.

Armor:

Alchemists may use any armor which provides protection up to armor class 5, and may use shields as well.

Saving Throws

When struck by the following types of attacks, roll 1D20 to determine whether the full effect of the attack is taken by the character, or whether the effect is nullified or reduced as noted. Rolling the indicated number or higher results on no or reduced effects.

Level	Death Ray/ Poison	Wands	Stoning/ Paralysis	Dragon Breath	Staves, Rods, & Spells
1-3	10	13	12	15	16
4-6	8	11	10	13	14
7-9	6	9	8	10	12
10-12	4	7	6	8	10
13+	2	5	3	5	8
On Save:					
	No Effect for Ray, 1/2 Damage for Poison	1/2 Damage	No Effect	1/2 Damage	No Effect for Spells, 1/2 Damage for Staffs, Rods

Resurrection:

When an attempt is made to resurrect a character, the given value or lower must be rolled on percentile dice for the resurrection to be successful. A character can only be resurrected a number of times equal to their constitution using normal resurrection spells.

<u>Constitution:</u>	<u>3-6</u>	<u>7-10</u>	<u>11-12</u>	<u>13-14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>	<u>19+</u>
	30%	50%	75%	85%	90%	95%	98%	99%	100%

Poison, Drugs, and Acids and Caustics

An alchemist can brew poisons, sleep drugs, acids and caustics of a strength level equal to their experience level. The cost to each is 100 G.P. and one day per strength level of the poison, drug, or acid. Each may be produced in a liquid form or, after level 3, the alchemist may prepare them in a form where they can be applied to weapons. The form which can be applied to weapons will function as a poison applied to a weapon, though with effects appropriate to the nature of the concoction (poisons act as poison, drugs as drugs, and so on.)

Sleep Drugs:

Sleep drugs cause unconsciousness if the victim fails a Saving Throw vs. Poison at -2, with an addition -1 for each level that the drug is over the level (or hit dice) of the victim. In order to wake, the victim must make a successful resurrection roll, checked once each hour. Sleep drugs not used on weapons (as described above) must be imbibed.

Acids:

Acids cause 1D6 x Level points of damage if the victim fails a Saving Throw vs. Poison. Caustics do the same, but are effective against creatures which are unaffected by acid.

Poisons:

Poisons kill the victim in 3 combat rounds if the victim can be affected by the accumulated poison and the victim fails a Saving Throw vs. Poison. If the victim's level or hit dice are equal to or less than the accumulated level of the poison, they must make a Saving Throw vs. Poison or die in 3 rounds' time. If the accumulated level of the poison is less than the victim's level or hit dice, but more than half the victim's level or hit dice then the victim must make a Saving Throw vs. Poison or suffer the effects of a slow spell until a successful resurrection roll is made, with one check per hour. A haste spell will counteract this effect while it is in duration, but will not remove the effect, so the slow effect will resume when the haste spell wears off until a successful resurrection roll is made. When the accumulated poison level is lower than half the level or hit dice of the victim, there is no immediate effect, but the poison will continue to accumulate.

Poison Accumulation:

Poison accumulates, adding the poison level of all poison strikes to the victim, until a successful Constitution check is made (one check per hour, that is, one check every six turns) at which point the poison accumulated is reduced to zero. For example, an eight hit die creature struck by a level 1 poison will not make any checks until four such successful attacks with level 1 poison are made. At that point it must make a saving throw vs. poison or be slowed. For each additional successful attack with the level 1 poison it must again make a saving throw vs. poison or be slowed, if it has not already been slowed by poison. When a total of eight successful attacks with the level 1 poison are made, the creature will die in three rounds if it has made any unsuccessful saving throws vs. poison. If no unsuccessful saves have been made up to this point, then it must save vs. poison or die on the eighth and any subsequent successful attacks with poison, until it makes a successful hourly Constitution check (first check will be six turns after the initial encounter.)

Other Alchemist Abilities

Read Languages: 80% chance, one attempt per week per item.

Detect Poison: the alchemist can identify poisonous creatures upon inspection, and can identify the effects of poison upon inspection of the victim.

Neutralize Poison: Cancel the effects of poison up to twice the strength level of the alchemist's level. Can be used once per victim per poisoning. Will not revive a victim once dead.

Neutralize Paralyzation: Cancel paralyzation by effect strength up to twice the alchemist's level, does not affect paralyzation caused by devices (wands, staves, swords, etc.)

Identify Potion: The alchemist can identify a potion upon inspection. The ability to identify a Potion of Delusion is twice the base chance to identify a potion. Also allows the identification of acids or similar compounds.

Read Magic: At level 7 alchemists can read magic (and thus mage scrolls), with a 10% chance of causing a reverse effect on mage spells of level 7 or higher.

Alchemist Abilities:

<u>Level/Title</u>	<u>Neut. Poison/Para.</u>	<u>Detect Poison</u>	<u>I.D. Potion</u>	<u>Read Magic</u>
1 Distiller	15%	20%	5%	
2 Condensator	20%	25%	10%	
3 Filtrator	25%	30%	20%	
4 Compounder	35%	35%	25%	
5 Spagyrist	40%	45%	35%	
6 Transmuter	45%	55%	45%	
7 Chymist	55%	60%	60%	75%
8 Philosopher	65%	65%	70%	80%
9 Alchemist	75%	75%	80%	85%
10 Mstr.Alch.	85%	85%	90%	90%
11	95%	95%	100%	
12	100%	100%		

Concocting Potions

An alchemist can brew potions at a cost of 200 G.P. per level of the potion and a time investment of 1 week per level of the potion. The potions they will be able to make will be one for which they have mastered the recipe. At each level an alchemist is able to master the following number of recipes:

Level/Title	Potion Recipes Masterable					
Potion Level:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
1 Distiller	3
2 Condensator	4
3 Filtrator	4	1
4 Compounder	4	2
<u>5 Spagyrist</u>	<u>4</u>	<u>2</u>	<u>1</u>	.	.	.
6 Transmuter	4	2	2	.	.	.
7 Chymist	4	3	2	1	.	.
8 Philosopher	4	3	3	2	.	.
9 Alchemist	5	3	3	2	1	.
<u>10 Mstr.Alch.</u>	<u>5</u>	<u>4</u>	<u>4</u>	<u>3</u>	<u>2</u>	.
11	6	5	4	3	2	1
12	7	6	5	4	3	2
13	8	7	6	5	4	3
14	9	8	7	6	5	4
<u>15</u>	<u>9</u>	<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>

16+ no further potion advancement

(Levels past 11-12 are included primarily for use with non-player characters, most player characters will not proceed far past Master Alchemist before "retirement.")

If an alchemist is interrupted before finishing a potion that is in work, the potion and the cost of the potion are both lost. The alchemist can not engage in any activities that occupy more than two hours per day while brewing the potion (aside from minimal meal and sleep time.)

The hire of a lab assistant (minimum intelligence 9, cost between 25 and 100 g.p. per month as a specialist at local going rates as provided by the D.M.) will increase the likelihood of success by 5% *or* reduce the time to brew each potion by one day 50% of the time. Additional lab assistants beyond the first will have no effect.

Hiring a person to fetch meals and prevent interruptions to the work by keeping away visitors, etc. will reduce the time to brew a potion by one day every week 50% of the time. They must have a wisdom greater than 9 in order to be effective, and will gain an additional 5% chance for providing the time reduction for every point of wisdom they have over 12 (i.e. a helper with a Wis of 14 would have a 60% chance of reducing the brewing time by one day per week.) Also, the alchemist must seclude themselves in the laboratory for the entire week to obtain the advantage of the assistant for that week.

A Wizard (10th or higher level mage) can work with an Alchemist of level 9 or higher to create potions with the effects of mage spells higher than level 4 that are of a level that the Wizard can cast. These potions require a scroll of the spell to be made into a potion, and cost 600 G.P per level of spell. The chance of failure is:

$$\text{Chance of Failure} = \frac{\text{Level of Potion}}{(\text{Level of Mage} + \text{Level of Alchemist})}$$

The scroll used is destroyed in the course of making the potion. Multiple effect potions cannot be made for spells of fifth level or higher (as can be made by mages of spells of 4th level and lower.)

Potion Recipes

Potions that are created by alchemists are created according to recipes. Once an alchemist has mastered a recipe, they will have that recipe memorized and will be able to use it so long as they are in their right mind.

In the event that an alchemist wishes to write a recipe, the recipe will be written in that alchemists' secret code (which they will use for all their alchemical writings.) This code is readable only by the alchemist that originally wrote it, unless the reader is of sufficient level to master the recipe and makes both successful Read Language and Read Magic rolls at a single attempt with a -20% modifier to both rolls. Once read, the reading alchemist must immediately transcribe the recipe in order to have a copy of the recipe that they can reliably read in

the future. The cost of transcription is 20 gold pieces times the square of the level of the recipe, and will take one week times the square of the level of the potion plus one additional week to transcribe.

Alchemists who wish to convey a recipe to another alchemist will do so using a standard Hermetic Script that provides the appropriate symbology and nomenclature for doing so. The alchemist who wishes to then master the recipe must then spend time and money as if researching the recipe, but will receive a 60% bonus to their chances of successfully mastering the recipe. If the alchemist who wrote the recipe assists them while they are attempting to master it, they will receive an additional 20% bonus to their chance to master the recipe. The assisting alchemist may not engage in any other activities (e.g. adventuring, concocting potions) during this time.

At the DM's discretion, recipes may be present among the treasures of NPC alchemists at a rate equal to that of scrolls for wizards of equal level, with a 5-15% chance of any given recipe being written in Hermetic Script rather than in their personal secret code.

Potion Research

If an alchemist has not yet mastered the maximum number of recipes that they are able to at their level, they may choose to research new recipes for their use. They may research any potion recipe that is usable to them at their current level (when research is begun). The cost of research is as follows:

Level of Recipe	<u>Cost by Chance of Success in Gold Pieces</u>				
	20%	40%	60%	80%	100%
1	2,000	4,000	6,000	8,000	10,000
2	4,000	8,000	12,000	16,000	20,000
3	8,000	16,000	24,000	32,000	40,000
4	16,000	32,000	48,000	64,000	80,000
5	32,000	64,000	96,000	128,000	160,000
6	64,000	128,000	192,000	256,000	320,000

(double cost for each additional level)

If the alchemist has a sample of the potion for which they wish to create a recipe, their chance of success is increased by 40% over the chance obtained through their monetary expenditure. The sample must be enough of the potion that, if ingested, it would have the desired effect. This sample will be destroyed through as a result of its use in research.

Alchemist Advancement

The prime requisite of an alchemist is constitution. Alchemists receive the following bonuses for prime requisite scores above 12: 13-14: 5% Bonus; 15+: 10% Bonus. This means that for all experience gained, an additional amount of experience equal to 5 or 10% of the experience gained is added to that amount (there is no bonus on experience bonuses.)

Level	Standard Title	Experience Points Required	Hit Points
1	Distiller	0	8 Hit Points
2	Condensator	1.5K	+1D6 hit points per level
3	Filtrator	3K	
4	Compounder	6K	
5	Spagyrist	12K	
6	Transmuter	25K	
7	Chymist	50K	
8	Philosopher	50K	
9	Alchemist	100K	
10	Mstr.Alch.	150K	+1 hit point per level
11		300K	
12		450K	
13		600K	
14		750K	
15		1M	
16		(double each	
17		level)	

Keeps and Retainers

At or above 10th level, the alchemist may establish a stronghold in the same way as a fighter of ninth level. In some cases an alchemist may take over or establish a stronghold earlier in their career, if they are sufficiently adept at managing the various monetary, political, and social issues involved.

Potion Recipes (Potions/Uses/Packets Produced Per Recipe)

Level 1	Level 2	Level 3	Level 4
Flash Pellets (5)	Heroism(1)	Speed(1)	Superheroism(1)
Dust of Sneezing (10)	Giant Strength(1)	Levitation(1)	Polymorph(1)
Potion of Delusion(1)	Animal Control(1)	Growth(1)	Extra-Healing(2)
Oil of Slipperiness(1)	Healing(2)	Diminution(1)	Fly(1)
Tanglefoot (2)	Water Breathing(1)	Human Control(1)	Clairvoyance(1)
Oil of Adroitness (10)	Oil of Strength(10)	Plant Control(1)	Clairaudience(1)
Oil of Beauty (10)	Blade Sharp(10)	Dust of Appearance(10)	Dust of Sneezing and
Ointment of Tepidity(10)	Oil of Silence(5)	Dust of Paralyzation(10)	Choking(15)
Purification Powder(10)		Fire Resistance(1)	
Level 5	Level 6	Level 6, cont.	
Invulnerability(1)	Dragon Control(1)	Mind Damp(1)	
Undead Control(1)	Gaseous Form(1)	Greek Fire(5)	
Giant Control(1)	Treasure Finding(1)		
Immunization from	Dust of Disappearance(20)		
Lycanthrope(2)	Oil of Etherealness(1)		
Invisibility(1)	Cloning Culture(1)		
Homunculi Creation(1)	Longevity(1)		
Cure Disease(2)	Regeneration(1)		

Potions not Described Elsewhere:

Flash Pellets: Creates small paper-wrapped pellets which will give a small report and cause a flash which blinds all within 30' who are not expecting it 90% of the time for 2-8 melee rounds when thrown against an unyielding surface. Creates 5 pellets.

Dust of Sneezing: Causes a coughing spell lasting 2-8 melee rounds if the victim fails to make a saving throw vs. poison at -2. Makes 10 packets.

Oil of Adroitness: Raises Dexterity by 1 for 2 to 8 hours (2D8 hours.) Makes 10 applications.

Oil of Beauty: Raises Charisma by 1d4 (max 18) for 2 to 8 hours (2D4 hours.) Makes 10 applications.

Purification Powder: When sprinkled on food or water unfit for consumption will make them edible and drinkable. Does not neutralize poison. Makes 10 packets.

Ointment of Tepidity: Gives a person who applies this to their hands a +10% chance to Pick Pocket, or a +5% chance to hide in shadows against creatures with infravision when applied to all exposed skin. Makes 5 applications.

Oil of Strength: Raises strength by 1D4 (max 18/00 or 19 if exceptional strength rules not used) for 2D8 hours. Makes 10 applications.

Oil of Silence: Eliminates any noise from one object moving against another, either sliding or scraping, or eliminates the sound of footfalls on a solid surface when walking. Can be applied to up to one 10' by 10' area per application. Any use counts as an application (even a small hinge) Makes 5 applications.

Tanglefoot: Produces a fungus which, when released from its vial, rapidly expands to fill an area 10' by 10'. The fungus is covered with small sticky rubbery tentacles. If a man-sized creature enters the area, it will be held for 3 turns, a giant one for one turn, a smaller than man sized creature will be held until the tanglefoot dissipates. After one hour, the tanglefoot will die and collapse into dust. Produces 2 vials of tanglefoot.

Blade Sharp: Increases the damage dealt by the edged weapon to which it is applied by 1. Incompatible with any other applications to weapons, such as poisons, acids, or caustics. Produces 10 applications.

Dust of Paralyzation: The victim must make a Saving Throw vs. Poison at -2. Failure causes the victim to be paralyzed for 1 hour (6 turns.) Produces 10 packets of dust.

Immunization from Lycanthrope: The imbiber of this potion is protected from Lycanthrope for a period of one month. There is a 0.1% chance of contracting Lycanthrope from using the potion. Produces two potions.

Cure Disease: Has the same effect as the Cleric's spell of the same name. Produces two potions.

Regeneration: Provides the effects of a Ring of Regeneration for one day. Also allows revival of dead bodies less than three days old, with a successful resurrection roll (per Greyhawk.) Can be used to regenerate a lost limb if applied daily over a period of two weeks (using 14 potions.) Produces one potion.

Mind Damp: The user becomes immune to and loses all psionic or supersensory powers, such as ESP, Clairvoyance, etc., whether the result of natural ability, or spells or items or any other such effect for a period of one week.

Greek Fire: Produces five gallons of a liquid of which each gallon has the same effect as the breath weapon of a red dragon.

