



# Power Classes

## X

# Alchemist

Alchemy is typically a perplexing art for common folk in a fantasy setting. In any world where the majority of people must toil to survive, the idea of someone's life work being to stand around boiling liquids and talking about the 'essence of rare matter' is quite alien to them. Alchemists in a fantasy world are rarely considered anything other than strange folk with ways that set them apart from the rest of society. Of course, this is not always the case. The first time an invading band of humanoids is turned aside by thunderstones and tanglefoot bags, the alchemist responsible might find himself very popular indeed.

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FOR GAMES MASTERS AND PLAYERS-ALIKE

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Requires the use of the Dungeons & Dragons® Players Handbook, Third Edition, published by Wizards of the Coast®

**MGP 1110**

**US \$ 2.95**

ISBN 1-904577-06-7



9 781904 577065

# Alchemist

## Power Classes



# The Power Classes X *Alchemist*

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## **INTRODUCTION**

In classic terms, the art of alchemy is the transmutation of matter through the arcane science of will. This can be mundane, using processes such as distillation, blending and catalysing elements, or metaphysical, using meditations and incantations to force a change that would otherwise never occur in the physical world. Alchemy is best known for attempts to transform lead into gold but this analogy is truly just a representation of what alchemists strive for. By transmogrifying something utterly base into the best and greatest of things, alchemy breaks the laws of the universe and allows those with the skill and power of the 'true science' to rewrite them.

Alchemy is typically a perplexing art for common folk in a fantasy setting. In any world where the majority of people must toil to survive, the idea of someone's life work being to stand around boiling liquids and talking about the 'essence of rare matter' is quite alien to them. Alchemists in a fantasy world are rarely considered anything other than strange folk with ways that set them apart from the rest of society. Of course, this is not always the case. The first time an invading band of humanoids is turned aside by thunderstones and tanglefoot bags, the alchemist responsible might find himself very popular indeed.

## **USING POWER CLASSES**

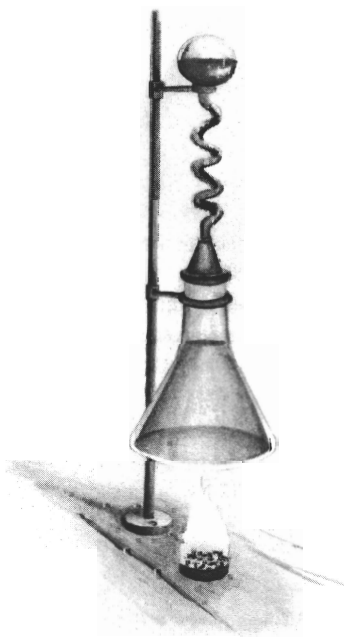
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Any player intending to play an alchemist character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any alchemist character in the game.

# THE ALCHEMIST

**Adventures:** Alchemists are not accepted as members of common society, which would normally suggest they are free to live a life of adventure as they choose. Unfortunately, the sheer weight and bulk of an alchemical lab and the many ingredients an alchemist needs to create his wondrous formulas makes it hard for him to move his work into the field. While there are certainly those who can make do with a portable kit, most alchemists are confined to a private place away from others. The greatest adventure for most alchemists is the one they take in the juxtaposition of universal energies and the really interesting green fungus they found growing on their boot yesterday.

That is not to say alchemists never adventure. Quite to the contrary, an alchemist can be forced to take to the road to acquire a rare ingredient, to learn a forgotten secret of the craft, or for the mundane reason of needing money to fund research. Alchemists are so driven by the need to learn that they can be rousted from their laboratories by the mere suggestion that a lost process might be recorded on the stone walls of a recently-discovered keep. Truly aged alchemists might be limited to hiring adventurers but mobile devotees of the craft can easily take on the task themselves when they must. The greatest laboratory of all, some would say, is the world itself.



**Characteristics:** Ask a dozen alchemists what their most important trait is and you will receive a dozen different answers and a hundred additional questions. It is their struggle to understand the universe through ceaseless inquiry that sets alchemists apart. For the truly devoted, alchemy is not about gold or sunrods, it is the eternal question, 'How?' When adventurers make camp, it is the alchemist among them who spends his time on watch charting stars, scraping the nearby bedrock for lime deposits and debating the elemental nature of the universe with the campfire. Companions might not get a lot of sleep around an alchemist but those with enough patience to endure his ramblings can learn a lot about reality.

**Alignment:** Alchemists come from every walk of life and every way of thinking. Although chaotic evil individuals probably do not have the self-discipline to proceed far in the craft, anything else goes. Lawful alchemists are generally of the camp that believes everything in the multiverse obeys the same natural laws, while chaotic alchemists remain convinced the only true law of reality is that everything changes. Neutral alchemists fall between the two camps, trying to chart the laws of nature through their many permutations. Good and evil are simple concerns of morality based entirely on the alchemist himself. A large majority of alchemists tend towards neutral.

**Religion:** For an alchemist, the science of reality is their religion. The time they dedicate to their craft leaves little enough of their day to be consumed by what most of them would deem as a pointless exercise called 'prayer' in any case. Those few alchemists with the disposition to be religious tend towards the gods of magic, mysticism and knowledge with more than half choosing the later. Alchemists with a natural leaning, including the rare but intriguing alchemist/druid, sometimes hold faith with a power of nature but this too is very uncommon. Most are content to worship the abstract concepts of universal truth and the 'creation divine'.

**Background:** Strangely, most alchemists can trace their origins to the upper classes. While their activities have likely separated them from this high birth, the science of alchemy requires a substantial education and a very important separating trait; alchemists must be able to read. Literacy is most often the province of the privileged, a fact which marks alchemists among their number. This is not always the case, as lone alchemists far from society often take in lost children or inquisitive strangers of indeterminate birth to train and pass their secrets on to. While alchemy may have arisen from the elite, its practitioners are rarely status conscious.

**Races:** Gnomes are hands down the best alchemists from a purely mechanical sense. Bright, inquisitive

and physically suited to the science by virtue of their acute senses, gnomes have natural advantages in the role. Gnomish alchemists are well-respected, even outside their own culture, for their mastery of the craft. Their tendency toward invention has prompted gnomes following this class to create many of alchemy's more notable innovations and continually fuels their attempts to push the science beyond its limits.

Other races also make contributions towards alchemy. Elven alchemists are among the most natural and reverent of the class. Dwarven alchemy often involves a lot of smoke powder and tends to be very task-oriented as befits their serious mindset. Halflings have their own need of alchemy, which usually revolves around defending their homes and bettering their comforts of life. Half elves and half orcs can take well to the science, though the latter's impeded reason usually makes even learning the basics very difficult. Of all the races, humans tend to be some of the craft's most exceptional followers. Human intuition, ingenuity and versatility makes them well suited to the class's mystery and constant learning curve. Ultimately, alchemy is less about race and more about the ability to question.

**Given their natural inclinations, gnomes would seem to be very gifted alchemists. Alchemist is an additional favoured class for gnomes. This allows a gnome character to take levels in alchemist without disrupting the progression of their other classes.**

**Other Classes:** Alchemists, by their nearly mystical nature, get along extremely well with wizards. Indeed, anyone who practices arcane magic is likely to appreciate an alchemist's company as a colleague and fellow scholar. Individual personalities might not mesh but the common interests will often bridge such barriers. Anyone capable of casting spells, even divine casters such as druids and clerics, are considered fit company because of their 'enlightened' minds. Conversely, the mundane nature of fighters, barbarians and rogues often puts them at odds with an alchemist, though this seldom keeps them from being able to work together. Monks and bards are usually at least good conversation, prompting an alchemist to engage in many discussions on the fundamental nature of reality or lute rosin with equal vigour. Ultimately, if an alchemist needs to adventure at all, he is likely enthusiastic enough about the journey's goal he will work with anyone.

## GAME RULE INFORMATION

**Abilities:** Intelligence is the most important ability score for any alchemist. Aside from its importance to the Alchemy (or Craft – alchemy) skill, this ability score defines learning capacity, reasoning and the tendency to question that is integral to the nature of any alchemist. Wisdom is also quite important as it allows an alchemist to make sound judgments about his experiments and provides the willpower such a born researcher needs to exercise some restraint. Lastly, a hearty Constitution can help an alchemist survive something in his lab going boom (and something *always* goes boom). Strength and Dexterity are virtually irrelevant to an alchemist, though they can provide advantages during adventuring. Charisma, to put it delicately, is rarely a high trait among alchemists. Weeks alone with beakers and cosmic equations does not do much for a man's interpersonal skills.

**Alignment:** Any

**Hit Die:** d4

### Class Skills

The alchemist's class skills (and the key ability for each skill) are Alchemy (or Craft – alchemy) (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken separately) (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). All alchemists begin play with alchemical script as a free written language. Alchemical script has no spoken form and cannot be learned by non-alchemist's save by Games Master allowance.

**Skill Points at 1st Level:** (4 + Int modifier) x 4

**Skill Points at Each Additional Level:** 4 + Int modifier

**Random Starting Gold:** 3d4 x 10 gp, plus all alchemists begin play possessing an Alchemist's lab

### Class Features

All of the following are class features of the alchemist.

**Weapon and Armour Proficiency:** An alchemist is proficient with all simple weapons. He is not proficient with any form of armour or shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

**True Alchemy:** Many other classes gain Alchemy as a skill but the science of alchemy is more than just a class skill to an alchemist, it is a way of life and their reason for being. Only the truly dedicated ever develop their natural talent for this craft into actual character levels in the class but doing so is as much a sign of devotion as progression. Alchemists are capable of so much more than just the basic abilities of the Alchemy skill. The True Alchemy class ability grants the alchemist access to the capabilities listed in the True Alchemy section listed below.

Possessing the initial secrets of True Alchemy also provides an alchemist with the feat Skill Focus (alchemy) for free at 1<sup>st</sup> level. Alchemists may also take Item Creation feats without the prerequisite caster level, though they must still be of the listed level to do so. Alchemists may not take Brew Potions, as they have class abilities that supersede it. Essentially, alchemists are considered arcane spellcasters of their alchemist class level even though they do not actually cast spells or have access to any spell lists (see Mystery below for exceptions to this).

**Mystery:** At 2<sup>nd</sup>, 5<sup>th</sup> level and every five levels thereafter, an alchemist's constant experiments allows him to glimpse a moment's truth in the nature of all reality. While this cosmic revelation is too vast for the alchemist to retain, some aspect of that fleeting epiphany stays with him. This can be a profoundly moving experience and can result in changes to the alchemist's outlook, personality, motivations, or even appearance (subject to Games Master's approval). The alchemist gains one of the following mysteries:

**Arcane Calculations:** The science of spellcasting was revealed to you in your great revelation. While the majority of what you saw has now left your mortal mind, enough remains for you to work some magic as if you were a trained wizard. The first time you gain this power, you gain the ability to cast cantrips as if you were a wizard of a caster level equal to your alchemist level. Each time you take Arcane Calculations thereafter, you gain the next level of spells from 1<sup>st</sup> on up. Spells per day equals that of a wizard of the same level and you must acquire and maintain a spellbook as normal. This power does not grant the knowledge of any specific spells; you must seek these out on your own.

**Transmogrification:** The shape of things is fluid, a truth you now understand far better than you did before. By alchemical means, you can create the effects of a *polymorph any object* spell at a caster level equal to your own. This can be done once per day for each time you gain this Mystery. The casting time (which is really experiment time for you) is increased to 1d4 hours, which is rolled each time you choose to use this ability. Each use of this ability costs 250 gp in additional components.

For the convenience of Players, the text of the Alchemy skill is printed in its entirety here.

#### Alchemy (Int, Trained only)

**Check:** The character can make alchemical items. Some items the character can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The Games Master may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

Task	DC	Notes
Identify substance	25	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion	25	Costs 1 gp per attempt (or 20 gp to take 20)
Make acid	15	See Craft skill
Identify poison	20	
Make alchemist's fire, smokestick, or tindertwig	20	See Craft skill
Make antitoxin, sunrod, tanglefoot bag, or thunderstone	25	See Craft skill

**Retry:** Yes, but in the case of making items, each failure ruins the half the raw materials needed and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

**Special:** The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favourable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

**Craft (alchemy):** Note the skills Alchemy and Craft (alchemy) are interchangeable and the character may use either in place of the other throughout these rules.

**Alchemical Wisdom:** Secrets of alchemy you had not yet grasped unravelled themselves for you during your epiphany. This new-found wisdom gives you a +2 competence bonus on all future Alchemy skill checks and is a prerequisite for certain True Alchemy abilities. Alchemical Wisdom can be taken more than once; its bonus stacks with itself.

**Internal Alchemy:** Whether it was intentional or not, your latest experiment has had some interesting internal effects. It may not have been a potion but whatever you were researching has altered you physically. You may choose one of the following; a +1 inherent bonus to Strength, Dexterity, or Constitution, a +1 natural armour bonus, the Timeless Body class feature as listed for druids in *Core Rulebook I*, or any personal only affecting arcane spell of 2<sup>nd</sup> or lower level as a spell-like ability usable once per day. This power can be chosen multiple time but its effect must be different. Try as you like, you cannot duplicate this experiment intentionally.

**Awareness:** Once opened, your eyes refuse to close. You cannot quite see the entirety of the cosmos as you did but your perceptions have been considerably altered by the experience. The first time you choose this power, you gain any 0-level *detect* spell from *Core Rulebook I* to gain as a supernatural ability you can use at will as a standard action. If you choose this a second time, you can take another 0-level or a 1<sup>st</sup> level *detect* spell. The third time, you gain any *detect* spell of 2<sup>nd</sup> level or lower. If you take this power a fourth time, you gain *true seeing*.

## True Alchemy

The process of True Alchemy begins with the forms of alchemy every practitioner of the science knows: boiling liquids, creating compounds and the typical items the skill is known to create. An alchemist has, at first level, the bonuses to create every alchemical

substance listed in *Core Rulebook I*. This is only the beginning for True Alchemy, the basic procedures and techniques that define the roots of the science but are quickly surpassed as its students grow into the truth.

Each new level gained in the alchemist character class grants a new alchemical ability. Unlike Mysteries, these are the result of careful, organized research and are acquired by all alchemists at the same rate. These abilities, with a few noted exceptions, do not require any magical ability on the part of the alchemist, as all of the needed power is provided by scientific principles and the inherent energies in the ingredients used. Even so, alchemy beyond the point of what the base skill itself allows is not possible within a magic dead zone or if the alchemist is rendered somehow incapable of using magical items.

## True Alchemy

Level	New Process
1	True Alchemy (as listed above)
2	The Comprehension of Magical Interactions
3	Arcane Distillations
4	Aqua Arcana, Infusions I
5	Celestial Confluence
6	Infusions II
7	The Riddle of the Elements
8	Infusions III
9	Aqua Mortis, The Riddle of Death
10	The Alchemy of Words
11	Alchemical Imbuing
12	Infusions IV

## The Alchemist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	True Alchemy
2	+1	+3	+0	+3	Mystery
3	+1	+3	+1	+3	
4	+2	+4	+1	+4	
5	+2	+4	+1	+4	Mystery
6	+3	+5	+2	+5	
7	+3	+5	+2	+5	
8	+4	+6	+2	+6	
9	+4	+6	+3	+6	
10	+5	+7	+3	+7	Mystery
11	+5	+7	+3	+7	
12	+6/+1	+8	+4	+8	
13	+6/+1	+8	+4	+8	
14	+7/+2	+9	+4	+9	
15	+7/+2	+9	+5	+9	Mystery
16	+8/+3	+10	+5	+10	
17	+8/+3	+10	+5	+10	
18	+9/+4	+11	+6	+11	
19	+9/+4	+11	+6	+11	
20	+10/+5	+12	+6	+12	Mystery

13	<i>Aqua Regius, The Riddle of Matter</i>
14	<b>Infusions V</b>
15	The Alchemy of Thought
16	<b>Infusions VI</b>
17	<i>Aqua Vitae</i>
18	<b>Infusions VII</b>
19	The Riddle of Life
20	<b>The Power of Pure Will</b>

## The Comprehension of Magical Interactions

In preparation for the many magical powers that become available to an alchemist as he develops his abilities, he must study the basics of magic and how arcane spells and items interact with those who wield them. This detailed research costs 750 gold pieces in materials and takes 7 minus the alchemist's Intelligence modifier in months (to a minimum of one month) to complete. Alchemists with arcane spellcasting ability from another character class only needs half the gold price and research time to complete this course.

An alchemist who grasps the nuances of magical interactions can proceed with his alchemical training; this course *must* be completed before an alchemist can advance past 2<sup>nd</sup> level in the class. In addition, he gains Use Magic Device as a class skill. Treat the maximum ranks attainable in this new skill as if the alchemist possessed it at 1<sup>st</sup> level.

## Arcane Distillations

The key to virtually all True Alchemy, arcane distillations provide the energies needed for advanced experiments to function. At this level, the alchemist learns how to take normal matter and distill the magical nature out of it and into a usable solid, liquid, or gaseous form. In general, it takes one hour and one pound of matter to achieve one dose of magical substance and no more than four such substances can be gained from any single item, be that a dead monster, harvested plant, or mineral sample.

The proper terminology for these substances is a cause for some debate among alchemists but the following terms are usually accepted. Living creatures yield humours, plants yield oils, minerals such as gemstones and metals yield essences and abstract concepts like law and shadow yield ephemera. These items are rarely useful by themselves but they are indispensable for the creation of the advanced formulas listed below. Games Masters may ascribe useful properties to raw alchemical substances on a case-by-case basis.

## Aqua Arcana

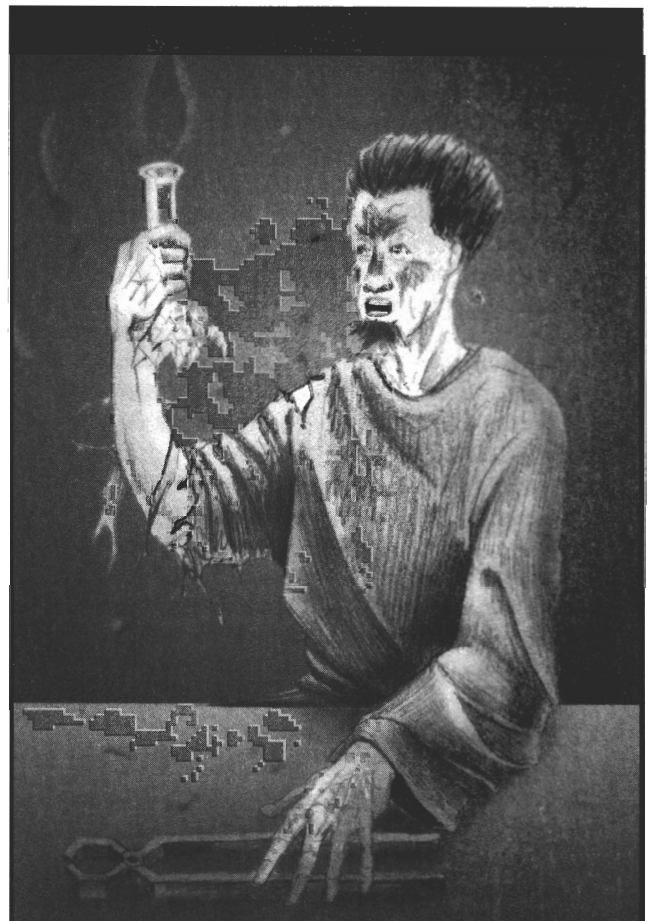
A clear, shimmering liquid with tiny glowing motes of prismatic light, *aqua arcana* is the base fluid essential to creating alchemical potions (also called infusions).

Creating *aqua arcana* requires an Alchemy check (DC 30), a component cost of 500 gold pieces and one day of constant work. *Aqua arcana* is made from purified water, rare minerals and a dose of the ephemera of magic. These are all included in the cost. Drinking a dose of *aqua arcana* by itself can restore a spent spell slot of 1<sup>st</sup> level to an arcane spellcaster but doing so causes 1d6 subdual damage.

## Infusions

One of the most important facets of True Alchemy, Infusions are the alchemical equivalent of potions. By combining basic alchemy, arcane distillations and doses of *aqua arcana*, alchemists are able to create liquids that duplicate the effects of magical spells without truly being spellcasters themselves. The procedure is identical to the Brew Potion feat, save that alchemists do not expend experience points to do so and all potion costs are increased by the 500 gold pieces needed to create the *aqua arcana* required in their making. If a spell has a costly component or an experience point cost of its own, these must be compensated for with equal expenditures of gold pieces.

Each level of this ability brings with it the capability of creating infusions that duplicate spell effects of the same level. A 12<sup>th</sup> level alchemist can create 4<sup>th</sup> level spell potions, a feat normally outside the boundaries



of conventional potioncraft. Any spell effect can be bottled with this ability, even ones that do not just target the user. Games Masters must decide what form a given spell infusion takes but offensive spells are probably potions used as grenade-like weapons and item affecting spells may be represented best by an oil or a wash.

Initially, alchemists can only duplicate the effects of wizard/sorcerer spells. Once Infusions is gained as an ability, an alchemist can take the Alchemical Sympathy feat (listed below) to add other spell lists to his repertoire. Even if an alchemist has access to a spell list from another class, he cannot use the Infusions ability to create potions from that list unless he possesses the appropriate feat.

## Expanded Potion Base Prices for Clerics, Druids and Wizards

Spell level	Clr, Drd, Wiz
0	25 gp
1	50 gp
2	300 gp
3	750 gp
4	1440 gp
5	2250 gp
6	3300 gp
7	4550 gp

## Celestial Confluence

As alchemists increase their skills, they begin to realize everything in reality influences the work they do, from ambient temperature to the very heavens above. Once they make this discovery, skilled alchemists can turn this connection to their advantage by charting the celestial landscape and timing their work accordingly. By using conjunctions, stellar phenomena and the mystical power of the stars to guide and influence their work, alchemists can gain access to a vast source of magical energy.

By itself, Celestial Confluence is valuable because it cuts in half the experience point cost an alchemist pays for any Item Creation feat he might possess. It also increases the effective caster level of all of his infusions by two, enhancing any level-dependent variables of the concoctions without raising its base cost. In conjunction with other campaign resources on the power of stars and celestial energy (including *Encyclopaedia Arcane: Star Magic* and anything else the Games Master approves for use in the game), this power may entitle the alchemist to other benefits.

## The Riddle of the Elements

At the basis of all life, there are elemental forces. This is an understood truth among alchemists but the magical effects of it, the Riddle of the Elements, are not solved until they reach 7<sup>th</sup> level. Once the Riddle of the Elements is gained as an ability, an alchemist can chose one classic elemental force to create an

ephemera from and craft a special infusion for personal consumption only. This formula takes 1d4+1 days to complete, 1,500 gold pieces in materials and can only be successfully completed and consumed once in an alchemist's life. Even death and subsequent resurrection will not allow a second choice. Elemental formulas that are completed but not consumed spoil within one day and have to be completely recreated again. In order to create an elemental formula, the alchemist must have gained the Alchemical Wisdom mystery.

A fire formula grants the alchemist Fire Resistance 15 and the ability to *produce flame* every other round at will as a spell-like ability. The air formula makes the alchemist immune to inhaled toxins and grants him the power to *fly* at will as a supernatural ability. Consuming the water formula gifts the drinker with continuous *water breathing* and Cold Resistance 15. Lastly, the earth formula increases the alchemist's Strength to his normal racial maximum (or grants a +2 inherent bonus if it is already permanently at the maximum or higher) and grants Fast Healing 1 so long as the alchemist is in physical contact with at least 1 ton of natural soil.

## Aqua Mortis

Another magical liquid, this formula creates a deadly toxin, one more lethal than any natural poison known to man. Instantly fatal and impossible to ward against magically, *aqua mortis* has one weakness: it can only kill the person it was made for. Any other target could drink a gallon of *aqua mortis* without getting a stomach ache but a single drop is a death sentence to the proscribed victim. To create *aqua mortis*, the alchemist must acquire at least one ounce of the victim's blood and spend three full days and nights in undisturbed research. The blood is corrupted by dark alchemical processes and combined with an ephemera of death, other humours and oils from toxic creatures and plants.

Once made, *aqua mortis* is an ingested/injury (both work equally well) poison that cannot be detected magically and cannot be affected by *delay poison* or similar effects. Consuming the poison or receiving a wound from a weapon envenomed with it is instantly fatal (no save). *Aqua mortis* cannot be stored magically, is unaffected by *stasis* spells and the like and must be used within one month of completion or it becomes inert. *Aqua mortis* is also instantly dissolved by daylight of any sort, including the spell of the same name.

## The Riddle of Death

*Aqua mortis* has one additional use, that of solving the Riddle of Death. For those alchemists who have an inclination for the study, necromancy is a fascinating topic yielding many breakthroughs in the application of negative humours and ephemera. Eventually, the threat



of an alchemist's own mortality catches up with him and if he is so inclined, he seeks a way out. The search for an end to the threat of mortal demise, also called the Riddle of Death, can take an alchemist decades to solve and the answer presented here may never occur to him if he is not willing to trade his mortality for undeath.

For those who are, a dose of *aqua mortis* crafted from an alchemist's own blood and subjected to an extremely complex process can provide a form of immortality. Though the secret can be gained at 9<sup>th</sup> level, the skill to actually complete the transformation is usually not attained until much later. Alchemists capable of solving the Riddle of Death generally hold off actually doing so until all of their mortal affairs are in order and the formula they have created is their only hope of survival. This concoction requires one month of constant work, a dose of *aqua mortis* made from the alchemist's blood, 5,000 gold pieces in additional materials and rare equipment and an Alchemy check (DC 45). Failure at the check ruins everything used in the experiment. Success creates a potion that, when consumed, kills the alchemist and revives him as a lich as per the template in *Core Rulebook III*. A phylactery must be constructed before the alchemist can actually become a lich.

## The Alchemy of Words

Alchemists at this stage in their studies begin to learn the science of words and the understanding that the spoken and written word carries a sort of alchemical power all its own. By concentrating and speaking or inscribing these transformative words, an alchemist can greatly reduce the effort he must put into his other projects. The Alchemy of Words subtracts one day (to a minimum of one day) from the completion time of all alchemical work, divides the base cost in components for any mundane alchemical item or Infusion in half and allows him to use the *command* spell three times a day as a spell-like ability. This last power has a hefty prerequisite for an alchemist, a Charisma score of 12+.

## Alchemical Imbuing

By careful and meticulous distillation of concepts into ephemera and then creating complex potions from them, an alchemist can brew a magical liquid that embodies the very soul of an ideal. This process is very exacting, requiring an Alchemy check (DC 30) and a cost of 2,500 gold pieces. If successful, the fluid grants the domain power of the clerical domain most closely matching the concept (Games Master's discretion as to what Imbuements based on concepts without domains might grant) for 24 hours from the time of consumption. These potions stay fresh indefinitely but a given individual cannot benefit from more than one at a time.

## Aqua Regius

Once the process of *aqua regius* is discovered, an alchemist begins the long road to true alchemical understanding of the greatest mystery of all: life itself. The first step on that road, *aqua regius*, is a pale reflection of that truth but it is impressive nonetheless. By combining *aqua arcana* with several rare components and distillations at a cost of 3,000 gold pieces, the alchemist can create a fluid that when washed over an inanimate object brings it to some semblance of life. Treat a dose of *aqua regius* as an *animate object* spell with a permanent duration. One dose is enough for 50 pounds of matter, with multiple doses used at the same time capable of awakening consequently larger objects. Items brought to 'life' by *aqua regius* can perform other tasks besides combat, obey the person who used the fluid to awaken them, and can be de-animated through *dispel magic*.

## The Riddle of Matter

Discovering *aqua regius* begins a fire of inspiration in an alchemist, driving them to learn more and experiment on larger and more complicated topics. These researches have the effect of allowing a alchemist to create any kind of golem regardless of the spellcasting normally needed in the process. Any golem created by an alchemist costs 120% of its normal creation price and requires a dose of *aqua regius* for each spell the alchemist would have to cast if he could. Golems created in this way are always of maximum hit points for their Hit Dice and can be repaired for 3d8+10 hit points with a dose of *aqua regius*.

## The Alchemy of Thought

A refinement of the Alchemy of Words, the alchemist now understands words are merely a representation of a greater power - the power of thought. Through mere concentration, the alchemist can create *aqua arcana* once a day in a single round without any materials or cost. In addition, the mental illuminations of the alchemist can duplicate the effects of an *augury* spell once per week.

## Aqua Vitae

The alchemist is very close to discovering the truth behind the alchemy of life. The last revelation before solving the Riddle of Life is the formula for *aqua vitae*. This incredible fluid is created from gemstone essences of all seven rainbow hues, diamonds and black opal, a humour of at least five different type of living creatures including the alchemist's own race, an oil from a tree, a flower, a sentient plant creature of any kind and the ephemera of life. In total, the process for creating *aqua vitae* requires one week of utterly uninterrupted work, 50,000 gold pieces in materials, and an Alchemy check of 40. Any interruption or failure of this roll ruins the entire creation.

A dose of *aqua vitae*, if consumed, acts as a *heal*, *greater restoration* and *regeneration* for any limbs the imbiber might be missing. These effects occur regardless of any effects barring healing that are not the result of direct divine intervention. *Aqua vitae* acts as a *true resurrection* if poured over a corpse that has truly been dead less than one hour (*gentle repose* cannot increase this time). Most impressively, *aqua vitae* works even in magic dead areas and on creatures such as outsiders. *Aqua vitae* will even revive someone who has died of old age, erasing 1d10 years of their age in the process.

## The Riddle of Life

As incredible as the effects of *aqua vitae* are by themselves, the liquid is even more impressive when used to solve the Riddle of Life. An alchemist of 19<sup>th</sup> level can conduct an alchemist ritual once every ten years using a dose each of *aqua vitae*, *aqua arcana*, *aqua regius* and *aqua mortis* made from a mixture of the blood of at least three sentient creatures, a masterwork alchemist's lab (which is consumed in the process) and 1,000 experience points. If done properly, the *aqua vitae* is transformed into a golden, shining fluid as bright as a shard of the sun and warm to the touch. This ritual can only be performed by an alchemist with the Equation of Man and Alchemical Wisdom mysteries.

If poured over an object or golem previous created with *aqua regia*, the new formula acts as an *awaken* spell, bringing sentient thought and true life to the creation. It loses its immunity to mind affecting magic but gains all the benefits of the spell and the ability to advance with character levels thereafter. If a truly living being drinks this incredible liquid, it suffuses him with the essence of life itself. The creature stops aging, is permanently protected by a *negative energy protection* spell and becomes immune to all poisons and diseases, including magical ailments and even *aqua mortis*.

## The Power of Pure Will

The last step of enlightenment gained by an alchemist is almost anti-climatic compared with the Riddle of Life but it is in its way even more powerful. Having divined the truths of the Elements, Death, Matter, and Life itself, an alchemist finally understands the power to define reality is an integral part of sentient life and that will alone can shape the world. Once this is learned, there is very little an alchemist cannot do. All gold piece and time requirements for True Alchemy experiments of any kind are halved and once a year, as an exercise of pure will, the alchemist can cast *wish* at the full experience point cost as a spell-like ability.

Special Note: *The concepts of Alchemical Distillations and Imbuements are intentionally left vague for the purpose of allowing individual Games Masters to fit into their campaigns. Games Masters and players are encouraged to tailor these aspects of alchemy to fit the game they wish to play.*

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