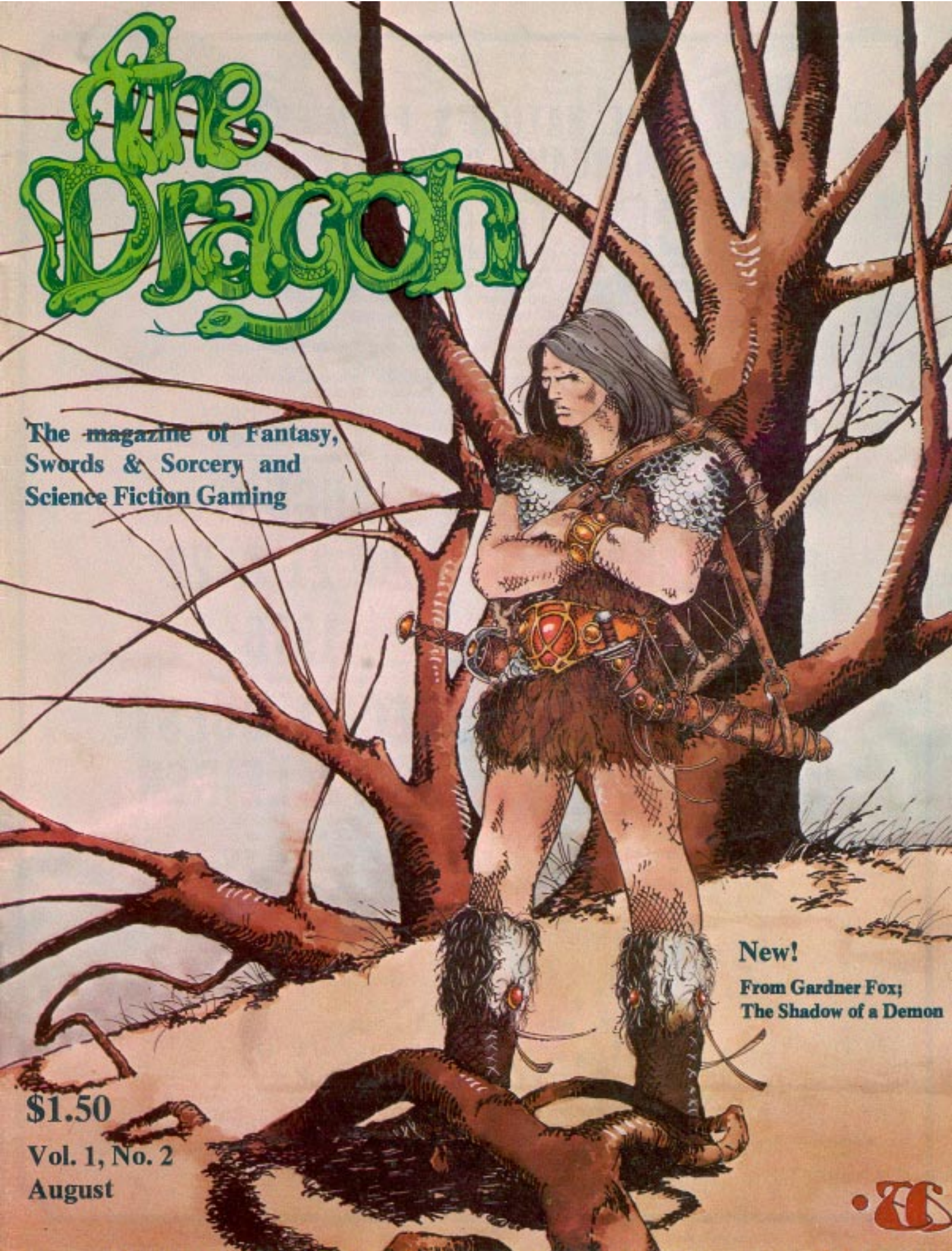


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A NEW D & D CHARACTER CLASS: THE ALCHEMIST

by Jon Pickens

The prime requisite for the Alchemist is Wisdom, but both Wisdom and Intelligence scores must exceed 12. Their alignment is NEUTRAL. Since fighting is not their normal vocation, their maximum armor class is 5, they may use only one-handed weapons (excluding magical swords), and their attack levels advance as Clerics. They have the saving throws of Fighters with a bonus of plus 2 against poison and non-magical paralyzation. They may use any potion, but only those magical items employable by all classes (see exceptions below). Psionic ability is as Fighters, with **Body Weaponry** replaced by **Molecular Agitation**. The Alchemist rolls six-sided hit dice up to Level 9, gaining 1 point per level after that. Alchemists must be human.

EXPLANATION OF ABILITIES:

Detect Poison: Allows the Alchemist to tell by explanation whether or not an item or creature is poisonous, or whether a character has been poisoned.

Neutralization Poison: This will eliminate the effects of poison up to twice the Alchemist's own level. This may only be used once per character per time poisoned and will not revive a character killed by poison.

Neutralize Paralyzation: This cancels the effects of paralyzation caused by creatures up to twice the Alchemist's level. It will not work against paralyzation caused by devices (wands, staves, swords, or spells).

Identify Potion: This allows the Alchemist to correctly identify a potion. If a Potion of Delusion is not identified, check again to see if it is identified incorrectly. This may also be used to test for acids or similar compounds.

As the Alchemist advances, he gains the following special abilities:

LEVEL 1: Ability to Read Languages (80% chance, one attempt per week per item); Ability to prepare poisons and drugs; and Ability to prepare a Potion of Delusion

LEVEL 3: Ability to prepare potions and acids

LEVEL 5: Ability to prepare Blade Venom

LEVEL 7: Ability to Read Magic (and hence Scrolls) as

Name	Ex. Pts.	Detect Poison	Neut Pois.	Neut. Para.	Iden. Potion	Potions					
Student	0	20%	10%	15%	5%	1	2	3	4	5	6
Cleric	1500	25%	15%	20%	10%	-	-	-	-	-	-
Scribe	3000	30%	20%	25%	20%	1	-	-	-	-	-
Pedant	6000	35%	25%	35%	25%	2	-	-	-	-	-
Savant	12000	45%	35%	40%	35%	2	1	-	-	-	-
Scholar	25000	55%	45%	45%	45%	2	2	-	-	-	-
Philosopher	50000	60%	50%	55%	50%	3	2	1	-	-	-
Magnus	100000	65%	55%	65%	60%	4	2	2	-	-	-
Alchemist	150000	75%	65%	75%	70%	4	3	2	1	-	-
Mstr. Alchem.	300000	85%	75%	85%	80%	5	3	3	2	-	-
Mstr. Alchem., 2nd	450000	95%	85%	95%	85%	5	4	3	2	1	-
Mstr. Alchem., 3rd	600000	100%	90%	100%	95%	6	4	4	2	2	-
Mstr. Alchem., 4th	750000		95%		100%	6	5	4	3	2	1
Mstr. Alchem., 5th	900000		100%			7	5	5	3	3	1
Mstr. Alchem., 6th	1050000					7	6	5	4	3	2
Mstr. Alchem., 7th	1200000					8	6	6	4	4	2
Mstr. Alchem., 8th	1350000					8	7	6	5	4	3
Mstr. Alchem., 9th	1500000					9	7	7	5	5	3
Mstr. Alchem., 10th	1650000					9	8	7	6	5	4
Mstr. Alchem., 11th	1800000					10	8	8	6	6	4

Thieves

LEVEL 9: Ability to prepare potions from samples

EXPLANATION OF SPECIAL ABILITIES:

Poisons: Alchemists may brew potions of a strength level equal to their own experience levels. Each strength level costs 50GP and one day.

dirt

by jake



Drugs: As poisons, but double cost. Saving throw vs. Poison at -2. If failed, the victim is unconscious for 4 hours minimum. A successful constitution/resurrection throw is required to wake up (check each hour).

Potions: These require 200GP and 1 week per level to produce (see list). Research costs are the same as MUs for Spells, but having a sample allows 9th Level Alchemists to produce the potion even if the potion has not been developed. A sample allows an Alchemist able to research a potion add 40% to his chances of success. (Option: Raise production costs to 250GP and don't allow MUs potion production)

Acids: These are produced by the gallon and do 1 six-sided die damage per level strength. These cost 100GP and 1 day per level strength. Maximum strength equals Alchemist level. From the 3rd level the Alchemist has a 15% chance of neutralizing half acid damage, providing the victim survives. This chance increases 5% for each additional level.

ALCHEMIST POTIONS

LEVEL 1

1. Heroism
2. Giant Strength
3. Animal Control
4. Water Breathing
5. Healing
6. Purification Powder (10)
7. Flash Pellets (5)
8. Dust of Sneezing (10)
9. Oil of Slipperiness
10. Tanglefoot Pills (2)

LEVEL 2

1. Speed
2. Levitation
3. Growth
4. Diminution
5. Human Control
6. Plant Control
7. Dust of Appearance (10)
8. Dust of Paralyzation (10)

LEVEL 3

1. Superheroism
2. Polymorph**
3. Fire Resistance
4. Extra-Healing
5. Fly
6. Clairvoyance
7. Clairaudience
8. Dust of Sneezing and Choking (15)

LEVEL 4

1. Invulnerability
2. Undead Control
3. Giant Control**
4. Immunization from Lycanthropes
5. Invisibility
6. Homunculi Creation

LEVEL 5

1. Dragon Control**
2. Gaseous Form
3. Treasure Finding
4. Dust of Disappearance (20)
5. Oil of Etherealness
6. Cloning Culture

LEVEL 6

1. Longevity
2. Cure Disease
3. Regeneration
4. Mind Damp

() Number of units produced

**The exact type of creature turned into or controlled is specified when the potion is started.

EXPLANATIONS OF NEW POTIONS

LEVEL 1

Dust of Sneezing — Non-fatal variant of Dust of Sneezing and Choking. Saving Throws are at -2. Dust causes a coughing spell lasting 2-8 melee rounds. Makes 10 packets of dust.

Flash Pellets — A small pellet which explodes on hard contact with an unyielding substance. If not expecting it, the victims



have a 90% chance of being blinded for 2-8 melee rounds. Don't fall into a pit. Makes 5 pellets.

Purification Powder — When sprinkled on bad food or water makes them fit to consume. Will NOT neutralize poison or drugs. Serves 10.

Tanglefoot — Small synthetic fungoid which rapidly expands to fill a 10' X 10' area with rubbery tentacles. Men require 3 turns to force their way through, a giant takes one. The tendrils dissipate harmlessly in one hour. Makes 2.

LEVEL 2

Dust of Paralyzation — Similar to the Dust of Sneezing and Choking, but the effects of missing the saving throw are paralyzation for 1 hour. Makes 10.

LEVEL 4

Immunization from Lycanthropes — Protects user from contracting Lycanthropy for a period of one month. There is a 1% chance of contracting the disease from the serum.

LEVEL 6

Cure Disease — Act as the Clerical spell

Regeneration — Acts as a Ring of Regeneration with a duration of one day, with revitalization ability if the body is fresh (up to three days, with a constitution check needed after the first). If applied over an extended period (at least two weeks) to an inactive character, it can be used to regenerate a lost member of the body.

Mind Damp — This potion renders the user immune to psionic location or attack (including Crystal Ball, ESPing, etc.) for a period of one week. The user may not employ psionic powers during this period. It renders psionic devices inoperative for that period also (ESP Medallion, Amulet of Inescapable Locating).

Other ideas for activities for high level Alchemists:

Greek Fire	Flesh Golems	Transmutation
Gunpowder	Poison Cloaks	Hallucinogens

Alchemic Magical Items include:

Any device save Wands or Staves which can summon elementals.

Alchemists can control which liquids emerge from the Jug of

Alchemy and the **Beaker of Plentiful Potions**. For other types, these items disgorge their contents randomly when poured.

The Alchemist is able to use the **Manual of Golems**.

The **Grimoire of Archaic Alchemy** adds one experience level to Alchemists and 10,000 experience points to MUs. Clerics take 7000 experience points and 5-30 points losses. Other types lose 2-20 points.

For other books, the Alchemist takes damage as a Cleric, except the **Book of Infinite Spells** which does 5-20 points to him.

The **Philosopher's Stone** looks exactly like the Luckstone and Loadstone, but is valuable only in the hands of an Alchemist. The stone contains 2-8 charges. One charge may be used to add 20% to a research roll **or** to transmute 10,000 wt points of lead into gold or silver (50% chance of each). In addition, while the stone has any charges left, the Alchemist may use it to "Cure Disease" once per day, **free**. The Alchemist may not contact a disease while he carries the stone on his person. As the stone is immune to heat (even dragon breath) it may be tested by throwing into a vat of molten lead (which would of course destroy a Luckstone). The stone disintegrates when the last charge is used.

ON POISONS

Animal poison is usually one level strength per die. Trap poison is variable.

If the level of the poison is equal to or greater than the number of dice the victim has, the victim must save vs. poison or die in 3 melee rounds.

If the poison level is less than this but half the number of the victim's dice or more, the victim must save vs. poison or suffer the effects of the "slow" Spell (the effects last until a constitution/resurrection check is successful, rolling once each hour).

If the poison level is less than that, there is no effect, but the poison accumulates. Note: this penalty might have been removed without reducing the poison level in the body by the FTR making his Constitution check at the beginning of the next or subsequent hours.

EXAMPLE: A Level 7 FTR is bitten several times by a 3-die poisonous spider.

Assume two bites and one missed saving throw. The FTR is moving at "slow" speed (4½ out of 7). If he is bitten again and misses his saving throw he is dead; but in any case the fourth bite will kill him.

Assume a Level 1 Alchemist attempts to neutralize the poison after the FTR kills the spider. Since the maximum level a 1st level Alchemist can remove is two, and since one bite cannot be broken down, the Alchemist can only attempt to neutralize 1½ levels of poison. If he misses, he may not try again. A successful attempt removes the "slow" penalty from the FTR.

Blade Venom: This special poison for application to cutting weapons costs 200GP and 1 week to prepare. The victim struck must save vs. poison or die in 3 rounds. The venom is kept in vials which contain enough for three hits with a blade or three arrows. It loses potency rapidly, becoming useless 24 hours after the vial is opened. A batch yields one vial.

Belladonna: Treat this as a ½ level strength poison.

A large dose of most poisons is easily detectable, reduce the chance of ingestion by 20% for each dose over the basic one. (A rat will usually, 90%, gulp down a ration with level one poison, but only has a 70% chance of eating a ration with a double dose of Belladonna).

For natural elimination of poison, add 1 day to recuperation

time per ½ level poisoned, or require a daily roll vs. constitution to remove a level of poison. This is in addition to any time spent recovering from wounds.

Optionally, a cleric may be allowed to remove only as many levels of poison as levels of experience he has achieved. Unlike the Alchemist, these are subtracted immediately from the accumulated levels of poison in the body of the recipient.

**D & D OPTION:
WEAPON DAMAGE**

by Jon Pickens

The following rules are designed to replace the damage system introduced in Greyhawk:

For every three levels a Fighter advances, or every four levels a Thief advances, he may master one additional weapon and score the increased damage shown on the Expert column. Thieves are limited to expertise in sword, dagger, a combination of these, or the sling.

Instead of increasing expertise in one weapon, a Fighter or Thief with a dexterity of 13 or better may take a combination of two one-handed weapons. Each combination is unique and must be clearly recorded. In melee the wielder may strike once with each weapon or once with either weapon **and** count as shielded. No expertise bonus is given when employing this option, even though the wielder may normally have it for either weapon.

Sword and Sword, or Flail & Morning Star combinations require a dexterity of 16, as these are especially difficult to master. Only one Morning Star and/or Flail may be used in a combination.

Weapon	Normal	Expert
Dagger	1-4 points	2-5 points
Hand Axe, Mace	1-4 points	1-6 points
Dwarf Hammer, Military Pick*	1-6 points	1-6 points
Battle Axe*	1-8 points	1-12 points
Sword	1-8 points	1-10 points
Flail***	1-8 points	1-10 points
Morning Star**	1-6 points	1-8 points
Spear, Thrown/Thrust	1-6 points	2-8 points
Spear, Thrust vs. Charge	1-8 points	2-12 points
Spear, Set vs. Charge	1-10 points	2-16 points
Pole Arms****	1-12 points	1-12 points
Halberd***	1-10 points	2-12 points
2-Handed Sword***	2-12 points	3-18 points
Mounted Lance	2-12 points	2-24 points
Pike****	1-12 points	1-12 points
Arrow or Quarrel	1-6 points	1-6 points
Sling Stone	1-4 points	1-6 points

* Weapon requires not less than 4' of space on each side of the user

** Weapon requires not less than 5' of space on each side of the user

*** Weapon requires not less than 6' of space on each side of the user

**** Weapon not useable in dungeons as a general rule due to length

The 2-Handed sword requires a Strength of 16 and a dexterity of 9.

The Military Pick or the Battle Axe may be wielded in one hand if Strength is 16 and Dexterity is 9.