

Alchemist

The alchemist has studied a wide variety of materials with the goal of unlocking their potential uses, both magical and non-magical.

All potions created by an alchemist are alchemical potions. Alchemical potions are good until used or 1 game day. They cannot be taken out of game as treasure. Alchemical potions come in 4 types. These are defined below.

Alchemical Potions - These are non-magical potions created by an alchemist. They generate effects with the target being any creature who imbibes the potion. For example, a potion of healing 4 will heal the imbiber for 4 points.

Magical Alchemical Potion - These potions are created by an alchemist and are empowered with a spell cast by a cleric, druid, or magic-user. The imbiber becomes the target of the spell. So if a being drinks a potion of Fire Strike 9, then the drinker takes 9 points of fire damage and the 5 second knockdown.

Thrown Alchemical Potion - These are non-magical potions created by an alchemist which deliver their effects by being thrown at a target. They are represented by a thrown bean bag. A being who is directly struck by the bean bag suffers the effects. For example, if the alchemist throws a potion of Root at a target, then that target is rooted in place for 10 seconds. These may only be used by the alchemist that created them.

Magical Thrown Alchemical Potions - These are magical potions created by an alchemist and empowered by a spell cast by a cleric, druid, or magic-user. They deliver their spell effect by being thrown at a target and are represented by a green bean bag. These may only be used by the alchemist that created them.

The Alchemist may have a maximum number of prepared thrown alchemical potions equal to his level.

Grenade - Grenades are thrown at a target, or target location, and generate their effects in a 5 foot radius upon impact. The effects are called by the alchemist in the same way as an AoE spell.

Aegis Oil: Aegis oil is a magical oil which the alchemist can use to bestow a temporary magical effect to a set of armor. A set of armor can only have one aegis oil in effect at a time. If a second one is applied, then the first one ceases to function as the second takes effect.

Weapon Oil: Weapon oil is a magical oil which the alchemist can apply to a weapon to grant it a temporary magical effect. A weapon can only have one weapon oil in effect at a time. Applying a second weapon oil cancels the previous one and the new one takes effect.

Attributes

Weapon Usage – Any two weapon types except long sword or great axe

Non-Proficiency Base Damage – 1 point

Armor – Leather or Chain

Shield – None

Damage								
Level	Melee Damage	Augmenter Melee	Thrown	Burning Oil/Acid	Marginal Archery Damage	Critical Archery Damage	Poisoner Marginal Archery	Poisoner Critical Archery
1	1		1	3	2	4		
2	2		2	3	3	5		
3	2		2	4	3	5		
4	3		3	4	4	6		
5	4		4	5	5	7		
6	4	5	4	6	5	7	6	8
7	5	6	5	7	6	8	7	9
8	5	7	5	7	6	8	7	9
9	6	8	6	9	7	9	8	10
10	6	8	6	9	7	9	9	11

Armor						
Level	None	Leather	Chain	Augmenter None	Augmenter Leather	Augmenter Chain
1-6	0	1	2	0	1	2
7-10	0	1	2	1	2	3

Life and Ability Points					
Level	Points in Each Limb	Points to Unconsciousness	Points to Death	Ability Points	Animator Ability Points
1	3	11	19	24	
2	3	14	22	28	
3	3	17	25	32	
4	4	20	28	36	
5	5	23	31	40	
6	6	26	34	44	45
7	7	29	37	48	50
8	8	32	40	52	55
9	9	35	43	56	60
10	10	38	46	60	65

Innate Abilities:

Healing Poultice:

Range: 1 Inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 0

Any bandages / bindings tied by the alchemist heal an amount of damage equal to 1 plus the alchemist's level. Normally, bindings only heal 1 point of damage. Note that beings may still only receive healing from bandages twice per game day.

Augmented Chemicals

Range: Self

Area: Self

Duration: Permanent

Stacking: NA

Misc.: NA

Cost: 0

When an alchemist uses acid (red bean bags) or burning oil (black bean bag with a red ribbon) they deal an amount of damage equal to their thrown damage, or the base 3 damage, whichever is greater. The base damage of both acid and burning oil is 3 points. Alchemists receive bonuses to this damage as they level. At 3rd level, acid and burning oil deal an additional +1 damage. This bonus increases to +2 at 6th level and to +3 at 9th level. These bonuses are already included in the alchemist damage chart.

Identify Potions

Range: 1 inch

Area: 1 Target

Duration: Instantaneous

Stacking: NA

Misc.: NA

Cost: 0

By inspecting a potion for 5 seconds, the Alchemist can determine the specific nature of any non-magical potion, and will know the type and strength of the potion.

Level 1

Aegis Oil: Hardening

Range: touch

Area: 1 Suit of Armor

Duration: game day or until used

Stacking: Damage

Misc.: Material Component

Cost: Var.

This oil increases the armor value of a suit of armor by +1 per 1 ability point, to a maximum of +5 armor. The alchemist may spend a number of points equal to ½ his level (rounded up). When the oil is used, the effects last for 1 combat or 1 game day. It takes 5 seconds to apply the oil to a suit of armor. Material Component: Black Bean Bag with a blue ribbon.

Create Acid

Range: 1-inch

Area: *Special

Duration: Instantaneous

Stacking: NA

Misc.: Material Component

Cost: Var.

When the Alchemist uses this ability, he can create vessels (beanbags) of acid. The caster must have the physical representations available. Players may still bring as many bags of Acid as they wish into a game – this ability is merely an in-game method of replenishing used bean bags during an adventure. This ability creates 3 bean bags per ability point. The Alchemist may spend up to his level in ability points. Material component: red beanbags.

Alchemical Potion of Healing

Range: Touch **Area:** 1 Potion **Duration:** Game Day or until used
Stacking: NA **Misc.:** NA **Cost:** Var.

The Alchemist can brew a Healing Potion that will heal himself or another character for 2 life points per ability point expended. The Alchemist may expend up to his level in ability points per Healing Potion.

Mend

Range: 1 inch **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 1

This ability will mend one object that has been damaged by an in-game effect, including Warp (Druid 2) or Weapon Shatter (Fighter 9), unless prohibited by game design or GM discretion. Mend can only be used on an object that is nonmagical, no larger than human-sized, and inanimate.

Reveal Magic

Range: Self **Area:** 30 foot radius ½ circle, 10' high **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 1

With this ability the Alchemist reveals all magic in a 30' radius half circle centered on himself, in the direction he is facing. This spell provides the Alchemist with a 'snapshot' of all magic in the spell area, which he will remember after the spell is used. Results of this spell are subject to GM availability and knowledge; because of time constraints the GM may be unwilling to catalog all items and people that radiate magic. This spell is blocked by 1 inch of wood, earth, stone, or metal, but cannot be blocked by shields. Only magical creatures, pre-cast or active spells, and magic items are revealed. Characters with spell points are not themselves considered to be magical and will not be revealed as magic if they have no pre-cast or active spells.

Level 2

Alchemical Potion of Freeze Poison

Range: Touch **Area:** 1 Potion **Duration:** game day or until used
Stacking: NA **Misc.:** Material Component **Cost:** 2

When this ability is used, the alchemist creates a potion of Freeze Poison. When this potion is imbibed by a target, the effects of all poisons, including Red Death and Kill Dagger (Thief 2), on the target are halted for 30 minutes. This spell will not reverse any damage or effects caused to the target before the spell is cast, but will temporarily suspend the ongoing effects (such as Kill Dagger) of poisons that are affecting the target at the time of casting. This spell does not provide the target with immunity from poisons that are encountered after the spell is cast. Material Component: potion rep

Weapon Oil: Impact

Range: touch **Area:** 1 Weapon **Duration:** game day or until used
Stacking: Damage **Misc.:** Material Component **Cost:** Var.

This oil increases the damage of a weapon by +1 per 2 ability points spent, to a maximum of +5 damage. The alchemist may spend a number of points equal to his level. This oil can affect 1 melee weapon, 5 daggers, or 5 arrows. When the oil is used, the effects last for 1 combat or 1 game day. It takes 5 seconds to apply the oil. Material Component: Black Bean Bag with a blue ribbon

Acid Burst

Range: touch **Area:** 1 acid vial **Duration:** game day or until used
Stacking: Damage **Misc.:** Material Component **Cost:** 2

The alchemist can concentrate on an acid, or enhanced acid, bean bag for 5 seconds to charge the acid with a burst effect. When thrown, the acid affects any targets within a 5 foot radius of the impact point. The bean bag is charged until used or 1 combat. The alchemist may only have 1 acid burst prepared at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: red bean bag

Create Oil

Range: 1-inch **Area:** *Special **Duration:** Instantaneous
Stacking: NA **Misc.:** Material Component **Cost:** Var.

When the Alchemist uses this ability, he can create vessels (beanbags) of oil. The caster must have the physical representations available. Players may still bring as many bags of Oil as they wish into a game – this ability is merely an in-game method of replenishing used bean bags during an adventure. This ability creates 3 bean bags per ability point. The Alchemist may spend up to his level in ability points. Material component: black beanbags.

Thrown Alchemical Potion of Root

Range: touch **Area:** 1 bean bag **Duration:** until used or 1 game day
Stacking: NA **Misc.:** Material Component **Cost:** 2

Any target struck by this potion is rooted in place for 5 seconds. This effect is countered by the target using Knight Strength II or greater. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Level 3

Weapon Oil: Transmute

Range: 1-inch **Area:** 1 Suit of Armor **Duration:** game day or until used
Stacking: Damage **Misc.:** Material Component **Cost:** 3

When the alchemist creates this oil, he must declare what material property it grants to a weapon. Choices include: silver, cold-iron, gold, etc. When the oil is applied to a weapon, it gains the chosen material property for 5 minutes, or 1 combat. If a weapon already has a material property then it is temporarily suppressed for the duration and the weapon takes on the new property. It takes 5 seconds to apply the oil. Material Component: Black Bean Bag with a blue ribbon

Aegis Oil: Acid Resistance

Range: touch **Area:** 1 Suit of Armor **Duration:** game day or until used
Stacking: Damage **Misc.:** Material Component **Cost:** Var.

When this oil is applied to a suit of armor, it grants the wearer an amount of acid resistance equal to 3 points per 1 ability point spent. The alchemist can spend a number of points equal to their level. It takes 5 seconds to apply the oil. Material Component: Black Bean Bag with a blue ribbon

Phylactery: Death Feint

Range: Self Area: Self Duration: 5 minutes
Stacking: NA Misc.: NA Cost: 3

The alchemist has started experimenting with the effects of drugs and chemicals, as such he is now able to carry a device, known as a phylactery, which can inject the chemicals into his system. The alchemist can now trigger his phylactery to cause a near death state.

When this ability is used, the Alchemist will fall into a deep meditative state, and will appear to be dead. While in this meditation, the Alchemist is completely protected from the effects of physical damage and most SAS, including the effects of Kill Dagger (Thief 2) and any type of armor independent damage. Numbing Blow (Knight 9), No Defense Blow (Knight 6), and No Defense Arrow (Ranger 10) will penetrate Death Feint, as will all other forms of No Defense damage. The Alchemist should call "no mark" to indicate that she is unaffected by a spell or attack.

While in Death Feint, all spells will continue to run normally; those with a duration of the next combat will expire one minute into the Death Feint. While in Death Feint, poison and disease are halted as if the Alchemist is under the effects of a Stasis (Cleric 6). Once the Alchemist leaves the Death Feint, poison and disease will again begin to run normally. Death Feint does not cause the Alchemist to detect as magic. While in Death Feint, the Alchemist may not activate magic items or use pre-cast or any other SAS.

The Alchemist must remain in the Death Feint for at least 1 minute, which will remove her from combat. Death Feint lasts for 5 minutes, but the Alchemist may end the ability early by making a voluntary movement. When Death Feint ends, the Alchemist may not take any offensive actions, activate magic items, or activate pre-cast SAS for 5 seconds; she can, however, fight defensively. This ability can be negated by Awaken (Magic User 2) or by a white Flower of Avalon (Druid 8), but not with Dispel Magic (Magic User 4, Cleric 5, Druid 5). This ability requires no meditation time.

Brew Magical Alchemical Potion

Range: Touch Area: 1 Potion Duration: Game Day or until used
Stacking: NA Misc.: Material Component Cost: Var.

This ability allows an Alchemist to create a magical potion that can retain a spell for the current game day; potions created with this ability cannot retain a skill or ability. Only a spell that can be cast on another character can be placed into this potion; Spells with a target of 'Self' only cannot be cast onto a potion. Once a potion is created it can be used at any time, although it will disintegrate at the end of the current game day; it may not be preserved by any means whatsoever. When used, the character who drinks the potion becomes the target of potion's spell. A potion created with this ability is a magic item.

The spell placed on the potion cannot be of a higher level than the caster can normally cast without an LI modifier; for example, a caster cannot use LI Enhancement +1 (Magic User 3), Invoke (Cleric 7) or any other level modifier to cast a spell onto a potion. Only one spell may be placed onto a potion. Spells that modify other spells, such as Autocast (Magic User 7), are considered to be separate spells on their own; thus it would be impossible to place an Autocast Dropsy or an LI Enhancement +1 Enthral on a potion.

The steps required to create and use a magical alchemical potion are as follows:

- 1) The Alchemist must use the Brew Magical Alchemical Potion ability, for a cost of 3 ability points.
- 2) The Alchemist must spend 1 minute in meditation to prepare the potion to receive the spell.
- 3) A spell caster must cast the desired spell onto the prepared potion, spending the normal number of spell points.
- 4) The name and level of the spell must be recorded.
- 5) The spell on the potion may be invoked at any time by taking 5 seconds to imbibe the potion. Activating the potion has no cost in spell points.

Example: A 4th level Alchemist wishes to create a Cure Disease Potion, so he spends 3 spell points to prepare the potion. Then a 4th level, or higher, Cleric spends 4 spell points to cast the Cure Disease onto the potion.

All of the restrictions on the use of magic items described in Chapter 10, including the MILL, apply to the use of created potions. Most importantly, a character can use a potion that was created at his level +2 or less. If a character is of too low a level to use a potion, then there will be no effect if he drinks the potion and the potion is consumed.

An Alchemist may create up to ½ of his level, rounded-up, of magical alchemical potions per game day and they may only be produced during game time. Material Component: Potion Rep

Elemental Arrow

Range: 1 inch Area: 1 Arrow Duration: Game Day or until used
Stacking: Damage Misc.: NA Cost: 3

With this ability, the Alchemist can enhance an arrow with elemental damage. The affected arrow will cause an additional 5 points of magical damage; the Alchemist must specify at the time of casting whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the arrow is fired, the archer must call out Elemental Arrow, the specific element, and the total amount of damage. The duration of the enhancement is until used or one game day, whichever comes first.

Level 4

Aegis Oil: Elemental Protection

Range: touch Area: 1 Potion Duration: game day or until used
Stacking: Damage Misc.: Material Component Cost: Var.

When this oil is applied to a suit of armor, it will protect the target from one element of the Alchemist's choice (Earth, Fire, Ice, or Lightning), chosen when the oil is created. The Alchemist may expend up to her level in ability points, and the amount of protection received is 3 points per ability point expended. It takes 5 seconds to apply the oil to a suit of armor. The protection lasts 5 minutes per level of the Alchemist. A character can only have one Elemental Protection in effect at any given time. Material component: black bean bag with a blue ribbon, Blue flag

Alchemical Potion: Neutralize Poison

Range: Touch Area: 1 Potion Duration: Game Day or until used
Stacking: NA Misc.: NA Cost: 4

The Alchemist can brew a potion that will neutralize all magical and non-magical poisons within the target except Red Death, unless otherwise specified by game design. This potion does not restore lost life points but it does prevent further loss or disability from all neutralized poisons.

Thrown Alchemical Potion: Naptha

Range: 1-inch Area: 1 Vial Duration: Until used or 1 game day
Stacking: Damage Misc.: Material Component Cost: Variable

The alchemist can spend 15 seconds to turn a vial of oil into a vial of Naptha. When lit, by tying a red ribbon around the black bean bag, and thrown at a target, the vial of Naptha will deal an amount of damage equal to the alchemists thrown burning oil damage plus 2 additional damage per ability point spent when creating the potion. If the bean bag strikes any of the target's equipment, including weapon or shield, then the fire damage is dealt to the target. The alchemist may spend up his level in ability points. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: Black Bean Bag and Red Ribbon

Thrown Alchemical Potion of Healing

Range: Touch Area: 1 Potion Duration: Game Day or until used
Stacking: NA Misc.: Material Component Cost: Var.

The alchemist may now enhance a vial of holy water so that it heals any target struck, in addition to any normal holy water effects. The amount of healing equals 2 points healed per 1 ability point expended. This amount is determined at the time the potion is created. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: White Bean Bag, Example Call: "Holy Water, Heal 8"

Fence Item

Range: Self Area: 1 Item Duration: Instantaneous
Stacking: NA Misc.: NA Cost: 3

With each use of this ability, the Alchemist may sell one mundane or magical item to a purveyor of rare items and chemicals, who also happens to be a fence. By doing so, the Alchemist will receive 75% of the item's gold piece price as listed in game copy; if no such value exists the item may not be fenced. This skill may only be used at the end of the game, and only on items gained during the current game unless otherwise indicated by game design. This skill does not prevent the Alchemist from trying to locate a fence in a town during a game; if the Alchemist does locate an in-game fence, then the cost of using this ability is reduced to zero.

Level 5

Weapon Oil: Elemental Weapon

Range: touch Area: 1 Weapon Duration: game day or until used
Stacking: Damage Misc.: Material Component Cost: Var.

This oil enhances a melee weapon with elemental damage. The affected weapon will cause 1 additional point of magical damage for every 2 ability points expended by the Alchemist, and the Alchemist can spend up to her level in ability points. The Alchemist must specify when creating the oil whether the additional damage will come from Earth, Fire, Ice, or Lightning. When the weapon is used in melee, the wielder should call the total amount of damage per strike and the specific type of elemental damage, for example "8 magic, Fire". The duration of the enhancement is one combat or one game day, whichever comes first. It takes 5 seconds to apply the oil. Material Component: black bean bag with a blue ribbon

Plant Seek

Range: Special Area: Special Duration: Var.
Stacking: Var. Misc.: NA Cost: 5

Sometimes an alchemist must seek out components for potions rather than purchasing them on the open market. This ability allows the Alchemist to find one of the plants listed below. These plants can be found in any season in both outdoor and indoor environments, but do not occur naturally. The Alchemist must specify which type of plant she is looking

for, and will only find enough of that plant to affect 1 creature one time. Once found, the plant will maintain its potency for the rest of the game day or until used, whichever comes first; the plant, once obtained by the Druid, can be used by any creature.

- Duck Back : When the leaves of this plant are rubbed on a creature's body, all liquids will roll off the creature for 1 hour (including water, acid, and oil) and will cause no damage to the creature. <add: This does not prevent potions from delivering their effects.>
- Battle Weed : Eating this weed will increase a creature's damage per weapon strike by 2 and will provide her with an additional 2 points of armor. The effects will last for the next combat or one game day, whichever comes first. Stacking Group: Damage.
- Motherwort : Eating this plant will allow a creature to see clearly in reduced light such as that found in a dark room, at night, or underground. This ability will last for 30 minutes.
- Resin : This plant exudes a resin that, when rubbed on the hands, will provide a creature with some protection against Dropsy (Magic User 3) and Disarm (Fighter 6). The creature must rub the resin on her hands and then firmly grasp an object or objects; the affixed objects will be unaffected by the first Dropsy or Disarm used against the creature. Because each hand is protected separately, when a Disarm is used against one hand the other will remain protected; Dropsy, however, will remove the protection from both hands. If the user is wearing gloves when the resin is applied, the effect still works with respect to the next held objects, but if the gloves are removed the effect will end immediately. The affected objects will remain affixed to the creature's hands until

the protection has been removed by a Dropsy or Disarm, the creature releases the affixed objects voluntarily, or the end of the game day, whichever comes first.

- **Sponge** : When this plant is eaten it will allow a creature to breathe in areas with little or no oxygen, including areas that are underwater or full of noxious or poison gases. This ability will last for 30 minutes.

- **Vervain** : Eating this plant will protect a creature from Enthral (Magic User 1, Druid 2) and all Enthral –related spells or abilities for a duration of 1 hour.

Elemental Grenade

Range: touch Area: 1 grenade Duration: game day or until used
Stacking: NA Misc.: KD5, Material Component Cost: Var.

With this ability, the Alchemist creates a grenade (green bean bag) charged with one element; Earth, Fire, Ice, or Lightning. When the grenade is thrown, all targets within 5 feet of the impact point will take 3 points of damage per ability point expended, and will also take a 5-second Knockdown. The Alchemist can spend up to his level in ability points, but must spend at least 3 ability points. The alchemist may only have 1 Elemental Grenade prepared at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag.

Phylactery: Injection

Range: Self Area: Self Duration: game day or until used
Stacking: NA Misc.: NA Cost: 5

The Alchemist's phylactery now allows him to auto-imbibe potions that have been loaded into the phylactery. By expending 5 ability points, the alchemist can now prepare up to 2 potions and store them in his phylactery. Any potions to be stored are consumed when the phylactery is prepared. However, the effects of the potions are delayed until the alchemist chooses to activate them. This activation is instantaneous. 5 seconds must pass in between potion activations. The alchemist can use the prepared potions even if his limbs are disabled and/or are bound.

Enhance Acid

Range: 1-inch **Area:** 1 Vial **Duration:** Until used or 1 game day
Stacking: Damage **Misc.:** Material Component **Cost:** Variable

The alchemist can spend 15 seconds to strengthen a single vial of acid. The acid, once enhanced, will deal +2 damage per 1 ability point spent. The alchemist may spend up to his level in ability points. When thrown, the enhanced vial of acid will deal an amount of damage equal to the alchemist's thrown damage + 2 damage per 1 AP spent. The alchemist may not have more than 2 vials of enhanced acid prepared at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. **Note:** the alchemist may also choose to use his Acid Burst (Alchemist 2) ability to give the acid a 5 foot radius AoE.

Level 6

Brew Magical Thrown Alchemical Potion

Range: Touch Area: 1 Thrown Potion Duration: Game Day or until used
Stacking: NA Misc.: Material Component Cost: Var.

When the alchemist uses his Brew Magical Alchemical Potion ability he may now choose to make it a Thrown potion instead. The potion is represented by a green bean bag. The spell in the potion will now target anyone struck by the bean bag when it is thrown. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Potion Arrow

Range: Touch Area: 1 or more Arrows Duration: Game Day or until used
Stacking: NA Misc.: NA Cost: Var.

The alchemist may create a number of arrows which will deliver alchemical potion effects via his bow. He may prepare 1 arrow for every 2 ability points spent. Preparing an arrow consumes the alchemical potion the arrow will be delivering. Thus preparing 3 arrows requires 3 potions, one for each arrow. The target struck by the potion arrow becomes the target of the potion effect. A potion arrow may be loaded with any vial of acid, enhanced acid, alchemical potion or thrown alchemical potion created by the alchemist. If the potion would normally deal damage, then the arrow's damage is replaced by the potion damage; or thrown acid damage if an acid vial is loaded. If the potion normally deals thrown + damage then the alchemist may choose to change this to archery + damage instead. Damage bonuses from magical bows or arrows stack normally. Acid loaded in an arrow may NOT be affected by Acid Burst. Firing a Potion Arrow requires 10 seconds of aiming and has its range limited to 30 feet, due to the extra weight of the potion. This range may not be increased by the use of Long Arrow (Ranger 5th). The alchemist may have up to ½ his level of arrows prepared at any given time.

Bargain

Range: Self Area: Self Duration: Instantaneous
Stacking: NA Misc.: NA Cost: 6

The Alchemist's need for rare and exotic materials has turned him into a shrewd haggler. By using this ability the Alchemist can reduce the price of any one purchase (not necessarily one item) by 10% (round up). When the Alchemist pays for the item(s), he must inform the other party in the transaction that he is using the Bargain skill, and the price will be appropriately lowered. This skill cannot be used more than once on a purchase. A Bargain may not be countered by use of another Bargain.

Alchemical Potion of Stasis

Range: touch Area: 1 Potion Duration: game day or until used
Stacking: NA Misc.: NA Cost: 6

The Alchemist can brew a Potion of Stasis. When this potion is consumed, the continuing effects of all poisons, diseases, and curses that are affecting the target will be halted for 30 minutes. This potion will not reverse any damage or effects that were taken by the target before the potion was consumed and does not stop damage from occurring due to other reasons. This ability does not provide the target with immunity from any poisons, diseases, or curses that are contracted after the potion was consumed. If poured on a dead body before the 5 minute time limit on Life Spark (Cleric 6, Spirit Monk 7) expires, this spell will extend the time during which Life Spark may be used by 30 minutes.

Level 7

Elemental Limpet

Range: special Area: 5 foot radius Duration: 1 combat or until triggered

Stacking: NA Misc.: KD5, Material Component Cost: 7

When this ability is used, the alchemist places a mine, represented by yellow flag. The mine will deal elemental damage of the type chosen by the alchemist when the mine is placed. (Fire/Ice/Lightning/Earth). The mine deals 3 damage per level of the alchemist and causes a 5 second knockdown to anyone within a 5 foot radius at the time of detonation. The alchemist must place the limpet on the ground to activate it and he must be within 30 feet to detonate the mine. Example: "Fire Limpet, targets, 21 points fire damage, 5 second knockdown" Material Component: Yellow Flag

Ranger Herbs

Range: Touch Area: 1 Herb or Root Duration: Game Day or until used
Stacking: Var. Misc.: NA Cost: 7

This ability allows the Alchemist to prepare a potion from one of the rare herbs and roots listed below, or to prepare additional herbs or roots by game design. The Alchemist must specify which type of herb or root he is preparing, and will only prepare enough to affect one creature one time. The Alchemist is assumed to have gathered all of the raw materials for this ability at the beginning of the game day. The Alchemist must spend 20 seconds preparing the root or herb for use; once prepared, the herb or root will maintain its potency for the rest of the game day or until used, whichever comes first. Any character can brew a potion from a prepared herb or root by simply adding it to ½ cup of water; once brewed, this potion will last for the game day or until used.

The ability point expenditure for this ability is incurred when the Alchemist prepares the herb or root; if the Alchemist purchases already-prepared herbs or roots, or finds them through other means, he will not have to expend any ability points to create potions from them.

- Athelas – When a potion brewed from this herb is consumed, it will neutralize the effects of all known poisons including Red Death. This herb does not restore lost life points, but does prevent further loss or disability from all neutralized poisons.

- **Damiana** – When a potion brewed from this herb is consumed, the target will fall madly in love with the character that gave it to him, and will behave accordingly; if the target obtains and drinks a Damiana potion without receiving it from another character, he will fall in love with the next suitable target that he encounters, based on GM discretion. This herb will affect any creature that is equal or lesser in level to the Alchemist who prepared it. The effect of this herb is considered to be similar to the effects of Enthral (Magic User 1), and can thus be countered with an SAS such as Distrust (Thief 4). Duration: 15 minutes.
- **Nightshade** – When a potion brewed from this herb is consumed, it will poison the target. 15 seconds after the potion is consumed, the target will fall into a coma; the target will die 2 hours after falling into the coma. This poison can be neutralized with a Neutralize Poison (Alchemist 4, Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10) or related SAS.
- **Devil's Weed** – A potion brewed from this root will give the target the ability to cast 1st level Magic User spells for a short time. The potion will not provide the target with any spell points, so he must have access to spell or ability points for casting; these can be either innate to his class or provided by magic items. Although the target is limited to 1st level Magic User spells, he can cast those spells at his own level of effect for the appropriate point cost; for example, a 6th level Ranger could cast a 6th level Enthral (Magic User 1) for 3 ability points. This potion does not negate any of the target's other abilities. Duration: 5 minutes or the end of the current combat, whichever is greater.
- **Hellebore** – When a potion brewed from this root is consumed, the target's melee, thrown, and missile damage will be at +3. Duration: 5 minutes or the end of the current combat, whichever is greater. Stacking Group: Damage.
- **Melange** – When a creature drinks a potion made from this root, he will enter into a prophetic dream state for 5 minutes. During this time, the target will be entranced and stationary; he will receive information from the GM about the current adventure or his future, at the GM's discretion. The trance cannot be broken before the duration has passed, except by use of a Freeze Poison (Cleric 2), Neutralize Poison (Alchemist 4, Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), or related SAS. Duration: 5 minutes.

Level 8

Fire / Ice / Lightning Wall

Range: 1 inch Area: 1"x30'x15' of wall Duration: 5 minutes
 Stacking: NA Misc.: Material Component Cost: Var.

This spell causes a Wall of Fire, Ice, or Lightning to appear in an area specified by the Alchemist. All targets who cross the wall, including the Alchemist, will take 3 points of damage per spell point expended. The Alchemist can spend up to his level in spell points. The wall is 1 inch wide, 15 feet high, and 30 feet long, and is represented by a length of fluorescent tape; the Alchemist can arrange the tape in a geometric figure of his choice, such as a line, circle, or square, as long as the tape does not cross or touch itself. The tape must be arranged on the ground, and cannot be moved. The wall's elemental type is defined by the color of the fluorescent tape: red represents fire, blue represents ice, and orange represents lightning. Incantation time for this spell is a

minimum of 15 seconds, and includes the act of arranging the tape on the ground. An Autocast (Magic User 7) used in conjunction with this ability reduces the invocation time to the amount of time it takes the Alchemist to lay the tape on the ground. The Alchemist may move any distance from the wall without it dissipating. The wall is not opaque and does not prevent attacks on the caster. The wall will last for 5 minutes regardless of the number of targets affected by it. Material component: 30 feet of red, blue, or orange fluorescent tape that is 1-inch wide.

Phylactery: Life Support

Range: Self Area: Self Duration: Instantaneous
Stacking: NA Misc.: NA Cost: 8

This ability is automatically used whenever the Alchemist falls unconscious or would have died due to damage, and will heal the Alchemist for 9 points, restoring consciousness. Once activated, this ability will take 15 seconds to heal the Alchemist, who may choose where in her body the healing will occur. Life Support will not heal a throat slit because throat slits cause an undefined amount of damage. Life Support may not be used to restore an Alchemist who died from the effects of Death Commitment (Augmenter Alchemist 10, Monk 10, Knight 10), and can only be used if the Alchemist has at least 8 ability points available.

Thrown Alchemical Potion of Truth Serum

Range: touch Area: 1 Potion Duration: game day or until used
Stacking: NA Misc.: LI, Material Component Cost: LI

With this ability, the Alchemist is able to create a Truth Serum. When this potion strikes a target, the affected target is compelled to tell the truth. The target must answer all questions as truthfully and completely as he can. This effect will last for 5 minutes. This is an LI spell and the level of effect must be determined at the time the potion is created. Material Component: green bean bag

Level 9

Stun Charge

Range: Touch Area: 1 grenade Duration: game day or until used
Stacking: NA Misc.: KD10, Material Component Cost: 9

With this ability, the Alchemist creates a stunning bomb (green bean bag). When this bomb impacts a target, that target suffers a 10-second Knockdown. Stun Charges do not cause any physical damage. The Alchemist may only have 1 Stun Charge prepared at any given time. The Alchemist should call out "Stun Charge, 10 second knockdown." The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Phylactery: Regenerate

Range: Self Area: Self Duration: Game Day or until used
Stacking: NA Misc.: NA Cost: 9

This ability allows the Alchemist's phylactery to Regenerate damage that has been dealt to the Alchemist. The Alchemist must spend 9 ability points to charge the phylactery. The maximum amount of damage that the Alchemist can Regenerate is equal to 4 times his level. To Regenerate, the target must rest for 1 full minute outside of all combat; all SAS in effect with a duration of 1 combat will go down when the Alchemist regenerates

damage. If the Alchemist is unconscious and out of combat, then the phylactery will automatically begin using the Regenerate healing in increments of 2 points every 10 seconds until the Alchemist becomes conscious or it runs out of available healing. The Alchemist may use the Regenerate healing in any increment until the maximum amount of regeneration has been reached. The duration of this spell is one game day or until all of the regeneration has been used.

Level 10

Thrown Alchemical Potion of Killing Attack

Range: Melee Strike Area: 1 Potion Duration: game day or until used
Stacking: NA Misc.: NA Cost: 10

With this ability, the Alchemist can brew a Thrown Potion of Killing Attack. When a target is struck, by the thrown bean bag, she immediately loses ½ of her total life points to death. Damage is based on the number of life points the target has when she is fully healed, and is taken to the torso. This damage can only be healed after the target rests out of combat for 5 full minutes. The target can only be affected by one Killing Attack at a time no matter the source. This damage cannot be reduced or avoided except by a Concentration (Magic User 6) while casting, an Evade (Movement Monk 7), or a Dodge Blow (Fighter 7, Thief 7). If the bean bag misses or is evaded, the ability is still used and the potion is expended. An Alchemist may only have one Killing Attack potion prepared at any given time. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Phylactery: Autoinjection

Range: Self Area: Self Duration: game day or until used
Stacking: NA Misc.: NA Cost: 10

The Alchemist's phylactery now allows him store 2 potions in his phylactery which will auto-activate upon certain conditions. These potions are in addition to any that may be stored for use by Phylactery: Injection (Alchemist 5). These two potions must be independently designated to activate on either unconsciousness, unconsciousness due to damage, or death of the alchemist. Designate them as potion 1 and potion 2. If both potions would activate, then potion 2 activates 5 seconds after potion 1. These cannot be consciously activated by the alchemist.

Specialties:

Animator

Innate

Animator's Focus (Base)

Range: Self Area: Self Duration: Permanent
Stacking: BASE Misc.: NA Cost: 0

The Animator gains an additional ability point at each level, 6 through 10. This ability is a base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Level 6

Construct: Guardian

Range: Special Area: 130 foot radius Duration: 2 hours
Stacking: NA Misc.: NA Cost: 6

This ability creates a creature that will act as a sentry or alarm for the Alchemist; only the Alchemist who creates the guardian will be able to see or control it. The guardian can monitor an area of effect with a 130' radius that is centered on a point designated by the Alchemist. The guardian will "know" any character or creature that is pointed at and named by the Alchemist. While the Alchemist is within the area of effect, the guardian will warn him when any unknown creature enters the guarded area. If the Alchemist is asleep, he will be awakened by the guardian's warning; if the Alchemist is magically slept, the guardian will be unable to wake the Alchemist.

The guardian's senses will detect all creatures that can be seen, smelled, or heard, even those that are concealed; creatures that cannot be detected by the guardian may be created by game design. The guardian cannot be used as an advance scout or an attack animal, and cannot be used to trigger glyphs or other traps. The guardian's senses are only as good as those of the GM or SK.

Construct: Animate Dead

Range: 1 inch Area: 1 Target Duration: Special
Stacking: NA Misc.: LI Cost: 6

This ability allows the Animator Alchemist to change a dead body into a zombie-like creature, which will obey simple commands of the Animator or a single person designated by the Animator. The form of the zombie will be that of the body from which it was created. The animated creature cannot speak and must walk very slowly. The animated creature will have ½ the original life points (round down) of the living creature, and the same values for armor and damage as the living creature. The animated creature can fight, but cannot cast spells, use skills or abilities, or activate magic items. The Animator can only affect creatures that were of his level or lower before their death. Animated creatures are vulnerable to all undead and supernatural effects listed in this rule set. They cannot be commanded to follow the instructions of more than one person at a time; a Control Undead (Animator 7, Cleric 4) of higher level than the Animate Dead that is used on an affected target will take control. If an animated creature is killed and

then reanimated, he will only have 1/2 the number of life points that he had from the previous animation (for example, he will have 1/4 of his original life points when animated for a 2nd time and 1/8 of his original points when animated for a 3rd time). A PC can only take an animated NPC from one encounter to another with the permission of game staff, and if the NPC can be spared from his regular duties. This spell has a maximum duration of one game day.

Thrown Alchemical Potion of Plant Attack

Range: touch Area: 1 Potion Duration: game day or until used
Stacking: NA Misc.: LI Cost: Var.

The Animator Alchemist is able to brew a more dangerous version of his Root potion (Alchemist 2). When a target is struck by this potion, plants will animate and grow to entangle and damage the target. The target will take 2 points of damage to her torso per level of the Alchemist, and may also become entangled and immobilized. The entangling portion of this spell is LI; if the target is affected, she will be unable to cast spells, activate items, or fight. An unaffected creature may free the entangled target by chopping at the plants with a weapon for 15 seconds. Once freed, the target can fight only defensively for the next 5 seconds while she role-plays disentangling herself. The Animator must expend her level in spell points, and must call out the appropriate damage and level of effect; for example, a 6th level Animator would call out "Plant Attack, 6th level, 12 points of damage" for a cost of 6 ability points. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one.
Material Component: green bean bag

Enhance Potion

Range: Touch Area: 1 Potion Duration: game day or until used
Stacking: LI Misc.: NA Uses: Level

The alchemist can now enhance thrown alchemical potions which have an LI effect. The potion gains a +2 LI effectiveness. This enhancement is canceled if the enhanced potion is loaded into a potion arrow.

Level 7

Construct: Life Spark

Range: 1 inch Area: 1 Target Duration: Instantaneous
Stacking: NA Misc.: NA Cost: 7

If this ability is used within 5 minutes of a target's death, this ability will allow the Alchemist to capture the last "spark" of life within the target and return him to 1 life point above death. The target will lose 1/2 of his level (rounded up) in permanent life points, which will be deducted from his totals to unconsciousness and death, and will be at -2 versus all LI effects for the remainder of the game day. The character will remain at the same level and number of spell or ability points as before he died. If a character receives more than one Life Spark in a game day, the life point loss is cumulative but the -2 versus LI is not. This spell has no effect on an undead or animated body. Poison and disease remain in the body after death and will still be present when a target receives a Life Spark. For purposes of time progression, poisons and diseases are considered to be newly applied or contracted when the body is returned to life. Durational spells and abilities (good, bad and indifferent) will run their duration as normal whether the target is

alive or dead, and may still be in effect when the body receives a Life Spark. A character that has received a Life Spark is considered to have undergone death.

Thrown Alchemical Potion of Hold Being

Range: touch Area: 1 potion Duration: Game day or until used

Stacking: NA Misc.: LI, Material Component Cost: LI

The Animator is able to create a thrown potion of Hold being. When a target is struck by this potion (green bean bag) he is held immobile for 5 minutes. The held being cannot cast spells or activate magic items. Involuntary/autonomic actions such as breathing, the pumping of blood, and blinking are not affected by this spell. This is an LI ability. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Control Undead

Range: 30 feet Area: 5 foot radius Duration: 5 minutes/level

Stacking: NA Misc.: LI Cost: LI

When this ability is used the Alchemist is able to completely control all undead creatures of the Alchemist's level or below within a 5' radius circle. All affected undead will understand the Animator for the duration of the spell. If an Animator tries to use Control Undead on a creature that is already controlled by another caster's Control Undead ability/spell, the higher-level ability will be the one in effect. If the two abilities are the same level, the first Control Undead will remain in effect. This is an LI ability.

Level 8

Construct: Homunculus

Range: 30 feet Area: 1 Servant Duration: 5 minutes

Stacking: NA Misc.: NA Cost: 8

By using this ability, the Animator will animate an invisible servant, which can perform simple physical tasks for the Alchemist. The servant is alive but not intelligent. It cannot speak, cannot fight nor protect the Alchemist in any way, and will only follow very simple verbal instructions from the Animator (GM discretion) for the duration of the ability. The servant can open unlocked chests (it cannot, however, pick locks), open unlocked doors, and lift objects up to 5 pounds per level of the Alchemist in weight in a manner similar to the Telekinesis (Magic User 6) spell.

The servant will set off all traps, including glyphs, that it encounters or passes; the Alchemist and the Mist Servant will each take ½ of the damage from any trap (round down). If the Mist Servant sets off a non-damaging glyph (such as Uvas) and the Animator is not within the area of effect of the glyph, then the Animator will not be affected. The servant cannot be healed, and will disappear if it takes damage equal to the number of total life points that the Animator had when this ability was used. The servant can only be controlled by the Animator who created it, and cannot go further than 30 feet from the Animator.

Thrown Alchemical Potion of Petrify

Range: Touch Area: 1 Potion Duration: game day or until used

Stacking: NA Misc.: LI, Material Component, Rev. Cost: LI

The Animator is able to create a thrown potion which will turn a being into stone. When a being is struck by this thrown potion (green bean bag) the target and his non-magical possessions are turned into stone for 5 minutes. The target will detect as magic. While petrified, the target cannot be affected by any non-damaging spell, including Rock to Mud (Druid 6), and cannot be healed. If the target is poisoned or has some form of continuing damage, such as a disease or curse, then the poison or continuing damage will effectively be frozen until the end of the spell's duration or until the target is turned back into flesh. While the target is stone, he will take only one point of damage from any attack other than No Defense, against which he will take full damage. The effects of this potion may be dispelled with a Dispel Magic (Magic User 4, Cleric 5, Druid 5) spell. When the Petrify ends, either by running the full duration or being dispelled, the target will take 10 points of No Defense damage. A reverse Petrify will reverse the effects without causing any damage to the target. This is an LI ability. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: green bean bag

Level 9

Alchemical Potion of Restore LP / SP

Range: Touch Area: 1 Potion Duration: Game day or until used
Stacking: NA Misc.: NA Cost: 9

The Animator can use this ability to brew a potion which will restore either 1 LP or 1 SP, chosen at the time of creation, to the target. When a being drinks this potion, it will restore 1 permanently lost life point or spell point to the target. The target cannot receive more life or spell points than the innate base maximum for his class and level.

Animated Orbs

Range: 20 feet Area: Self Duration: 1 hour or until used
Stacking: Damage Misc.: KB, Material Component Cost: 9

When the alchemist activates this ability, he will be surrounded by 3 Orb charges. When activated, the alchemist chooses a material property for the orbs. Choices include, silver, cold-iron, wood, gold, etc. All three orbs are the same material. The alchemist may use an orb with no further preparation however, 5 seconds must pass between using an orb and starting another SAS, including using another orb. Expending an orb allows the alchemist to deal an amount of damage equal to 2 points per alchemist level, to a single target within 20'. The target also suffers a 10' knockback. Example: "Target, Silver Orb, 18 points, knockback 10 feet". An alchemist must display a red flag while this spell is in effect. Material Component: red flag

Level 10

Construct: Raise Dead

Range: 1 inch Area: 1 Target Duration: Instantaneous
Stacking: NA Misc.: NA Cost: 10

This ability will allow the Animator to raise a character who has died and return him to 1 life point above unconsciousness. The target will lose ½ of his level (rounded up) in permanent life points, which will be deducted from his totals to unconsciousness and death, and will be at -2 versus all LI effects for the remainder of the game day. The

character will be raised at the same level, number of spell or ability points, and number of experience points as before he died. This ability has no effect on an undead or an animated body. This ability must be used within three calendar years (real time) of the target's death. If this spell is read from a scroll, all of the above structures still apply.

Strengthen Undead

Range: 1 inch

Area: 1 undead creature

Duration: 1 game day

Stacking: Damage

Misc.: NA

Cost: 10

When an alchemist uses this ability on an undead, that being gains several benefits.

First, the undead gains life points to unconsciousness/death equal to the alchemist's level.

Second, the undead gains armor and melee damage equal to $\frac{1}{2}$ the alchemist's level (round down).

Third, the undead gains an elemental resistance chosen by the alchemist when this ability is used. The resistance is equal to 2 x the alchemist's level.

Fourth, the undead gains a single use of the Fighter's Blow ability (Fighter 8th).

Poisoner

Level 6

Injector

Range: 10 feet Area: 1 target Duration: until used or 1 game day
Stacking: N/A Misc.: Material Component Cost: 0

The alchemist can spend 15 seconds loading a Potion Arrow (level 6) in his injector. This consumes the Potion Arrow. The arrow is considered readied until it is fired, or the end of the game day. The alchemist fires the potion arrow by aiming the injector at his target for 5 seconds then calling the damage and effects as if the alchemist had fired the arrow from his bow. This ability cannot crit. When using this ability, the injector must be held in one hand, furthermore no other items may be held in that hand. The injector may **NOT** be used to fire normal arrows. Material Component: Injector Rep (example: 1 handed crossbow) The rep for the injector must be melee safe, i.e. made from foam. This is necessary as this is by definition not a bow rep and does not need to be dropped in melee. It is not a weapon and cannot be used to deal melee damage, nor can it be used to parry.

Kill Dagger

Range: Touch Area: 1 Target Duration: 15 minutes
Stacking: NA Misc.: LI, Material Component Cost: 6

A Poisoner Alchemist can make a small object called a Kill Dagger, which normally takes the form of a small object such as a small dagger or a ring with a needle, that is used to deliver a paralyzing poison. This poison is good for one game day or until used. For purposes of use in game, the Kill Dagger is represented by a 2"x2" piece of duct tape that has been marked with an identifying symbol or name. The tape must be applied to the target by the Poisoner's hand to indicate where the Kill Dagger was applied; this skill cannot be delivered or applied by a weapon or other implement. As the Kill Dagger is placed, the Poisoner must call "Kill Dagger," followed by the level of effect (her level +3; if the Poisoner does not call out the level of effect, the Kill Dagger will have no effect. The square of duct tape representing the Kill Dagger must be left in place as a representation of the skill's use.

When a Kill Dagger is applied between the shoulder blades of a target creature, it delivers a poison that causes instant paralysis for 15 minutes or until a Neutralize Poison (Alchemist 4, Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), Freeze Poison (Cleric 2), or related SAS is done; the target can be fed a Neutralize Poison potion as if she were unconscious (requires 5 seconds to administer). If the poison is delivered to the center of a target's back, she will be completely paralyzed; if delivered to any other part of the body the target will suffer full paralysis in 5 minutes, if the poison is delivered to a limb that limb will immediately be paralyzed, with full paralysis occurring 5 minutes later. Once paralyzed, the target may not cast spells or activate magic items, including an item of Monk's Neutralize Poison; autoactivated magic items will function normally. Kill Dagger poison is Level Influential, which means that the poison can only affect characters at the level of the Kill Dagger or below.

Kill Daggers work regardless of the target's armor or magical protections, with the exception of Concentration (Magic User 6) during spell casting. Kill Dagger also works independently of backpacks or other coverings on the target's back. If a shield is in use, it can be used to block a Kill Dagger; however, if a shield is slung across the target's

back, it is treated like a backpack and will provide no protection from this skill. A Kill Dagger has no effect on an undead creature, and cannot be used on someone actively involved in combat.

A Poisoner can carry as many Kill Dagger representations as she wishes, but must possess at least one for this skill to be used; if all of these items are lost or taken in game, the Poisoner will be unable to use this skill until a suitable representation can be found. A Kill Dagger can be used only by the Poisoner who created it. This ability requires no meditation time. Material component: kill dagger representation and a 2"x2" square of duct tape.

Improved Potion Arrow

Range: Touch Area: 1 or more Arrows Duration: Game Day or until used
Stacking: NA Misc.: Material Component Cost: Var.

When a Poisoner Alchemist uses his Potion Arrow ability, he may load poisons into his Potion Arrows as if the poison is a potion. Poisons with a base damage, such as the Agony Poison (Poisoner 8) replace the arrow's base missile damage. Kill Dagger, and Nightshade may **NOT** be loaded in this way.

Additional Point of Missile Damage (Base)

Range: Self Area: Self Duration: Permanent
Stacking: BASE Misc.: NA Cost: 0

At 6th level, the Poisoner increases his marginal, and critical, archery damage by one point. This ability is a base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Level 7

Brew Poison: Venom Poison

Range: Touch Area: 1 Weapon Duration: Next successful weapon strike
Stacking: Damage Misc.: NA Cost: 7

With this ability the Poisoner Alchemist can brew a venom poison and use it to coat one of her hand-held melee weapons or load it into a potion arrow. For melee weapon, the Poisoner's next successful strike with the target weapon will inflict venom poison on the target, in addition to causing the weapon's melee damage; the Poisoner must call out "Venom Poison" and the amount of melee damage after the first successful strike. A potion arrow will inflict venom poison on the target, in addition to causing the poisoner's missile damage; the Poisoner must call out "Venom Poison" and the amount of damage. Only the Poisoner who brewed the poison may use it, and they can only have one venom poison available at a time. If the melee strike misses or is blocked, the poison is not used. If the weapon strike is countered by the use of Dodge Blow (Fighter 7, Thief 7) or Evade (Movement Monk 7), the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Thrown Alchemical Potion of Hold Being

Range: touch Area: 1 potion Duration: Game day or until used

Stacking: NA Misc.: LI, Material Component Cost: LI

The Poisoner is able to create a thrown potion of Hold being. When a target is struck by this potion (green bean bag) he is held immobile for 5 minutes. The held being cannot cast spells or activate magic items. Involuntary/autonomic actions such as breathing, the pumping of blood, and blinking are not affected by this spell. This is an LI ability.

Level 8

Brew Poison: Agony Poison

Range: thrown Area: 1 Target Duration: game day or until used

Stacking: Damage Misc.: Material Component Cost: 8

With this ability, the alchemist prepares a contact poison that is delivered by throwing the vial of poison (green bean bag) at the intended target. The poisoner may instead choose to load this poison into a potion arrow, in which case the poison damage replaces the arrow's base missile damage. The target creature will take 2 points of damage per level of the alchemist and will be at -2 for all melee damage. The -2 melee damage lasts until 15 minutes have passed or the poison is cured. The damage is instantaneous, but the damage reduction can be suspended with a Freeze Poison (Cleric 2) or Resist Pain (Knight 5). It may be removed with a Cure Poison (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10, Alchemist 4) or related SAS. Only the Poisoner who brewed the poison may use it. Example: "Agony Poison, 16 damage, -2 melee damage." The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: Green Bean Bag

Level 9

Phylactery: Immunity to Poison

Range: Self Area: Self Duration: 5 minutes or 1 Combat

Stacking: NA Misc.: NA Cost: 9

By using this ability, the Poisoner Alchemist will be immune to any poison including Red Death and Kill Dagger (Thief 2) poison for 5 minutes or until the end of the current combat, whichever is longer. If the Alchemist is the target of a Toxin Poison while under the effects of this ability, she will take no damage from the attack (either the poison or the weapon strike that delivers it). Additionally, any existing poisons in the Alchemist's system are neutralized. This ability can be used as an immediate counter, and requires no meditation time.

Poison Limpet

Range: special Area: 5 foot radius Duration: Instantaneous

Stacking: NA Misc.: Material Component Cost: 9

When this ability is used, the alchemist places a mine, represented by a yellow flag. The mine deals 3 points of toxin poison damage per level of the alchemist and causes a 5 second knockdown to anyone within a 5 foot radius at the time of detonation. The alchemist must place the limpet on the ground to activate it and he must be within 30 feet to detonate the mine. Example: "Poison Limpet, targets, 27 points toxin poison, 5 second knockdown"

Level 10

Brew Poison: Red Death

Range: Touch Area: 1 Weapon Duration: Next successful weapon strike
Stacking: Damage Misc.: NA Cost: 10

With this ability the Poisoner Alchemist can brew a Red Death poison and use it to coat one of her hand-held melee weapons or load it into a potion arrow. For a melee weapon, the Poisoner's next successful strike with the target weapon will inflict Red Death poison on the target, in addition to causing the weapon's melee damage; the Poisoner must call out "Red Death Poison" and the amount of melee damage after the first successful strike. A potion arrow will inflict Red Death poison on the target, in addition to causing the poisoner's missile damage; the Poisoner must call out "Red Death Poison" and the amount of damage. Only the Poisoner who brewed the poison may use it, and they can only have one Red Death poison available at a time. If the melee strike misses or is blocked, the poison is not used. If the weapon strike is countered by the use of Dodge Blow (Fighter 7, Thief 7) or Evade (Movement Monk 7), the poison is expended but will have no effect. The duration of the poison is until the next successful weapon strike or the end of the game day, whichever comes first.

Additional Point of Missile Damage (Base)

Range: Self Area: Self Duration: Permanent
Stacking: BASE Misc.: NA Cost: 0

At 10th level, the Poisoner increases his marginal, and critical, archery damage by an additional point; bringing this bonus to +2. This ability is a base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Augmenter

Level 6

Improved Phylactery: Injection

Range: Self Area: Self Duration: game day or until used
Stacking: NA Misc.: NA Cost: 0, innate

When the Augmenter Alchemist uses the Phylactery: Injection ability (Alchemist 5), he now stores 3 potions for use instead of just 2.

Alchemist Potion of Additional Damage

Range: Touch Area: 1 Potion Duration: game day or until used
Stacking: Damage Misc.: NA Cost: Var.

The Augmenter Alchemist can brew a potion which will increase all of the targets weapon damage. When consumed, this potion provides the target with 1 additional point of damage for every 2 ability points expended by the Alchemist. When creating the potion, the Alchemist may spend up to her level in ability points. This additional damage is applied to all melee, thrown, and projectile weapons used by the target. The duration of this ability is 5 minutes or the end of the current combat, whichever is longer.

Alchemist Potion of Strength

Range: Self Area: Self Duration: game day or until used
Stacking: LI Misc.: NA Cost: 2, 4, 6, or 8

The Augmenter Alchemist can mix potions which will increase the targets Strength for 5 minutes or 1 combat, whichever is longer. When the potion is created, the Alchemist determines what level of Strength the potion will provide, I, II, III, or IV. When this potion is consumed by a target, he may use the following abilities, based on the level of Strength imbued into the potion:

Strength I: This level costs 2 ability points. The target may use double human strength to lift or move objects; no damage increase applies to the lifted objects and the target cannot break locks or locked doors.

Strength II: This level costs 4 ability points. The target can break non-magical ropes including any that are restraining him. He can also break free of the effects of an Uvas glyph. All the benefits and restriction of Strength I apply to Strength II.

Strength III: This level costs 6 ability points. For the duration of this ability the target can break non-magical metal bindings up to ½ inch thick, such as chains, including any that are restraining the him. The target can also break himself or others free of the effects of an Uvas glyph with the use of Strength III. All the benefits and restrictions of Strength I and Strength II apply to Strength III.

Strength IV: This level costs 8 ability points. The target can bend non-magical metal bars up to 1 inch thick. All the benefits and restriction of Strength I, Strength II, and Strength III apply to Strength IV.

A Strength potion increases the target's resistance to Clinging Vine (Druid 1), Plant Attack (Druid 3), Snare (Ranger 8), Deadfall (Ranger 9), and Weakness (Magic User

3), by the level of the Strength effect; +1 for Strength I, +2 for Strength II, +3 for Strength III, or +4 for Strength IV.

Strength affects pursuit as described in Chapter 5. The duration of this potion is 5 minutes or the end of the current combat, whichever is longer.

Base Proficiency with Two Weapons

Range: Self Area: Self Duration: Permanent
Stacking: BASE Misc.: NA Cost: 0

At 6th level and above, Augmenters are able to apply their base hand-held proficiency to 2 weapons simultaneously.

Additional Point of Melee Damage (Base)

Range: Self Area: Self Duration: Permanent
Stacking: BASE Misc.: NA Cost: 0

At 6th level, the Augmenter increases his melee damage by one point. This ability is a base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Level 7

Thrown Alchemical Potion of Cure Serious Wounds

Range: Touch Area: 1 Potion Duration: Game Day or until used
Stacking: NA Misc.: Material Component Cost: Var.

The alchemist may now enhance a vial of holy water so that it heals any target struck, in addition to any normal holy water effects. The amount of healing equals 3 points healed per 1 ability point expended. This amount is determined at the time the potion is created. The alchemist must wait 5 seconds after throwing a specialty bean bag before throwing another one. Material Component: White Bean Bag

Additional Point of Armor (Base)

Range: Self Area: Self Duration: Permanent
Stacking: BASE Misc.: NA Cost: 0

At 7th level, the Augmenter gains an additional point of innate armor. This skill is a base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Level 8

Alchemical Potion of Battle Fever

Range: Touch Area: 1 Potion Duration: game day or until used
Stacking: Damage & LI Misc.: NA Cost: 8

The Augmenter Alchemist can create a Potion of Battle Fever. When a target drinks this potion, they gain all of the benefits of using Battle Fever as if he were a Fighter with a level equal to that of the Alchemist who brewed this potion. The effects of the potion last for 5 minutes or 1 combat whichever is longer.

Additional Point of Melee Damage (Base)

Range: Self Area: Self Duration: Permanent
Stacking: BASE Misc.: NA Cost: 0

At 8th level, the Augmenter increases his melee damage by another point, bringing his melee damage bonus to +2. This ability is a base of the character class and may not be placed in a magic item. This is already included in the attributes chart.

Level 9

Alchemist Potion: Hulking Brute

Range: touch Area: 1 potion Duration: game day or until used
Stacking: Damage Misc: Material Component Cost: 9

The Augmenter Alchemist can create a potion which turns the drinker into a combat beast. When a target drinks this potion, they gain the following benefits: Life Points +10, Damage +4, Armor +3. They also gain the ability to invoke an Avenging Blow for 20 points once during the potion's duration. When the potion effects end, if the loss of the additional life points results in the unconsciousness or death of the target then he will be unconscious or dead. The potions lasts for 5 minutes or 1 combat whichever is longer.

Level 10

Improved Phylactery: Auto-Injection

Range: Self Area: Self Duration: game day or until used
Stacking: NA Misc.: NA Cost: 0, innate

When the Augmenter Alchemist uses the Phylactery: Auto-Injection ability (Alchemist 10), he now stores 3 potions for use instead of just 2. Designate them as potion 1, potion 2, and potion 3. If multiple potions would activate, then they activate in order with 5 seconds in between activations. These cannot be consciously activated by the alchemist.

Phylactery: Death Commitment

Range: Self Area: Self Duration: Special

Stacking: NA Misc.: NA Cost: 10

This ability allows the Augmenter Alchemist to hold off death for a period of 5 minutes or the end of the current combat, whichever comes later. To activate this ability, it must be called out loudly; the following effects will immediately occur:

- All previous damage to the Alchemist is instantly healed, including any from Killing Attack (Killing Monk 8, Ranger 10, Magic User 10, Knight 8, Cleric 9).
- The Alchemist's life points to death are doubled.
- The Alchemist is prevented from falling unconscious for the duration of the ability.
- All damage taken by the Alchemist during this ability is applied to her torso, regardless of where the blow actually lands.
- Healing of any form will have no effect on the Alchemist for the duration of this ability, including healing that comes from autoactivated items.
- The Alchemist is unable to use Death Commitment again until the full duration of the first one has elapsed.

The Death Commitment will end in one of two ways: 1) the Alchemist takes more than twice her base life points to death in damage, and she immediately dies; 2) the duration of the ability elapses, and the Alchemist's life points revert to normal. If the loss of the additional life points results in the unconsciousness or death of the Alchemist, then the Alchemist will be unconscious or dead. This ability requires no meditation time.