

[Originally presented in Dragon #130 by Tom Armstrong -- presented here with a few slight modifications by DC, including material from various other sources]

ALCHEMIST

The alchemist class is a sub-class of magic user who deal with the various inherent magical properties of substances. They use these properties to create various magical potions and powders.

For a general rule on the abilities and limits of the class, see Dragon #130. A brief summary of the article is given below with changes made to suit my world (and preserve a sense of logic).

Experience Points	Level	Hit Dice	Read Languages	Identify Potions	Identify Poison	Detect Poison
0 3000	1st	1d4+1	50	5	*	*
3001 6000	2nd	2d4+2	53	10	5	*
6001 12,000	3rd	3d4+3	57	15	10	5
12,001 24,000	4th	4d4+4	60	20	15	10
24,001 48,000	5th	5d4+5	63	25	20	15
48,001 96,000	6th	6d4+6	67	30	25	20
96,001 180,000	7th	7d4+7	70	35	30	25
180,001 350,000	8th	8d4+8	73	40	35	30
350,001 700,000	9th	9d4+9	77	45	40	35
700,001 1,050,000	10th	10d4+10	80	50	45	40
1,050,001 1,400,000	11th	11d4+11	83	55	50	45
1,400,001 1,750,000	12th	11d4+13	87	60	55	50
1,750,001 2,150,000	13th	11d4+15	90	65	60	55
2,150,001 2,550,001	14th	11d4+17	92	70	65	60
2,550,001 2,950,000	15th	11d4+19	94	75	70	65
2,950,001 3,350,000	16th	11d4+21	96	80	75	70
3,350,001 3,750,000	17th	11d4+23	97	85	80	75
3,750,001 4,150,000	18th	11d4+25	98	90	85	80
4,150,001 4,550,000	19th	11d4+27	99	95	90	85
4,550,001 4,950,000	20th	11d4+29	99	99	95	90
4,950,001 5,350,000	21st	11d4+31	99	99	99	95
5,350,001 5,750,000	22nd	11d4+33	99	99	99	99
5,750,001 6,150,000	23rd	11d4+35	99	99	99	99
6,150,001+	24th	11d4+37	99	99	99	99

Proficiencies:	1/1 + 1/1 per 4 levels	Abilities:	+2 saves vs. Poison and Acids
Armor:	Leather or Padded		Glass Blowing and Metallurgy
Weapons:	hand axe, club, dagger, knife, sickle, sling, staff, whip, blow tube, short sword, light crossbow		Locate Plant, Animal, Water or Metals (1 per day per 3 levels)
Alignment:	Any (although Neutral is most common)	2nd	Formulate Ingestive Poisons (d6 = level - one)
Races:	Human, Half-Elven (8), Gnome (10)	3rd	Animal, Plant and Mineral identification
Attributes:	Intelligence 15 (16)	4th	Formulate Weapon Poisons (d6 = level - three)
	Wisdom 13 (16)	5th	Formulate Acids (d6 = level - four)
	Dexterity 13 (16)	6th	Formulate Contact Poisons (d6 = level - five)
	Constitution 14	7th	Formulate Bases (d6 = level - six)

Alchemists may utilize any magic item which is usable by all classes as well as those which are usable by BOTH magic users and illusionists. In addition, the following items work especially well when used by an alchemist.

Alchemy Jug: The amounts of the various fluids are doubled, but the rate of flow is the same, so the time necessary to completely pour out one of the fluids is doubled.

Beaker of Plentiful Potions: If used by an alchemist, such a beaker always gives five different potions.

Cloak of Poisonousness : An alchemist has a 15% chance per level of recognizing such a cloak, and thereafter has an equal chance of negating the poison of the cloak, rendering the cloak perfectly normal. If the attempt to negate the poison fails, the alchemist must save (at +2) against the poison's effects.

Philosopher's Stone : Double the normal amount of metal can be transmuted. If green crystals are present, an alchemist can create 2-5 Potions of Longevity from them. If white powder is present, the alchemist can utilize it to create two Raise Dead potions rather than just one.

Potions & Powders

1st level

Lesser Potions/
Powders (see Article)

2nd level

Animal Control (sing)
Climbing
Diminution
Growth
Healing
Philter of Glibness
Philter of Beauty
Rainbow Hues
Sweet Water
Ventriloquism

3rd level

Animal Control (multi)
E.S.P.
Fire Resistance
Gaseous Form
Invisibility
Levitation
Philter of Love
Philter of Persuasiveness
Plant Control
Water Breathing

4th level

Animal Control (all)
Clairaudience
Clairvoyance
Fire Breath
Flying
Hill Giant Control
Hill Giant Strength
Human Control (sing)
Undead Control
(Skeletons & Zombies)
Vitality

5th level

Dust of Illusion
Extra Healing
Human Control (mult)
Oil of Fiery Burning
Oil of Sharpness +1
Oil of Slipperiness
Speed
Stone Giant Control
Stone Giant Strength
Undead Control
(Ghouls & Shadows)

6th level

Dust of Tracelessness
Elixir of Health
Frost Giant Control
Frost Giant Strength
Heroism
Oil of Acid Resistance
Oil of Sharpness +2
Specific Antidote
Undead Control
(Wights & Ghosts)
White Dragon Control

7th level

Black Dragon Control
Brass Dragon Control
Dust of Dryness
Fire Giant Control
Fire Giant Strength
Invulnerability
Nolzur's Marvelous
Pigments
Oil of Sharpness +3
Treasure Finding
Undead Control
(Wraiths & Mummies)

10th level

Dust of Disappearance
Incense of Meditation
Mist Dragon Control
Oil of Disenchantment
Oil of Sharpness +5
Oil of Timelessness
Red Dragon Control
Silver Dragon Control

8th level

Cloud Giant Control
Cloud Giant Strength
Copper Dragon Control
Elixir of Life
Green Dragon Control
Keoghtom's Ointment
Longevity
Oil of Etherealness
Super-Heroism
Undead Control
(Spectres & Vampires)

11th level

Defect Potions
Elixir of Youth
Gold Dragon Control
Magic Resistance
Oil of Elemental Invulnerability
Oil of Sharpness +6
Sovereign Glue
Ultimate Solution

9th level

Blue Dragon Control
Bronze Dragon Control
Dust of Appearance
Oil of Impact
Oil of Sharpness +4
Storm Giant Control
Storm Giant Strength
Universal Antidoter

* Does NOT include Dust of Sneezing & Choking

The chance of an alchemist successfully manufacturing a potion is:

$(\text{Intelligence} + \text{Dexterity} + \text{Wisdom} + \text{Level}) * 2 = \%$

If this roll is failed (00% always fails) the alchemist should consult the table below, subtracting two per level of the alchemist (00% is kept in any event).

01 - 25	No Effect (Just a bunch of slop)
26 - 65	Potion of Delusion (or appropriate "defect" substance)
66 - 75	Poison (as if the Alchemist had made it +/- d6 levels)
76 - 85	As above, but is a cloud of gas
86 - 95	Explosion (d6 of d6)
96 - 99	Big Explosion (d10 of d10) + 50% chance of Poison Gas (above)
00	New Creation/Potion

Finally, Alchemists gain the ability to cast cantrips and spells, see below.

level	Cantrip	1st	2nd	3rd	4th	5th
5	1					
6	2					
7	3					
8	*	1				
9	*	2				
10	*	2	1			
11	*	2	2			
12	*	3	2	1		
13	*	3	2	2		
14	*	3	3	2	1	
15	*	4	3	3	1	
16	*	4	4	3	2	1
17	*	4	4	4	2	1
18	*	5	4	4	3	2
19	*	5	5	5	3	2
20	*	5	5	5	4	3
21	*	6	5	5	4	3
22	*	6	6	6	5	4
23	*	6	6	6	6	5
24	*	6	6	6	6	6

Cantrips

Useful & Reversed

- Cantrips
- 1) Firefinger
 - 2) Mix
 - 3) Decant
 - 4) Shake
 - 5) Smokepuff
 - 6) Stir

1st level

- 1) Affect Normal Fires
- 2) Comprehend Languages
- 3) Detect Magic
- 4) Detect Poison
- 5) Fire Water
- 6) Grease
- 7) Identify Substance
- 8) Mending
- 9) Preserve
- 10) Produce Flame
- 11) Purify Water
- 12) Read Magic

2nd level

- 1) Create Water
- 2) Enlarge/Diminution
- 3) Faerie Fire
- 4) Fool's Gold
- 5) Hold Object
- 6) Locate Object
- 7) Melf's Acid Arrow
- 8) Melt
- 9) Pyrotechnics
- 10) Shatter
- 11) Slow Poison
- 12) Unseen Servant

3rd level

- 1) Erase
- 2) Find Familiar
- 3) Heat/Chill Metal
- 4) Magic Mouth
- 5) Mirror Image
- 6) Neutralize Acid
- 7) Neutralize Poison
- 8) Wizard's Eye
- 9) Wizard's Glue
- 10) Write

4th level

- 1) Burning Hands
- 2) Deep Pockets
- 3) Explosive Runes
- 4) Knock
- 5) Levitation
- 6) Precipitate
- 7) Secret Page
- 8) Sepia Snake
- 9) Stone Shape
- 10) Tenser's Floating Disc

5th level

- 1) Cloudburst
- 2) Fabricate
- 3) Glyph of Warding
- 4) Material
- 5) Polymorph Object
- 6) Polymorph Other
- 7) Polymorph Self
- 8) Telekinesis

An alchemist must acquire his or her spells just as a magic user must, although, an alchemist may translate them from other magical languages.

As a final note, alchemists are rather scarce. They are almost never more than one in any given town, and usually only live in large trade cities; near a good supply of ingredients. Alchemists as PC must keep in mind that they are the extreme, very few alchemists take their lives into their own hands by going on adventures. As a whole, they are a rather quiet, cowardly, secretive lot. They are often employed by wizards and sorcerers, and almost all alchemists have a favor or two they can call in...(watch out parties).

A NEW ADDITIONS!!!

Lesser Alchemical Compounds

Aphrodisiac	powder	causes target to become more interested in the opposite sex than in anything else
Courage	powder	negates the effects of magical fear
Cure Bleeding	salve	stops bleeding, even if a limb has been severed
Cure Circulatory Disease	potion	60% chance of curing any normal circulatory disease
Cure Nausea	potion	cures any airsickness, seasickness or nausea due to an excess of alcohol
Cure Nervous Disorders	potion	60% chance of curing any normal nervous system disorder
Cure Paralysis	liquid	allows new saving throw against any paralysis
Cure Respiratory Disease	potion	60% chance of curing any normal respiratory disorder
Friendship	powder	causes the target to become friendly to the powder-caster, save at +1
Healing	salve	heals 1d4 of any normal creature but will not restore consciousness
Insect Repellent	powder	repels normal and giant insects
Lycanthrope Repellent	powder	lycanthropes avoid anything with this powder sprinkled on it
Magic Detection	powder	sprinkling on magical target causes the item to glow with a silver or gold sparkle
Night Vision	potion	grants the drinker 30' ultravision -- note this only works when some kind of light is already present
Scroll Ink	ink	used for scribing spell books and scrolls
Sleep	powder	target desires only to lie down and sleep, situation may cause cumulative penalties, multiple saves may apply
Smoke	liquid	creates dense gray smoke covering an area within 10' radius when exposed to air
Tranquilizer	powder	target becomes very lethargic and quiet, may enhance other compounds
Truth	potion	target is compelled to tell the truth, saves at +1
Undead Repellent	powder	undead avoid anything this powder is sprinkled on

Except for curative compounds, all durations are 3d6+2 minutes. Saving throws vs poison apply when the compound affects another creature. Compounds cost 5gp/dose to formulate and require a minimal laboratory (50gp).