A Necromancer's Grimoire:

The Ponders of Alchemy



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Success

Ivan shouted triumphantly as he held the flask up to the light, watching as the unusually bright and pale, alchemically-created lights shone through its contents, illuminating them a vibrant green. His gleeful cry awoke the various creatures kept in small cages and pens at one end of his laboratory, and so it was echoed by a dozen or so indignant animal noises ranging from squawks to clicks to hissing.

Ivan's servant, Boris, shuffled down the stairs, concern filling his flat, drolling voice as much as he was capable of it. "Master? Is everything all right down there, master?"

"Is everything all right?" Ivan cried back, a slight edge of mania in his voice. "Oh, it's more than all right. It's fantastic. Wonderful. Everything a man could ever dream of. I've done it, Boris! All those weeks of painstaking research, poring over tomes to find ingredients with the right kind of mystical properties! All those months of trying to perfect the mixing method!"

Here Boris gave a brief shudder, remember some of the "kinks" that had had to be worked out of the mixing method, including a nasty habit of venting psychedelic fumes through the entire manor, or congealing the mixture into an animate—and very hungry—slime, or the week where explosions had issued forth from the basement every five minutes. So many dropped plates and dishware had been sacrificed for the master's experiments.

"And, let us not forget, even once the mix was perfected, there were still all those sleepless nights working and toiling to find ways around the side-effects! But no amount of giant, mutated, murderous lab-rats could stop me! Oh, no! My genius knows no bounds!"

Boris reflected with some surprise that he had never really worried about the mutated lab rats. He supposed it was because of the steady stream of adventurers that had been coming to the manor to provide the various rare and exotic reagents and ingredients the master had needed—wyvern eggs, aboleth mucus, strange plants that only grow on other planes of existence—that there had always been someone around for him to call on to exterminate the pests. After a while, he'd begun to just insist that the adventurers deliver the goods directly into the lab, usually forcing them to kill anything that had gotten loose and giving Boris a two-for-one.

"But now, now Boris, the serum is finally perfected! The formula is sound, the kinks are all worked out, the side-effects taken care of. They said that it couldn't be done! They told me I was mad for trying! But I'll show them. Oh, yes, I'll show them all! This latest invention, Boris: it's going to change the world!

Of course, there are other things to consider, of course. We'll need to find a means of mass-production. That will require a lot more raw ingredients. We'll probably need to make a wyvern farm of some kind...and a delivery system, of course. It won't do to have stockpiles of my glorious invention with no means to distribute it. And, of course, I have yet to do any human trials...well, there's always more work to be done, I suppose."

Boris smiled "Another long night, master? I'll go make your tea."

"...and if we were to keep the aboleths in some sort of containment field...hmm? What? Yes, yes, of course. Tea. Wonderful, Boris, wonderful. Now, where was I?"

Introduction

This book is for alchemists, and players who love alchemy, but it has nothing to do with the alchemist character class. Instead, it focuses on making alchemy a more interesting and rewarding part of your game by giving you a variety of new uses for your Craft (alchemy) skill, allowing you to create the sorts of fun and exciting potions, elixirs, oils, and other items of mad science or great arcana. Rather than being limited to the mass production of tindertwigs and vials of acid, alchemists using this book gain access to a wide range of things to craft. Chief among these are two new groups of alchemical items: infusions (which are powerful substances that permanently and substantially alter the infused creature) and serums (potion-like substances that must be injected directly into the subject's blood, and which have a more pronounced effect the more serum is used).

The other main feature of the book is that it challenges the concept that alchemical efforts are unable to produce magical results. The book contains 50 new wondrous items (primarily elixirs, tonics, and oils) which can be crafted through the conventional means (use of the Craft Wondrous Item feat), or through the Craft (alchemy) skill. Further, the rules allowing for these items to be made alchemically can easily be applied to other items (such as potions, or wondrous items from the core rules such as the *dust of disappearance* or *universal solvent*), should you decide to do so.

So, if you've always felt that alchemy was a second-class citizen, magically speaking, and wished that you could do something useful with those ranks in Craft (alchemy), or if you've always wanted to play the alchemical inventor, always poring over his various ingredients and pulling out new and wacky tonics and ointments for every occasion, or even if you just play a



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barbarian who's interested in something cheap that'll give him a bit of an edge, keep reading. We made this book just for you.

Infusions

The following items, known to most alchemists as infusions, are potent chemicals (or, more often, mixtures of chemicals) that can be added directly to an individual's blood (or other vital fluids), and causes a permanent and pronounced change in the subject. Some make the subject immune to certain energies, while others run rampant with his body, making him stronger, or faster, or more alert.

Once an infusion has been introduced successfully to the subject's body (see below), its effect is permanent unless it is removed. A character can only have one infusion at a time, and any attempts to apply an infusion to a character that already has one automatically fails.

Crafting Infusions

For the most part, crafting an infusion is a lot like crafting any other item using the Craft skill, but there are some slight differences. Information on crafting an infusion is given in the infusion's item block, under the Creation section.

Unlike most items made with the Craft skill, all infusions have requirements that the crafter must meet in order to successfully craft them. These typically include a number of ranks in Craft (alchemy), and may include additional (or alternative) requirements, such as ranks in other skills related to the infusion's effect. A character who does not meet these requirements cannot grasp the necessary concepts to create an infusion from its base components. These requirements are given in the infusion's item block as Requirements.

Another difference between crafting infusions and crafting other items with the Craft skill is that the amount of gold expended on raw materials to craft a given infusion is listed in the infusion's item block as Cost.

The amount of time it takes to craft an infusion is also calculated somewhat differently than the amount of time it takes to craft other items. Instead of finding the infusion's market price in silver pieces, instead use 1/5 the item's cost in gold pieces (that is, 1/5 the cost of the raw materials used to create the item).

All other aspects of crafting an infusion with the Craft skill are identical to the process outlined in the *Pathfinder Roleplaying Game Core Rulebook*. The Craft DC for a given infusion is listed in that infusion's item block.

Applying Infusions

Because infusions are chemicals alien to the body that change it in fundamental ways, it is not surprising that, in unskilled hands, they can cause a wide variety of health problems to the individual they are being used on, and may fail to function at all. Infusing such substances into a living creature without undue side effects is a very difficult process that requires skill and finesse. Information on applying an infusion to a subject is given in the infusion's item block in the section labeled Application, and, in some cases, further information is provided in the individual infusion's description.

Many infusions have a prerequisite (commonly a minimum Constitution score, but sometimes other prerequisites). This prerequisite must be met by the creature that is receiving the infusion, or else the infusion will automatically fail. Temporary bonuses that cause a creature to meet the prerequisite are not enough, and even if the bonus lasts indefinitely (such as that from a *belt of mighty constitution*), it is not enough to overcome this difficulty. That said, bonuses that cannot be removed from the subject (such as those granted by a *manual of bodily health*) do count for this purpose.

If the subject later fails to meet the prerequisite, it does not have an immediate effect on his use of the infusion. Instead, the infusion continues to function for one week after the subject stops meeting the prerequisite. After this time, it stops functioning entirely and is effectively destroyed. Even if the subject later meets the prerequisite again, he does not regain the use of the infusion unless he undergoes the infusion process again. Because of the grace period of one week, ability damage will rarely cause problems for those who have an infusion, but ability drain can.

The actual process of applying an infusion to a subject involves one or more skill checks. The nature of these skill checks, and their DC, are listed in the infusion's item block as Infusion. All infusions require a Heal check to apply, and some require use of additional skills. If an individual infusion has special information about the process of applying it, that will be listed in the individual infusion's description, in a section labeled Application. Otherwise, use the following information.

The skill checks are performed in the order listed in the infusion's item block. If the check fails by 5 or more, the infusion is destroyed, and the subject gains no benefit. Further, the subject must still make a Fortitude save (see below), and takes a -4 penalty on the save. If the check fails by less than 5, the infusion is applied normally, but the subject suffers a -2 penalty on his Fortitude save. If the check exceeds the DC by 5 or more, the target does not need to make a Fortitude save. These bonuses and penalties do not stack, and if more than one skill check is called for, only the effects of the worst skill check apply (for example, Timar the alchemist is applying an infusion to Gord, a patient. The infusion calls for a Heal check at DC 20, a Knowledge (arcana) check at DC 20, and a Spellcraft check at DC 25, so Timar first makes a Heal check, and receives a 20. This has no effect on Gord's upcoming Fortitude save. He then performs the Knowledge (arcana) check, and receives a 26. Normally this great success would mean that Gord does not need to make a Fortitude save, but because Timar's previous check only met the DC, rather than exceeding it by 5, this doesn't happen. Finally, Timar makes his Spellcraft check, and receives a 22. Since the

worst result from any of his three checks was a failure by less than 5, Gord does need to make a Fortitude save, and will suffer a -2 penalty on it, as well).

Again, note that some infusions have specific effects associated with individual skill checks involved in their application, and those take precedence over the general rules for application outlined above. For example, an infusion might specify that if a certain skill check is failed by 5 or more, the infusion is not destroyed, but simply fails to activate, and that the applicator can try again later, for example.

Finally, the subject will likely need to make a Fortitude save to see if his body is able to take the strain of the transformations being applied by the infusion. The DC for this Fortitude save varies from infusion to infusion, and is listed in the infusion's item block. If the subject succeeds on the Fortitude save, the infusion goes to work on his body, and begins functioning as described in the infusion's individual description after 2d6 hours. If the subject fails the Fortitude save, he takes 1 point of Constitution damage as his body struggles against the infusion's effects. Every 24 hours, he may make another Fortitude save (at the same DC as the original, including any bonuses or penalties from the results of any skill checks made to apply the infusion). If he fails, he takes another point of Constitution damage, plus one additional point of Constitution damage for every 3 previous failed saves. Once the subject finally succeeds on the saving throw, the infusion begins functioning normally, as described above.

A character can apply infusions to himself, but doing so imposes a -2 penalty on any skill checks made to apply the infusion.

Purchasing Infusions

Instead of making and applying an infusion himself, a character can purchase an infusion and have it applied by a highly-skilled alchemist. The market price for an infusion purchased in this way (listed in the infusion's item block as its market price) includes the cost of applying the infusion to the subject from a professional. Such individuals are always treated as having succeeded on any required skill checks in such a way that the subject does not need to succeed on a Fortitude save. As such, characters purchasing infusions in this way rarely have to worry about whether or not the application process will "go wrong."

That said, some less-reputable alchemists sell and apply infusions at rates much lower than the market price listed for the item. These alchemists are unreliable, however, and it is not uncommon for their patients to die as a result of the infusion process, or for the infusions they apply to do wildly different things than what they are supposed to (possibly with no benefit to them whatsoever).

Removing Infusions

Once an infusion has been applied to a creature, it can be very difficult to remove. A successful Heal check, with a DC equal to 10 + the DC of the Heal check to apply the infusion in the first place, and 12 hours of work can remove an infusion from a subject, but doing so inflicts 1d6 points of Constitution damage, regardless of whether the attempt is successful or not. Alternatively, a greater restoration spell can remove an infusion without any harmful side-effects. Such spells do not always remove infusions in their targets, however, and will only do so if the target of the spell is actively attempting to have the infusion removed. This is part of the magic of the spell, and there is no way to use greater restoration to strip a target of an infusion he does not want to be rid of.

Infusions

The following infusions are listed in alphabetical order. Each of the infusions listed here has both a benefit and a drawback, as drastic changes to a creature's physiology rarely come without some kind of cost. While many alchemists talk of infusions with no side-effects whatsoever, there are no reliable reports of such infusions, and any that do exist are no doubt the closely-guarded secrets of the most powerful and knowledgeable of alchemists.

Table 1-1: Infusions By Cost

		Market
Infusion	Cost	Price
Alchemist's Courage	3,000 gp	10,000 gp
Borius	5,000 gp	12,000 gp
Nourius	5,000 gp	16,000 gp
Litium	6,000 gp	10,000 gp
Buoyar	6,000 gp	18,000 gp
Vitius	6,000 gp	18,000 gp
Sorcerer's Blood	6,000 gp	20,000 gp
Tormium	7,000 gp	14,000 gp
Lich's Blood	7,000 gp	21,000 gp
Gherium	10,000 gp	30,000 gp
Purite	12,000 gp	25,000 gp
Frigium	13,000 gp	40,000 gp
Infernite	13,000 gp	40,000 gp
Calcius	15,000 gp	40,000 gp
Acidium	15,000 gp	45,000 gp
Electrus	15,000 gp	48,000 gp
Flexium	16,000 gp	38,000 gp
Moltorium	20,000 gp	50,000 gp
Reprin	20,000 gp	60,000 gp
Goliminium	24,000 gp	72,000 gp

ACIDIUM	
Market Price 45,	ooo gp
CREATION	
Requirements C	raft (alchemy) 8 ranks or
Spellcraft 8 ranks;	Craft DC 25; Cost 15,000 gp
APPLICATION	
Prerequisites Co	Institution 10
Infusion Heal DO	20; Fort DC 16
EFFECTS	

This concoction causes the blood of the subject to become acidic, while simultaneously rendering the subject's flesh resistant to such substances. This puts a great strain on the subject's health, however.

Benefit: The subject is immune to acid. Additionally, whenever the subject is dealt bleed damage or precision-based damage, or whenever a critical threat is confirmed on the subject, a spray of acidic blood spurts forth, dealing 2d6 points of acid damage to the attacker. Drawback: The subject loses 1 hit point per Hit Dice he possesses.

Application: If the subject fails his Fortitude save, he also suffers 4d6 points of acid damage, in addition to the normal effects.

ALCHEMIST'S COURAGE

Market Price 10,000 gp

CREATION

Requirements Craft (alchemy) 5 ranks or Spellcraft 5 ranks; **Craft DC** 20; **Cost** 3,000 gp APPLICATION

Prerequisites Wisdom 12 Infusion Heal DC 18; Fort DC 14 EFFECTS

This alchemical concoction supplies the subject's brain with a steady supply of chemicals that render him virtually immune to fear. This process is somewhat disorienting, however, and leaves the subject feeling giddy, and mildly suggestible.

Benefit: The subject is immune to fear effects.

Drawback: The subject suffers a -2 penalty on saving throws made to resist charm and compulsion effects.

BORIUS
Market Price 12,000 gp
CREATION
Requirements Craft (alchemy) 7 ranks; Craf
DC 23; Cost 5,000 gp
APPLICATION
Infusion Heal DC 18; Fort DC 14
EFFECTS

This potent alchemical substance boils and pulses through the subject's body at high speed, allowing him to deliver more power behind his blows. This power comes at a price, however, and his roiling alchemical blood can cause severe bleeding issues.

Benefit: The subject gains a +2 alchemical bonus on damage rolls made with melee and thrown weapons, as well as a +2 bonus to his CMB.

Drawback: Whenever the subject suffers at least 10 points of damage from a single attack,



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he also suffers an additional 1 point of bleed damage. This bleed damage stacks, so if the subject is dealt 25 points of damage, he would suffer 2 points of additional bleed damage.

BUOYAR	
Market Price 18,000 gp	
CREATION	
Requirements Craft (alcher	ny) 7 ranks or
Spellcraft 7 ranks; Craft DC:	25; Cost 6,000 gp
APPLICATION	
Prerequisites Dexterity 12	
Infusion Heal DC 20; Fort I	DC 15
EFFECTS	
T1: 1 1:	1 1

This substance can be introduced into the subject's blood, causing his entire body to become lighter and more buoyant. This has the unfortunate side-effect of weakening the subject.

Benefit: The subject gains a fly speed equal to his base land speed (clumsy). Additionally, he gains a +4 bonus on Swim checks made to stay afloat. **Drawback:** The subject suffers a -4 penalty to his CMB and CMD. Additionally, the subject suffers a -4 penalty on any saving throws or ability checks made to resist the effects of winds or currents.

CALCIUS

Market Price 40,000 gp CREATION Requirements Craft (alchemy) 8 ranks and Heal 4 ranks; Craft DC 27; Cost 15,000 gp APPLICATION Prerequisites Constitution 14 Infusion Knowledge (nature) DC 18, Heal DC 24; Fort DC 18 EFFECTS

This potent alchemical substance causes the entire internal body structure of the subject to harden and grow protective plates, protecting him from harm. The stiffening of his muscles and other organs impedes the subject's ability to fight and move freely, however.

Benefit: The subject's natural armor bonus increased by an amount equal to 1/4 his Hit Dice (rounded down, minimum 1).

Drawback: The subject suffers a permanent armor check penalty equal to 1/4 his Hit Dice. This armor check penalty stacks with any armor check penalty the subject may have from his armor, and anything that would reduce or negate the subject's armor check penalty does not apply to the armor check penalty imposed by this infusion. Further, the subject is always treated as wearing at least medium armor for the purposes of his movement speed, and for class features that reference what kind of armor he is wearing (such as a monk's fast movement).

ELECTRUS

Market Price 48,000 gp

CREATION

Requirements Craft (alchemy) 8 ranks, and either Knowledge (arcana) 8 ranks or Knowledge (nature) 8 ranks; **Craft DC** 25; **Cost** 15,000 gp APPLICATION

Prerequisites Constitution 12 Infusion Heal DC 22; Fort DC 16 EFFECTS This potent alchemical liquid charges the subject's blood with electrical energy, altering his physiology to be resistant such energy. This change in the subject's electrical state has the unfortunate side-effect of making the subject slightly magnetic, enough to attract metal weapons and guide them in with lethal force.

Benefit: The subject is immune to electricity damage. Further, whenever he would take electricity damage, his body "stores" the energy, allowing him to release it in an attack. This is a touch attack that deals 1d6 points of electricity damage for every 5 points of damage stored. The subject cannot store more than 5 points of damage per two Hit Dice he possesses at any one time, and any stored points are lost after one hour if they are not used.

Drawback: Any creature attacking the subject with a metal weapon gains a +2 circumstance bonus on attack and damage rolls.

Application: If the subject fails his Fortitude save, he also suffers 3d6 points of electricity damage, in addition to the normal effects.

FLEXIUM	
Market Price 38,	ooo gp
CREATION	
Requirements C	raft (alchemy) 9 ranks, Heal 9
ranks; Craft DC 2	8; Cost 16,000 gp
APPLICATION	
Prerequisites Str	ength 10, Dexterity 10,
Constitution 12	
Infusion Knowled	dge (dungeoneering) DC 18,
Heal DC 26; Fort	A second s
EFFECTS	

This potent alchemical concoction transforms the subject's flesh, making it more rubbery and resistant to damage. The transformation softens the subject's muscles, however, making him slower and less powerful.

Benefit: The subject gains an amount of damage reduction equal to 1/4 his Hit Dice (rounded down, minimum 1). This damage reduction cannot be overcome by any means.

Drawback: The target suffers a -2 penalty to his Strength and Dexterity scores. Application: If the Knowledge (dungeoneering) check is failed by 5 or more, instead of the flexium being destroyed, it simply has a more severe drawback, as the subject's rubbery flesh is more taxing on his muscles. In this case, the drawback is -3 to Strength and Dexterity, instead of -2. If the check exceeds the DC by 5 or more, the drawback is lessened, instead, to a -1 penalty to those ability scores. If the flexium is purchased at market price, it is assumed that the check is succeeded, but not enough to alter the drawback. The Knowledge (dungeoneering) check does not have an effect on the subject's Fortitude save.

FRIGIUM

Market Price 40,000 gp

CREATION

Requirements Craft (alchemy) 8 ranks or Spellcraft 8 ranks; **Craft DC** 25; **Cost** 13,000 gp APPLICATION

Prerequisites Constitution 10 Infusion Heal DC 19; Fort DC 14

EFFECTS

This potent alchemical substance transmutes the subject's blood, altering his physiology to undergo a chemical reaction when exposed to heat, keeping the subject's body cool. This alteration has the unfortunate side effect of making him more vulnerable to cold weather.

Benefit: The subject is immune to fire damage. Additionally, the subject is immune to the effects of very hot conditions, severe heat, and extreme heat. For more information on heat dangers, see the Pathfinder Roleplaying Game Core Rulebook.

Drawback: The subject is vulnerable to fire damage, and takes 1.5x as much damage as he normally would from sources dealing fire damage. Additionally, the subject takes a -8 penalty on any Fortitude saves made to resist the effects of cold, extremely cold, and severely cold weather. For more information on cold dangers, see the *Pathfinder Roleplaying Game Core Rulebook*.

Application: If the subject fails his Fortitude save, he also suffers 2d6 points of fire damage, in addition to the normal effects.

G	HERIUM
M	arket Price 30,000 gp
CF	REATION
	equirements Craft (alchemy) 9 ranks, Heal 9 inks; Craft DC 28; Cost 10,000 gp
AF	PPLICATION
P	rerequisites Constitution 15
In	fusion Heal DC 23; Fort DC 19
EF	FECTS

This potent charcoal-colored substance increases the bulk and general physical prowess of the subject, turning him into a virtual behemoth. With his body so transformed, the subject can stay in the fight longer and outlast his opponents. Such strength is not without its disadvantages, however, and the subject is slowed somewhat by his transformation.

Benefit: The subject gains +2 hit points per Hit Dice he possesses. Further, he gains a +4 alchemical bonus on all Fortitude saves. Finally, his increased mass grants him a +2 bonus to combat maneuver checks as well as to his CMD.

Drawback: The subject's body mass slows him notably, and he moves at only half his movement speed. He also suffers a -2 penalty to AC, attack rolls, initiative, and Reflex saves.

GOLIMINIUM	
Market Price 72,000 gp	10 - 7 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
CREATION	
Requirements Craft (alch	emy) 12 ranks,
Spellcraft 12 ranks; Craft D	C 30; Cost 24,000 gp
APPLICATION	
Infusion Craft (alchemy) I	DC 24, Heal DC 26,
Spellcraft DC 22; Fort DC	8
EFFECTS	

This potent alchemical liquid suffuses the subject's body with magical radiation that grants the subject complete immunity to the most powerful of magical spells. This radiation reacts differently to different intensities of magic, however, and actually increases the effect of less powerful spells on the subject. This infusion has a telltale effect, causing the subject's eyes to appear as solid silver, with no irises or pupils. Any character who sees the subject's eyes, and is familiar with goliminium (a DC 15 Craft [alchemy] or Knowledge [arcana] check) immediately recognizes this symptom.

Benefit: The subject is immune to all spells of 7th level or higher that are subject to spell resistance.

Drawback: The subject suffers a -4 penalty on saving throws made to resist the effects of spells of 3rd level or lower. Further, if the subject possesses spell resistance, that spell resistance does not apply to spells of 3rd level or lower.

Application: The Spellcraft check merely activates the infusion once it is already in the subject's body. If this check fails (regardless of how much it fails by), the infusion remains inert in the subject, having no effect. Another attempt can be made to activate it once every 24 hours. The subject still makes his saving throw when the infusion is first applied, but it does not begin working until after he has succeeded on the saving throw and the Spellcraft check has been completed. The Spellcraft check does not affect the subject's Fortitude save.

INFERNITE

Market Price 40,000 gp

CREATION Requirements Craft (alchemy) 8 ranks or Spellcraft 8 ranks; Craft DC 25; Cost 13,000 gp APPLICATION Prerequisites Constitution 10 Infusion Heal DC 19; Fort DC 14

EFFECTS

This potent alchemical substance transmutes the subject's blood, altering his physiology to produce great amounts of heat internally, and so be more resistant to cold. This alteration has the unfortunate side effect of making him more vulnerable to overheating.

Benefit: The subject is immune to cold damage. Additionally, the subject is immune to the effects of cold, extremely cold, and severely cold weather. For more information on cold dangers, see the *Pathfinder Roleplaying*



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Core Rulebook.

Drawback: The subject is vulnerable to fire damage, and takes 1.5x as much damage as he normally would from sources dealing fire damage. Additionally, the subject takes a -8 penalty on any Fortitude saves made to resist the effects of very hot conditions, severe heat, and extreme heat. For more information on heat dangers, see the *Pathfinder Roleplaying Game Core Rulebook*.

Application: If the subject fails his Fortitude save, he also suffers 2d6 points of cold damage, in addition to the normal effects.

LICH'S BLOOD

Market Price 21,000 gp

CREATION

Requirements Craft (alchemy) 9 ranks,

Knowledge (religion) 5 ranks; Craft DC 25; Cost 7,000 gp

APPLICATION

Prerequisites Constitution 12

Infusion Heal DC 20, Spellcraft DC 22; Fort DC 17

EFFECTS

This mixture is obviously not the blood of a lich, as such creatures rarely have any such fluids. Instead, it is a concoction that transforms the subject's blood and other vital fluids, suffusing them with negative energy and affecting a profound change in the subject.

Benefit: The subject is now healed by negative energy, as though he were an undead creature. Further, he now registers as an undead creature for the purposes of spells such as *detect undead*, and similar effects. This also causes most unintelligent undead to ignore the subject, as they do not view him as living. The subject does not gain any of the other benefits of being undead nor can hebe turned or commanded as though he were undead..

Drawback: The subject is now harmed by positive energy as though he were undead.

Application: The Spellcraft check merely activates the infusion once it is already in the subject's body. If this check fails (regardless of how much it fails by), the infusion remains inert the infusion is first applied, but it does not beginworking until after he has succeeded on the saving throw and the Spellcraft check has been completed. The Spellcraft check does not affect the subject's Fortitude save.

	ITIUM
I	Market Price 10,000 gp
0	REATION
Ī	Requirements Craft (alchemy) 5 ranks; Craft
1	DC 20; Cost 6,000 gp
A	PPLICATION
Ī	Prerequisites Strength 12
1	nfusion Heal DC 17; Fort DC 13
E	FFECTS

This potent alchemical liquid infuses the muscles of the subject, making them lither and nimbler, and increasing his manual dexterity. By making the muscles more quick and flexible, however, it robs them of some of their power.

Benefit: The subject gains a +4 alchemical bonus to his Dexterity score.

Drawback: The subject suffers a -4 penalty to his Strength score.

MOLTORIUM

Market Price 50,000	gp
CREATION	
Requirements Craft	(alchemy) 13 ranks; Craft
DC 30; Cost 20,000 g	3P
APPLICATION	
Infusion Heal DC 24	: Fort DC 20

EFFECTS

This highly dangerous substance, one transfused, alters the subject's vital organs, binding with them and subsuming them until they resemble quicksilver versions of themselves. With minimal effort the subject can move his organs around within his body near-instantaneously, and without impeding their function.

Benefit: Whenever the subject would be hit by precision damage (such as a rogue's sneak attack), or a critical hit, he may, as an immediate action, negate the extra damage by rearranging his vital organs in a more beneficial way. However, doing so imposes a -4 penalty on any Fortitude saves he makes for the next hour, during which time his organs are reorienting themselves. The subject cannot use this ability again until the hour has passed and his organs are fully reoriented.

Drawback: The subject suffers a permanent -2 penalty to his Constitution score.

NOURIUS

Market Price 16,000 gp CREATION

Requirements Craft (alchemy) 5 ranks; **Craft** DC 23; **Cost** 5,000 gp

APPLICATION

Infusion Heal DC 23; Fort DC 14 EFFECTS

This alchemical mixture causes the subject's body to produce its own nutrients, negating the need to eat or drink. This unfortunately causes the subject's digestive tract to fail, preventing him from consuming food, drink, or other substances.

Benefit: The subject does not need to eat or drink, and is immune to the effects of starvation and dehydration.

Drawback: The subject is incapable of eating any food or drink, and cannot gain the benefits of magical food or drink, including potions and elixirs. The only exception to this is an alchemist's extracts, which the alchemist can instead create to be an ointment, or inject directly into his bloodstream. Only extracts can be alternately applied in this way: anything else that would normally require ingestion is unusable.

PURITE

Market Price 25,000 gp CREATION Requirements Craft (alchemy) 8 ranks, Heal 8

ranks; Craft DC 25; Cost 12,000 gp APPLICATION

Prerequisites Constitution 12

Infusion Heal DC 18; Fort DC 10 EFFECTS

This potent alchemical substance flows through the subject's veins, instantly purging

him of any impurities. This unfortunately extracts a toll on his body's natural ability to ward off infections and resist other maladies of the body. **Benefit:** The subject gains immunity to all diseases and poisons, as well as a +4 bonus to Fortitude saves made to resist the harmful effects drugs and alchemical items. Combined with the penalty to Fortitude saves below, this results in a total bonus of +2 on any Fortitude saves made to resist the harmful effects of drugs and alchemical items.

Drawback: The subject suffers a -2 penalty on all Fortitude saves.

REPRIN
Market Price 60,000 gp
CREATION
Requirements Craft (alchemy) 13 ranks, Heal 6
ranks; Craft DC 35; Cost 20,000 gp
APPLICATION
Prerequisites Constitution 12
Infusion Heal DC 25; Fort DC 16
EFFECTS

This potent alchemical substance gives off trace amounts of positive energy, suffusing the subject's body with it and allowing him to recover from injuries at a rapid rate. This low level of positive energy leaves the subject more vulnerable to damage from a variety of energy types.

Benefit: Every hour, the subject heals a number of hit points equal to twice his Hit Dice.

Drawback: The subject gains vulnerability to electricity and vulnerability to fire.

SORCERE	R'S BLOOD
Market P	rice 20,000 gp
CREATION	
Requirem	ents Craft (alchemy) 5 ranks,
Spellcraft a	8 ranks; Craft DC 27; Cost 6,000 gp
APPLICATIC	DN CI
Infusion	Heal DC 20, Spellcraft DC 25; Fort DC
14	
EFFECTS	

This potent alchemical substance is only partially made of the blood of a sorcerer, and contains a number of other alchemical ingredients which help to harness its power. It empowers the subject's blood with a quasi-magical ability to enhance the power of any spells he casts, although this potency comes at a price, and reduces the subject's ability to resist both physical and mental ailments.

Benefit: The saving throw DCs of all spells the subject casts are increased by +1.

Drawback: The subject suffers a -2 penalty on all saving throws.

Application: The Spellcraft check merely activates the infusion once it is already in the subject's body. If this check fails (regardless of how much it fails by), the infusion remains inert in the subject, having no effect. Another attempt can be made to activate it once every 24 hours. The subject still makes his saving throw when the infusion is first applied, but it does not begin working until after he has succeeded on the saving throw and the Spellcraft check has been completed. The Spellcraft check does not affect the subject's Fortitude save.

TORMIUM

Market Price 14,000 gp

CREATION

Requirements Craft (alchemy) 5 ranks; **Craft** DC 20; **Cost** 7,000 gp

APPLICATION

Prerequisites Dexterity 12 Infusion Heal DC 17; Fort DC 13

EFFECTS

This alchemical cocktail of various reagents and vitamins is designed to infuse the subject's muscles with incredible power, greatly increasing his strength. It does have a side-effect, though, as the increased muscle mass makes the subject slower and more clumsy.

Benefit: The subject gains a +4 alchemical bonus to his Strength score.

Drawback: The subject suffers a -4 penalty to his Dexterity score.

VITIUS

Market Price 18,000 gp CREATION Requirements Craft (alchemy) 9 ranks,

Spellcraft 4 ranks; Craft DC 28; Cost 6,000 gp APPLICATION

Infusion Heal DC 22; Fort DC 15

EFFECTS

This potent alchemical liquid infuses the subject's body, lying dormant until it comes into contact with death magic, to which it reacts violently by diffusing the energy in a painful, but generally nonlethal fashion.

Benefit: The subject is immune to death effects.

Drawback: Whenever the subject would normally suffer from a death effect, he instead takes 4d6 points of damage.

Serums

Serums are potion-like substances that can have dramatic effects on creatures that use them. Unlike potions, however, serums must be injected directly into the user's bloodstream, typically through a device such as a *serum injector* (see below).

Further, unlike potions, multiple doses of serums can have cumulative effects, meaning that a character who uses large quantities of muscle serum will have a greater increase to his Strength score than a character who uses only small quantities. Each serum will have a table that lists its effect based on the number of doses that are currently affecting the user.

Note that in order for serums to have this kind of cumulative effect, the doses must all be taken in succession.



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If a character goes for a full round without receiving further serum, any serum taken after that will not stack with the previous serum. Also note that each successive dose of serum increases the duration of the serum's effect by one round (for example, Gorthan the Destroyer takes a dose of muscle serum, which would normally have a duration of one minute. He spends the next five rounds injecting five more doses of serum. These doses increase the effectiveness of his serum, and also extend the duration of its effect by five rounds, giving him the full minute after he is done injecting the serum. If, after nine rounds, he decides to inject more serum, this new serum would not stack with the previous serum, would not increase the previous serum's effectiveness, and would not extend the previous serum's duration).

A character can only benefit from one type of serum at a time. If a character is injected with two different kinds of serum, the type of serum that he has more doses of currently in him takes precedent. If both serums are tied for the number of doses, the serum that was injected more recently takes precedent. Unless a specific serum's description indicates to the contrary, all serums have a duration of one minute. Creatures that are immune to poison are also immune to the effects of serums.

Most serums also contain a drawback or other negative side-effect, which may occur only at higher doses. Unless a specific serum's description indicates to the contrary, these drawbacks begin as soon as the serum's effect does, and end when the serum's effect ends. Unless otherwise note, drawbacks do not stack: simply use the highest relevant drawback.

Serum Injector

While serums can be applied by use of a needle, they must be injected directly into the bloodstream in order to be effective, and so most users of serums rely on the serum injector, a wondrous item designed to automatically inject serums and other alchemical substances directly into its user's bloodstream.

INJECTOR
nt universal; CL 5th
; Price 1,250 gp; Weight 5 lbs.
JCTION
ements Craft Wondrous Item, unseen
Cost 625 gp
TION

This item is a sort of belt, which is lined with small, metal vials, each of which is connected to a long, flexible tube. These tubes all converge into a single, larger tube, which ends in a large, gleaming needle. Though a serum injector can be used to inject potions, elixirs, or other magical or alchemical liquids that would normally be imbibed, its primary role is to inject its wearer with serum (see Serums, below).

The belt contains a total of 10 small metal vials, each of which can hold a single potion, elixir, or dose of serum. The "belt" portion of the *serum injector* is worn around the waist, while the needle is inserted into the base of the neck (inflicting 1d4 points of piercing damage when first inserted). The tubes which carry the serum are relatively small, and can be concealed under clothing or armor, if desired. If the tube is exposed, it has AC 12, hardness 3, and 2 hit points. A severed tube can easily be repaired or replaced, but until it is the *serum injector* will not be able to inject its contents into the user, instead spraying them useless from severed end of the tube.

As a standard action, the wearer can direct the *serum injector* to begin pumping its contents into him, at a rate of one potion, elixir, or dose of serum per round; including the round it is first activated. In subsequent rounds, the potion or serum takes its effect at the beginning of the wearer's turn. If the contents of the injector's vials are different (for example, two *potions of healing*, three *potions of bull's strength*, and so on) then they are injected in order. The wearer does not directly choose which vial is being injected at the time, though he can set the order in advance by carefully loading the contents of the vials in the desired sequence. The serum injector continues to pump its contents into the wearer each round until either the wearer stops it (a move action), or it runs out of contents to inject.

Crafting Serums

Any character with at least 7 ranks in Craft (alchemy) can attempt to create serums from their various component ingredients. This uses the Craft (alchemy) skill, and the DC for crafting a serum is 25.

Determining the amount of time it takes to craft a serum is different than for most alchemical items. Use the serum's value in gold pieces, rather than silver pieces, to calculate how long it takes to create a dose of serum.

Serums

The following serums are presented in alphabetical order.

Table 2-1: Serums By Price

Serum	Price
Awareness Serum	50 gp
Speed Serum	50 gp
Healing Serum	75 gp
Body Serum	100 gp
Enlightenment Serum	100 gp
Friendliness Serum	100 gp
Genius Serum	100 gp
Grace Serum	100 gp
Muscle Serum	100 gp
Toughness Serum	100 gp
Fortitude Serum	150 gp
Reflex Serum	150 gp
Will Serum	150 gp
Invulnerability Serum	250 gp
Mental Mastery Serum	300 gp
Physical Mastery Serum	300 gp
Spell Resistance Serum	300 gp
Invulnerability Serum, Unstable	350 gp
Mental Mastery Serum, Unstable	500 gp
Physical Mastery Serum, Unstable	500 gp

Awareness Serum: This serum heightens the user's senses, allowing him to see and hear in much greater detail than normal. This effect can be somewhat disorienting, however, especially at high doses.

Table 2-2: Awareness Serum

Doses	Benefit	Drawback
1	Perception +2	None
2	Perception +4	None
3-4	Perception +6	None
5-6	Perception +8	Sickened
7-9	Perception +10	Sickened
10+	Perception +12	Sickened
_		

Body Serum: This serum increases the user's endurance and durability, allowing him to take more physical punishment without dropping. At higher doses, it has a tendency to sap its user's strength and hurt their coordination.

Table 2-3: Body Serum

Doses	Benefit	Drawback
1	+2 Con	None
2	+4 Con	None
3-4	+6 Con	-2 Str, -2 Dex
5-6	+8 Con	-2 Str, -2 Dex
7-9	+10 Con	-4 Str, -4 Dex
10+	+12 Con	-4 Str, -4 Dex

Enlightenment Serum: This serum opens the user's mind to the realms of possibility, and is made primarily from herbs believed in ancient times to grant wisdom. At higher doses, it has deleterious effects on both the user's health and his force of personality.

Table 2-4: Enlightenment Serum

Dose	s Benefit	Drawback
1	+2 Wis	None
2	+4 Wis	None
3-4	+6 Wis	-2 Con, -2 Cha
5-6	+8 Wis	-2 Con, -2 Cha
7-9	+10 Wis	-4 Con, -4 Cha
10+	+12 Wis	-4 Con, -4 Cha
		1 1

Fortitude Serum: This serum allows the user to better withstand attacks against his body. At higher doses, it can have a deleterious effect on the user's reflexes and willpower.

Table 2-5: Fortitude Serum

Doses	s Benefit	Drawback
1	Fortitude +1	None
2	Fortitude +2	None
3-4	Fortitude +3	None
5-6	Fortitude +4	-1 Reflex, -1 Will
7-9	Fortitude +5	-2 Reflex, -2 Will
10+	Fortitude +6	-2 Reflex, -2 Will

Friendliness Serum: This serum makes the user more relaxed and friendly. At higher doses, it can be dangerous to the user's health, and may also cloud the user's mind.

Table 2-6: Friendliness Serum

Doses Benefit		Drawback
1	+2 Cha	None
2	+4 Cha	None
3-4	+6 Cha	-2 Con, -2 Int
5-6	+8 Cha	-2 Con, -2 Int
7-9	+10 Cha	-4 Con, -4 Int
10+	+12 Cha	-4 Con, -4 Int

Genius Serum: This serum heightens the user's intellect, driving his brain into overdrive. It has been known to cause some health problems, and also to affect the user's memory, causing forgetfulness and general lack of awareness.

Table 2-7: Genius Serum

Dose	s Benefit	Drawback
1	+2 Int	None
2	+4 Int	None
3-4	+6 Int	-2 Con, -2 Wis
5-6	+8 Int	-2 Con, -2 Wis
7-9	+10 Int	-4 Con, -4 Wis
10+	+12 Int	-4 Con, -4 Wis

Grace Serum: This serum increases the user's muscle elasticity, making them more flexible, and also heightens their reflexes. This comes at a cost, however, and and at higher doses the user's

strength may decrease, and they may suffer from general poor health.

Table a R. Crace Serun

Dose	s Benefit	Drawback
1	+2 Dex	None
2	+4 Dex	None
3-4	+6 Dex	-2 Str, -2 Con
5-6	+8 Dex	-2 Str, -2 Con
7-9	+10 Dex	-4 Str, -4 Con
10+	+12 Dex	-4 Str, -4 Con

Healing Serum: This serum causes the user's body to begin a rapid healing process, mending wounds in a very short period of time. This requires a lot of energy on the user's part, and most users are drained by the experience.

Table 2-9: Healing Serum **Doses Benefit** Drawback Fast healing 1 None 1 2 Fast healing 2 None None Fast healing 3 3-4 5-6 Fast healing 4 Fatigued Fatigued Fast healing 5 7-9 Fast healing 6 Exhausted 10+

Invulnerability Serum: This serum hardens the user's skin and makes him more resilient to attacks. It is highly toxic, however, and large doses can cause serious and lasting health problems.

Table 2-10: Invulnerability Serum

Doses	Benefit	Drawback
1	DR 1/-	None
2	DR 2/-	None
3-4	DR 3/-	1 Con damage
5-6	DR 4/-	2 Con damage
7-9	DR 5/-	3 Con damage
10+	DR 6/-	4 Con damage

Invulnerability Serum, Unstable: This version of the invulnerability serum is highly unstable and incredibly dangerous to use. It actually causes bony growths to erupt out of the user's skin, like a kind of armor, making them incredibly difficult to harm. Additionally, the serum makes the user's body resistant to magic.

The serum is very unpredictable, however, and while the bony growths normally crumble and fall off after the serum's effect has ended, in a number of cases they continue growing until the user is completely encased, effectively petrifying the user. At the end of the serum's duration, the user must succeed on a Fortitude save (DC varies) or become permanently petrified. In such cases, only *stone to flesh*, or another cure for petrification, can help the user. Note that users petrified in this manner continue to possess spell resistance, and any attempt to free them must overcome their spell resistance first. The spell resistance fades once the user is freed.



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Table 2-11:	Invulnerabili	ity Serum,	Unstable
Doses Bene	efit		

Dose	s Benefit	Drawback
1	DR 2/-, SR 11, Natural armor +2	Fort save (DC 18) or permanently petrified
2	DR 4/-, SR 16, Natural armor +4	Fort save (DC 21) or permanently petrified
3-4	DR 6/-, SR 21, Natural armor +6	Fort save (DC 24) or permanently petrified
5-6	DR 8/-, SR 26, Natural armor +8	Fort save (DC 27) or permanently petrified
7-9	DR 10/-, SR 31, Natural armor +10	Fort save (DC 30) or permanently petrified
10+	DR 15/-, SR 36, Natural armor +12	Fort save (DC 33) or permanently petrified

Muscle Serum: This serum increases the user's muscle mass, allowing him to lift heavier objects, and hit harder. The sudden growth is a heavy shock to his body, however, and may also affect his speed and coordination.

Table 2-12: Muscle Serum

Doses	Benefit	Drawback
1	+2 Str	None
2	+4 Str	None
3-4	+6 Str	-2 Dex, -2 Con
5-6	+8 Str	-2 Dex, -2 Con
7-9	+10 Str	-4 Dex, -4 Con
10+	+12 Str	-4 Dex, -4 Con

Mental Mastery Serum: This serum greatly heightens the user's mental faculties, making him more sensible, charming, and generally intelligent. It is highly toxic, however, and should be taken with care, lest it prove fatal.

Table 2-13: Mental Mastery Serum

Doses	Benefit	Drawback
1	+1 Int, Wis, Cha	None
2	+2 Int, Wis, Cha	1 damage/round
3-4	+3 Int, Wis, Cha	2 damage/round
5-6	+4 Int, Wis, Cha	2 damage/round
7-9	+5 Int, Wis, Cha	3 damage/round
10+	+6 Int, Wis, Cha	3 damage/round
_		

Mental Mastery Serum, Unstable: This serum improves on the mental mastery serum, allowing the user to reach even greater heights of mental acuity. It is less immediately toxic, but can cause serious shock as its effects end. When the serum's duration ends, the user must succeed on a Fortitude save (DC varies) or fall unconscious for 1d4 hours. Characters that fail the save by 5 or more die, instead.

Table 2-14: Mental Mastery Serum, Unstable

Doses	s Benefit	Drawback
1	+2 Int, Wis, Cha	Fort save (DC 18) or fall unconscious
2	+4 Int, Wis, Cha	Fort save (DC 21) or fall unconscious
3-4	+6 Int, Wis, Cha	Fort save (DC 24) or fall unconscious
5-6	+8 Int, Wis, Cha	Fort save (DC 27) or fall unconscious
7-9	+10 Int, Wis, Cha	Fort save (DC 30) or fall unconscious
10+	+12 Int, Wis, Cha	Fort save (DC 33) or fall unconscious

Physical Mastery Serum: This serum enhances all of the user's physical abilities, making him stronger, faster, and tougher. It is incredibly toxic, however, and should be taken with care, lest it prove fatal.

Table 2-15: Physical Mastery Serum Doses Benefit Drawback

Doses	benefit	Drawback
1	+1 Str, Dex, Con	None
2	+2 Str, Dex, Con	2 damage/round
3-4	+3 Str, Dex, Con	4 damage/round
5-6	+4 Str, Dex, Con	4 damage/round
7-9	+5 Str, Dex, Con	6 damage/round
10+	+6 Str, Dex, Con	6 damage/round

Physical Mastery Serum, Unstable: This serum improves on the physical mastery serum, allowing the user to reach even greater heights of physical prowess. It is less immediately toxic, but can cause serious shock as its effects end. When the serum's duration ends, the user must succeed on a Fortitude save (DC varies) or fall unconscious for 1d4 hours. Characters that fail the save by 5 or more die, instead. **Reflex Serum:** This serum greatly increases the user's reflexes. This comes at a cost, however, and the user is left more vulnerable to diseases, illnesses, and mental attacks.

Table 2-17: Reflex Serum

Benefit	Drawback
Reflex +1	None
Reflex +2	None
Reflex +3	None
Reflex +4	-1 Fortitude, -1 Will
Reflex +5	-2 Fortitude, -2 Will
Reflex +6	-2 Fortitude, -2 Will
	Reflex +2 Reflex +3 Reflex +4 Reflex +5

Speed Serum: This serum enhances the user's ability to move and run, increasing his land speed. Higher doses have an unfortunate side-effect of sickening the user.

Table 2-18: Speed Serum

Benefit	Drawback
Land speed +10 ft.	None
Land speed +15 ft.	None
Land speed +20 ft.	None
Land speed +25 ft.	Sickened
Land speed +30 ft.	Sickened
Land speed +40 ft.	Sickened
	Land speed +10 ft. Land speed +15 ft. Land speed +20 ft. Land speed +25 ft. Land speed +30 ft.

Table 2-16: Physical Mastery Serum, Unstable

Doses	s Benefit	Drawback
1	+2 Str, Dex, Con	Fort save (DC 20) or fall unconscious
2	+4 Str, Dex, Con	Fort save (DC 24) or fall unconscious
3-4	+6 Str, Dex, Con	Fort save (DC 28) or fall unconscious
5-6	+8 Str, Dex, Con	Fort save (DC 32) or fall unconscious
7-9	+10 Str, Dex, Con	Fort save (DC 36) or fall unconscious
10+	+12 Str, Dex, Con	Fort save (DC 40) or fall unconscious

Spell Resistance Serum: This serum renders the user's body resistant to magic. At higher doses, it has a sickening side effect, and in extreme cases may be nearly debilitating.

Table 2-19: Spell Resistance Serum

Doses	s benent	Drawback
1	SR 6	None
2	SR 11	None
3-4	SR 16	None
5-6	SR 21	Sickened
7-9	SR 26	Sickened
10+	SR 31	Staggered
-		ALCONC.

Toughness Serum: This serum makes the user's skin tougher, turning aside blows. It is relatively benign, but at high doses can cause a sickening feeling.

Table 2-20: Toughness Serum

Doses	Benefit	Drawback
1	Natural armor +1	None
2	Natural armor +2	None
3-4	Natural armor +3	None
5-6	Natural armor +4	None
7-9	Natural armor +5	Sickened
10+	Natural armor +6	Sickened



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Will Serum: This serum focuses the user's mind and leaves them better defended against mental attacks. It unfortunately leaves the user more likely to be caught by surprise or affected by a more physical assault.

Table 2-21: Will Serum

Doses	Benefit	Drawback
1	Will +1	None
2	Will +2	None
3-4	Will +3	None
5-6	Will +4	-1 Fortitude, -1 Reflex
7-9	Will +5	-2 Fortitude, -2 Reflex
10+	Will +6	-2 Fortitude, -2 Reflex
	CONTRACTOR DE LA CONTRACTÓRIA	

Poisons

Although few alchemists and apothecaries will openly admit it, the fact remains that many who make a living in the mixing and concocting of various ingredients also do a brisk trade in illicit and harmful substances, as well. In most cities it is illegal to make or sell poisons, and so most alchemists who do so are either very secretive about it, or else make a show that their poison is only for rats and other vermin (and, in fact, such alchemists do sell poisons well-suited for that purpose, but also well-suited for killing much larger targets). As such, a book on alchemical substances wouldn't be complete without at least a few poisons. The following poisons are among the more exotic, and their prices reflect both their power and the unusual effects they can achieve. They are presented in alphabetical order.

Table 3-1: Poisons By Price

Poison	Price	
Ivory Slug Poison	400 gp	
Alchemist's Paralysis	750 gp	
Poisoner's Friend	750 gp	
Hero's Bane	1,000 gp	
Mage's Friend	1,000 gp	
Bleeding Vision	1,200 gp	
Essence of Nightmares	1,500 gp	
Magebane	1,750 gp	
Churning Bowels	2,000 gp	
Methuselah Serum	2,000 gp	
Alchemist's Death	7,000 gp	
Anti-Panacea	7,500 gp	

ALCHEMIST'S DEATH

Type poison, injury; Save Fortitude DC 24 Frequency 1/round for 6 rounds Effect 1d4 Con damage Cure 4 saves Price 7,000 gp

ALCHEMIST'S PARALYSIS

Type poison, injury; Save Fortitude DC 22 Frequency 1/round for 6 rounds Effect the target's movement speed is reduced by 10 ft. for 10 minutes. If this would reduce the target's movement speed to 0 ft. (without factoring in encumbrance, any armor the target is wearing, etc), the target is paralyzed, instead. Cure 2 saves Price 750 gp

ANTI-PANACEA

Type poison, ingested; Save Fortitude DC 20 Onset 1 hour; Frequency 1/hour for 24 hours Effect the target loses any immunities or resistances it possesses for 1 hour. This includes resistances and immunities to ability damage, critical hits, curses, diseases, energy drain, energy types, poisons, certain spell descriptors and subschools, conditions (such as confused or sickened), and so on Cure 1 save

Price 7,500 gp

BLEEDING VISION

Type poison, injury; Save Fortitude DC 18 Frequency 1/round until cured Effect the target is blinded for 1 round Cure 2 consecutive saves Price 1,200 gp

CHURNING BOWELS

Type poison, injury; Save Fortitude DC 21 Frequency 1/round for 6 rounds Effect 1 Con damage, and the target is nauseated for 1 round Cure 1 save Price 2,000 gp

ESSENCE OF NIGHTMARES

Type poison, ingested; Save Fortitude DC 22 Onset 8 hours; Frequency 1/day for 10 days Effect the target's sleep is plagued by nightmares, and he cannot rest. He regains no hit points from resting, nor does he regain spells from resting, for 24 hours. Cure 2 saves

Price 1,500 gp

HERO'S BANE

Type poison, injury; Save Fortitutde DC 20 Frequency 1/round for 1 hour Effect the target suffers a cumulative -1 penalty on attack rolls and a cumulative 10% arcane spell failue chance Special the effect ends immediately as soon as the target is cured of the poison. Cure 2 saves

Price 1,000 gp

IVORY SLUG POISON

Type poison, contact; Save Fortitude DC 18 Onset 1 round; Frequency 1/round for 6 rounds Effect the target is slowed, as the spell *slow*, for 1 round. Cure 1 save Price 400 gp

MAGEBANE

Type poison, injury; Save Fortitude DC 18 Frequency 1/round for 1 hour Effect the target loses one of his highest-level prepared spells or unused spell slots, selected at random, as though the spell had been used. Special characters that do not prepare spells or have spell slots are unaffected by this poison Cure 1 save Price 1,750 gp

MAGE'S FRIEND

Type poison, injury; Save Fortitude DC 22 Frequency 1/round until cured Effect the target's spell resistance, if any, is reduced by 5 (to a minimum of o) Special the effect lasts for 1d4 minutes after the target is cured of the poison. Cure 2 consecutive saves Price 1,000 gp

METHUSELAH SERUM

Type poison, ingested; Save Fortitude DC 20 Onset 1 minute; Frequency 1/day until cured Effect the target ages 10 years. Cure 3 saves

Price 2,000 gp

POISONER'S FRIEND

Type poison, injury; Save Fortitude DC 20 Frequency 1/round for 6 rounds Effect the target suffers a cumulative -2 penalty on saves made to resist other poisons for the next 24 hours. Cure 2 saves Price 750 gp

Wondrous Items

Most scholars and wizards view alchemy as a limited field of study, one that is almost completely dwarfed by arcane achievement. They point to alchemist's fire and tindertwigs, and compare them with the sorts of enchanted items that a powerful wizard can create. While it's true that most alchemists can rarely craft anything more potent than a tanglefoot bag or a sunrod, it is a mistake to believe that these are the limits of the craft.

Particularly skilled and cunning alchemists can use their craft to replicate far more magical effect, and by correctly mixing the right ingredients—those whose properties react not only physically and scientifically, but also magically and spiritually—an alchemist can catalyze reactions that are wholly magical in nature, creating the kinds of items that one would normally consider the province of sorcerers and wizards The following items are treated as wondrous items in all ways except one: in addition to the normal methods of crafting a wondrous item (those outlined in the *Pathfinder Roleplaying Game Core Rulebook*), these wondrous items can also be made using the Craft (alchemy) skill. The information for doing so is listed in the item's item block, under the construction section, as Alchemical Requirements.

Each of these items requires a minimum number of ranks in Craft (alchemy) in order to be crafted alchemically. A character who does not meet this requirement is unable to craft the item alchemically (although he can still craft it magically, as normal for making wondrous items). Additionally, the Craft DC to craft the specific item is given, as is the cost in raw materials made to craft the item. Unlike the normal method of creating wondrous items, creating them alchemically requires only 1/3 the item's market value in raw materials.

For the most part, crafting one of these items alchemically uses the same rules as those for crafting other items with Craft (alchemy), except that the amount of time it takes to craft them is calculated differently. Instead of using the item's value in silver pieces, use its value in gold pieces, instead. Otherwise, the process remains the same. Note that a character crafting a magic item alchemically does not need to meet the requirements listed to craft the item normally (that is, the crafter does not need the Craft Wondrous Item feat, nor access to any spells).

These items can be crafted either alchemically or magically, the crafter chooses which method he intends to use. Progress on crafting the item one way cannot later be put towards making the item the other way, and vice versa: the two processes are completely different, and don't even necessarily use the same raw materials. That said, once the item is complete, it functions the same regardless of which method was used to craft it. In general, crafting items by magic is faster and slightly more reliable, while crafting them alchemically is cheaper.

Sidebar: What About Potions?

If there's one type of item that it seems like a character should be able to craft with the Craft (alchemy) skill, it would probably be potions. That said, when making this book we made a conscious decision to try not to make any adjustments to the Craft (alchemy) skill that would have an impact on existing rules from the Pathfinder Roleplaying Game Core Rulebook. While it's true that you can use Craft (alchemy) to craft the wondrous items found in this book, there aren't any rules here for crafting items from the core rules. Why?

Well, to let you in on a little secret, a lot of GMs don't really like the Craft skill. It's crazy, we know, but think about it for a second. Sure, when you put ranks in Craft (alchemy), all that you're thinking about is how cool it is that your wizard or alchemist is spending all his free time buried in his laboratory, surrounded by colorful fumes and doing interesting experiments, but your GM doesn't see that. He sees that, during downtime between adventures, you make a couple of dice rolls and then declare that you got some things at a big discount. In some adventures, there may not even be that much downtime, and the GM (and the rest of the party) might be getting frustrated at the time that's being spent on crafting. And, of course, if you do roleplay out the crafting, then the table's spending a lot of time on what's basically a solo activity for you, something that may not be fun for everyone. As such, a lot of GMs feel that Craft is, at best, a way to get more treasure than you should have, and, since it's not a skill they spend that much time looking at normally, may feel ambushed by it.

Now, personally, we feel that the time and risk involved in crafting items alchemically is enough to compensate for the further reduction in price (down from 1/2 market price to 1/3), but not all GMs see it that way, and so we don't want them to feel forced to accept that you can create potions super cheap just because they allowed you to use something else from this book.

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That said, if your GM likes the idea, we recommend you go for it. As an option rule, you could determine that in order to craft a potion alchemically, you would need a minimum number of ranks in Craft (alchemy) equal to the potion's caster level. The DC to craft a potion in this way would be equal to 15 + 5 per spell level (so a 3rd-level potion would be DC 30). Finally, when calculating the time required to craft the potion, you would use the potion's price in gold, rather than silver (though it would always take at least one full day).

In the same fashion, you can use the rules presented for crafting wondrous items with Craft (alchemy) for items from the core rules as well. A general rule of thumb is that the required ranks in Craft (alchemy) is equal to the item's caster level, and the DC is equal to 10 + 1.5 times the item's caster level (rounded down). Note that only items that could conceivably be alchemical in nature should be able to be crafted this way: dust of disappearance and salve of slipperiness are great options, but *boots of speed* or *bracers of armor* are not. The GM is the final arbiter of what can and cannot be crafted alchemically.



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Wondrous Items

The following items are presented in alphabetical order.

AMNESIA DRAUGHT

Aura moderate enchantment [mind-affecting] CL nth Slot -; Price 2,500 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, modify memory ; Cost 1,250 gp Alchemical Requirements Craft Alchemy n ranks; Craft DC 26; Cost 833 gp DESCRIPTION

This sky-blue liquid smells faintly of vanilla and comes in a tiny vial, as only a very small portion is needed to achieve its effect. Once consumed, whether on purpose or accidentally, the imbiber must succeed on a Will saving throw (DC 20) or instantly lose their memory. The subject retains general knowledge such as how to walk and talk and even fight or cast spells (though they lose any prepared spells they might have had), but cannot recall details such as their identity, nor can they recall information about people, places, and things they once knew. In most, but not all cases, the imbiber remembers the identity of important figures not directly associated with their life, such as the name of the reigning king, or town mayor, or a famous questing paladin, and they retain their general impressions of various towns and cities, simply forgetting the people and places closely associated with them, as well as their associations with those people. The symptoms mirror amnesia in nearly every way, but are always temporary, with the subject's memory returning once the draught is out of their system (a process which takes 24 hours).

ARTIFICIAL PHEROMONES

Aura faint transmutation; CL 3rd Slot -; Price 400 gp; Weight 1 lb.

CONSTRUCTION

Requirements Craft Wondrous Item, eagle's splendor; Cost 200 gp Alchemical Requirements Craft Alchemy 3 ranks; Craft DC 14; Cost 133 gp

DESCRIPTION

This clear liquid comes in many different varieties, and when sprayed upon the wearer via

Table 4-1: Wondrous Items By Price		
Item	Price	
Omnium	2 gp	
Healer's Ointment	100 gp	
Precision Aid	150 gp	
Reveler's Aid	150 gp	
Unguent of Indestructibility	150 gp	
Blinding Powder	200 gp	
Oil of Adherence	200 gp	
Sustaining Shot	200 gp	
Tonic of Body	200 gp	
Tonic of Mind	200 gp	
Tonic of Nerves Unbreakable Bonds	200 gp	
Instant Steam	200 gp	
Artificial Pheromones	250 gp	
Drowsy Draught	400 gp	
Oil of Feathers	500 gp	
Bolstering Vapor	500 gp 600 gp	
Fast Frost	A REAL PROPERTY AND A REAL	
Warrior's Oil	700 gp 700 gp	
Aural Enhancers	750 gp	
Bottled Spell Power	750 gp	
Morkhal's Reagent	750 gp	
Breath of Winter	800 gp	
Oil of Masking	800 gp	
Paralytic Venom	800 gp	
Phoenix Fumes	800 gp	
Elixir of Energy Turning	1,000 gp	
Oil of Agelessness	1,000 gp	
Walking Acid	1,000 gp	
Lenses of Light Gathering	1,200 gp	
Summoning Salts	1,200 gp	
Unguent of Life and Death	1,200 gp	
Mage's Recovery	1,250 gp	
Purifying Tonic	1,250 gp	
Elixir of Clarity	1,500 gp	
Dust of Madness	1,600 gp	
Ever-Burning Salts	1,800 gp	
Verminbane	1,800 gp	
Construct Essence	2,000 gp	
Elixir of Dragon Health	2,000 gp	
Elixir of Elven Resistance Ghost Powder	2,000 gp	
the second	2,200 gp	
Oil of Animus	2,400 gp	
Amnesia Draught	2,500 gp	
Disillusion Rod	2,500 gp	

Ointment of Stoning	3,000 gp
Dust of Spell Turning	3,500 gp
Vial of Brutality	3,500 gp
Elixir of Titan's Might	5,000 gp
Ichor of the Linnorm	12,000 gp

a handy spray-pump attached to the bottle, allows him or her to interact more favorably with creatures of a specific creature type. Artificial pheromones are not in fact true adrenal secretions, but rather an alchemical compound which is designed to appeal to a specific type of creature on a very primal level. Each dose of pheromones has a type associated with it and only functions when dealing with a character of the denoted type (these are the same selections as those for the bane weapon special property, so a given vial of artificial pheromones might be associated with monstrous humanoids, humanoid [human], outsider [evil], etc.). The wearer gains a +5 bonus on all Charisma-based checks made to interact with a member of the associated creature type. This effect lasts for 10 minutes. A single vial of artificial pheromones contains enough for 6 uses.

AURAL ENHANCERS
Aura faint abjuration; CL 5th
Slot none; Price 750 gp; Weight -
CONSTRUCTION
Requirements Craft Wondrous Item, remove
blindness/deafness ; Cost 375 gp
Alchemical Requirements Craft Alchemy 5
ranks; Craft DC 17; Cost 250 gp
DESCRIPTION

This pale, green liquid reeks of peppermint and must be poured into the ear of the subject in order to have its effect, which is to enhance the subject's hearing and ability to distinguish and interpret noise. First, *aural enhancers* cure the user of deafness, as the spell remove *blindness/deafness*. Additionally, for one hour after using them, the user gains a +4 bonus on Perception checks, as well as a +2 bonus on saving throws made to resist sonic effects.

BLINDING POWDER

Aura faint necromancy; CL 3rd
Slot -; Price 200 gp; Weight 1 lb.
CONSTRUCTION
Requirements Craft Wondrous Item,
blindness/deafness; Cost 100 gp
Alchemical Requirements Craft Alchemy
ranks; Craft DC 14; Cost 67 gp
DESCRIPTION

This curious purple powder is typically contained within a small, iron cask, and can be used as a grenade-like weapon, which can be thrown at a range of up to 10 ft. as a ranged touch attack which, if successful, blinds the target for 1 minute.

BOLSTERING VAPOR

Aura moderate enchantment; CL 7th Slot -; Price 600 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, heroism Cost 300 gp Alchemical Requirements Craft Alchemy 7

ranks; Craft DC 20; Cost 267 gp DESCRIPTION

These salts, when exposed to water, give off an invigorating vapor in a 10-ft.-radius cloud. Living creatures which breathe in the vapor are physically enhanced so long as they continue to breath in the vapor. Any living creature within the cloud gains a +2 bonus on damage rolls as long as he remains within the cloud, and for 1 round thereafter. The vapor also obscures vision, granting a 10% miss chance when attacking an adjacent creature, and a 20% miss chance for a creature further away than that. A strong wind, such as a *gust of wind* spell, disperses and blows away the vapor. The vapor loses its potency after 1 minute.

BOTTLED SPELL POWER

Aura faint conjuration; CL 5th Slot -; Price 750 gp; Weight -CONSTRUCTION

Requirements Craft Wondrous Item, Heighter

Spell or mnemonic enhancer ; Cost 375 gp

Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 250 gp DESCRIPTION

This deep-blue liquid has a unique taste and causes the imbiber's tongue to tingle as it is consumed. When used, it can grant additional power to the next spell the imbiber casts, increasing that spell's saving throw DC (if any) by +1, and increasing its caster level by 2. The spell must be cast within 1 minute of drinking the *bottled spell power*, or the effect is lost.

BREATH OF WINTER Aura moderate transmutation; CL 5th Slot -; Price 800 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, slow ; Cost 400 gp Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 267 gp DESCRIPTION

This silvery liquid reacts with the digestive systems of humanoid creatures and converts within a single hour into a vapor which lasts within the user's body for four hours or until expended. After a period of one hour and for a period of four hours the imbiber may as a standard action unleash a 15-ft. cone of frigid gas. Any creature which is caught within the cone must succeed on a DC 15 Fortitude save or be slowed for 1 minute. A single dose provides enough vapor for three such attacks. If the imbiber consumes two doses of *breath of winter* at the same time, this increases the save DC to 18.

CONSTRUCT'S ESSENCE

Aura faint conjuration (healing); CL 5th Slot -; Price 2,000 gp; Weight -CONSTRUCTION

Requirements Craft Wondrous Item, neutralize poison, remove disease; Cost 1,000 gj Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 667 gp DESCRIPTION This gravelly, bean-like grey pellet grants its imbiber immunity to maladies of the body. The imbiber gains immunity to poisons and diseases for 24 hours. Additionally, during that 24 hours, the imbiber does not suffer the effects of any poisons or diseases he is currently suffering from. Any ability damage caused by those poisons or diseases remain, but he automatically succeeds any saving throws to resist further effects of those poisons or diseases during that 24 hours. If the poison or disease lasts less than 24 hours, this effectively cures the imbiber of that poison or disease.

DISILLUSION ROD

Aura moderate divination; CL 11th Slot -; Price 2,500 gp; Weight 2 lbs. CONSTRUCTION Requirements Craft Wondrous Item, trueseeing ; Cost 1,250 gp Alchemical Requirements Craft Alchemy 11 ranks; Craft DC 26; Cost 833 gp DESCRIPTION

This long, specially-treated black iron rod is fluted, and is created with ancient alchemical traditions as a way to combat more traditional magic. As a standard action, a character may make a touch attack with the *disillusion rod* against any object, creature, or any illusory target. If the attack hits, any illusion effects on the target are ended, and if the target itself is an illusion it is ended as well. In both cases, this functions as a targeted version of the spell *dispel magic*, except that no caster level check is necessary. A *disillusion rod* is consumed after 3 uses.

DROWSY DRAUGHT

Aura faint enchantment [sleep]; CL 1st Slot -; Price 500 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, *sleep*; Cost 250 gp Alchemical Requirements Craft Alchemy 1 rank; Craft DC 11; Cost 167 gp

DESCRIPTION

This emerald-green liquid becomes clear

when exposed to air. It is tasteless and scentless by design, and can be easily slipped into food or drink. Once consumed, the draught exerts a powerful toll on the muscles of the subject, causing him to tire easily. The subject must immediately make a Fortitude save (DC 15) or become fatigued. Additionally, targets which fail this saving throw must succeed on a Will save (DC 15) whenever they perform a strenuous action (such as running, casting a spell, or making an attack roll) or else fall asleep. Each additional dose of *drowsy draught* that is consumed at the same time increases the saving throw DCs by +3.

DUST OF MADNESS

Aura moderate enchantment; CL 9th Slot -; Price 1,600 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, confusion ; Cost 800 gp Alchemical Requirements Craft Alchemy 9 ranks; Craft DC 23; Cost 533 gp DESCRIPTION

This shocking-pink powder causes those who inhale it to be overcome with insane delusions for a short period. This mind-altering dust is contained within a glass vial which can be thrown at a range of 10 ft. any creature hit by the dust must succeed on a Will save (DC 15) or become confused for 1d8 rounds. A second dose may be contained within the same vial, and if so, this increases the Will save DC to 20.

DUST OF SPELL TURNING

Aura strong universal CL 13th Slot -; Price 3,500 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, spell resistance ; Cost 1,750 gp Alchemical Requirements Craft Alchemy 13 ranks; Craft DC 29; Cost 1,167 gp

DESCRIPTION

This silver-colored dust can be sprinkled upon the user to provide him with a limited protection against magic for a time. Once the dust has been sprinkled on the subject (a standard action), he gains SR 10 for one minute. Additional doses of *dust of spell turning* may be combined to increase their potency, and can even be stored in a single bag and applied simultaneously for ease of use. Each additional dose beyond the first increases the SR by 5, to a maximum of SR 30 when five total doses are used.

ELIXIR OF CLARITY

Aura moderate abjuration; CL 9th
Slot -; Price 1,500 gp; Weight -
CONSTRUCTION
Requirements Craft Wondrous Item, break enchantment; Cost 750 gp
Alchemical Crafting Craft Alchemy 9 rank
Craft DC 23; Cost 333 gp
DESCRIPTION

This cloudy red liquid has peculiar healing properties and can cure the imbiber of mental conditions. The elixir purges the imbiber's mind of unnatural phenomenon, restoring it to a more natural state while providing protection against further maladies in the immediate future. When the user drinks the elixir, he is immediately cured of the confusion condition, and any ongoing enchantment spell effects on the imbiber are dispelled. Finally, the imbiber also gains a +4 bonus on all saving throws made to resist spells of the enchantment school for 1 minute.

ELIXIR OF DRAGON HEALTH

Aura moderate transmutation; CL 11th Slot -; Price 2,000 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, form of the dragon I; Cost 1,000 gp Alchemical Requirements Craft Alchemy 11 ranks; Craft DC 26; Cost 667 gp

DESCRIPTION

This deep crimson elixir actually contains blood from a dragon (typically white) as well as a number of extracts which allow the brew to be of benefit to humanoids. This strange as a number of extracts which allow the brew to be of benefit to humanoids. This strange compound provides living creatures with some semblance of the dragon's magical protection, replicated through alchemy. The imbiber gains immunity to both petrification and paralysis for 24 hours. This elixir can also be applied to a paralyzed creature as an oil, in which case the subject is immediately cured of his paralysis.

ELIXIR OF ELVEN RESISTANCE

Aura 1	noderate transmutation; CL 9th
Slot -;	Price 2,000 gp; Weight -
CONST	RUCTION
Requi	rements Craft Wondrous Item, alter self
Cost 1	.000 gp
Alche	mical Requirements Craft Alchemy 9
ranks;	Craft DC 23; Cost 667 gp
DESCRI	PTION

This clear liquid contains the tears of a venerable elf as well as a number of other reagents which provide it with its alchemical function. The elixir itself provides the imbiber with a semblance of the elf's natural resistances to sleep and enchantment, replicated through alchemy. The imbiber gains immunity to sleep effects and to spells of the charm subschool for 24 hours. This elixir can also be fed to a living creature who is asleep or under the effects of a charm spell, in which case it immediately awakens the subject or dispels the spell effect, but has no further benefit.

ELIXIR OF ENERGY TURNING

Aura moderate abjuration; CL 5th Slot -; Price 1,000 gp; Weight -

CONSTRUCTION Requirements Craft Wondrous Item, protection from energy ; Cost 500 gp Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 333 gp DESCRIPTION

This multihued elixir offers powerful and modular protection against common energy attacks. Once imbibed, the wearer is protected against acid, cold, electricity, and fire. The first time (and only the first time) that the imbiber would suffer acid, cold, electricity, or fire damage, that damage is instead negated entirely. This protection is separate for each energy type, so an imbiber who had expended his protection from fire would still be protected from acid, for example. This protection lasts for one hour, if it is not used before then.

ELIXIR OF TITAN'S MIGHT

Aura moderate transmutation; CL nth Slot -; Price 5,000 gp; Weight -CONSTRUCTION

Requirements Craft Wondrous Item, mass bull's strength, or mass cat's grace, or mass bear's endurance, or mass fox's cunning, or mass owl's wisdom, or mass eagle's splendor;

Cost 2,500 gp

Alchemical Requirements Craft Alchemy 11 ranks; Craft DC 26; Cost 1,667 gp DESCRIPTION

This liquid runs a range of hues from of deep crimson to pale lavender, and can dramatically increase one aspect of the imbiber by weakening him in others. When consumed, the imbiber gains a +6 enhancement bonus to the ability score of his choice. If this ability score is physical (Strength, Dexterity, or Constitution) he suffers a -2 penalty to each of his mental ability scores (Intellegence, Wisdom, Charisma) and if it is mental, he suffers a -2 penalty to his physical ability scores, instead. Regardless of which ability score is enhanced, an *elixir of titan's might* lasts for 24 hours. begin to give off incredible heat in a 20-ft.-radius area. Each creature that enters or begins its turn in the area suffers 2d6 points of fire damage, and any flammable objects which suffer at least one point of fire damage catch fire. A successful Fortitude save (DC 12) halves the damage. *Everburning salts* often come packaged in a glass container which can be thrown as a weapon with a range increment of 10 ft., and can then be ignited by long-range fire magic or by thrown torches. Despite their name, *everburning salts* remain active for only 1 minute once activated.

FAST FROST

Aura moderate evocation [cold]; CL 9th Slot -; Price 700 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, cone of

cold; Cost 350 gp

Alchemical Requirements Craft Alchemy 9 ranks; Craft DC 23; Cost 233 gp DESCRIPTION

This ice-blue liquid can freeze water instantly, but is surprisingly warm when in contact with human skin. One dose freezes 10 cubic feet of water in unnaturally strong ice (hardness 5 and 2 hit points per inch of thickness). A single inch of this ice can support the weight of a man and horse. The ice remains frozen for 6 hours under normal conditions, but may last more or less time before melting depending on the temperature.

EVER-BURNING SALTS

Aura moderate evocation; CL 7th Slot -; Price 1,800 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, pyrotechnics ; Cost 900 gp Alchemical Requirements Craft Alchemy 7 ranks; Craft DC 20; Cost 600 gp DESCRIPTION

These bright orange salts do nothing until exposed to an open flame, at which point they

GHOST POWDER

Aura moderate abjuration CL 11th Slot -; Price 2,200gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, *antimagic field* ; **Cost** 1,100 gp

Alchemical Requirements Craft Alchemy 11 ranks; Craft DC 26; Cost 733 gp

DESCRIPTION

This alchemical powder interacts with the incorporeal bodies of ghosts and similar creatures, temporarily disrupting them. This powder may be thrown as a grenade-like weapon with a range of 10 feet. Any incorporeal creature hit by the powder becomes winks out, as though it had entered an *antimagic field*, and remains this way for 1d4 rounds.

HEALER'S OINTMENT

Aura faint conjuration (healing); CL 1st Slot -; Price 100 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, cure light wounds ; Cost 50 gp Alchemical Requirements Craft Alchemy 1 rank; Craft DC 11; Cost 33 gp DESCRIPTION

This vomit-green oil reeks with the smells of various sterilizing agents. It has a variety of uses, but is typically applied to wounds to ensure that they do not become infected (and also to promote faster healing), or else is swallowed by the patient to combat poison and disease. A single dose of *healer's ointment* can be used as part of a Heal check to grant a +2 alchemical bonus on that check.

ICHOR OF THE LINNORM

Aura moderate evocation [acid, fire]; CL 15th Slot -; Price 12,000 gp; Weight -CONSTRUCTION

Requirements Craft Wondrous Item, delayed blast fireball ; Cost 6,000 gp Alchemical Requirements Craft Alchemy 15 ranks; Craft DC 32; Cost 4,000 gp DESCRIPTION

This pitch-black substance smells awful, and was painstakingly transmuted from the blood of a linnorm. *Ichor of the linnorm* is prized by those about to fight battles they know they cannot win, because, when consumed, the liquid transmutes the imbiber's blood into a deadly and volatile substance which combusts if it stops receiving oxygen. This means that, should the imbiber ever stop breathing (such as by being killed), he explodes in a deadly shower of gore. For 24 hours after drinking *ichor of the linnorm*, the imbiber gains a special death throws attack. If he dies, then 1d4 rounds later he explodes in a shower of deadly energy, dealing 4d6 points each of acid and fire damage to all targets within 15 ft. A successful Reflex save (DC 18) halves the damage. If desired, the imbiber can also trigger the explosion manually by holding his breath for 6 rounds. This has the same effect as above, but also deals 20d8 points of damage to the imbiber. This damage is not subject to damage reduction or energy resistance of any kind.

INSTANT STEAM

Aura moderate evocation; CL 9th Slot -; Price 250 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, wall of fire ; Cost 125 gp Alchemical Requirements Craft Alchemy 9 ranks; Craft DC 23; Cost 83 gp DESCRIPTION

This yellow-green liquid reeks of sulfur and reacts with ordinary water, superheating it in a limited area in a short time. A single dose of instant steam contains enough of the substance to affect 5 cubic feet of water, causing it to churn and froth and boil for 1d4 rounds. Because of the strange alchemical process involved, this heat does not spread throughout the water, but remains contained within a single 5-ft. sphere. Any creature that enters or begins its turn in the affected area suffers 5d6 points of fire damage (Reflex DC 15 for half). Each additional dose of *instant steam* causes it to affect an additional 5 cubic feet of water, but has no other effect.

LENSES OF LIGHT GATHERING

Aura faint evocation [light]; CL 1st Slot eyes; Price 1,200 gp; Weight 2 lbs. CONSTRUCTION

Requirements Craft Wondrous Item, *light*; **Cost** 600 gp

Alchemical Requirements Craft Alchemy 1 rank; Craft DC 11; Cost 400 gp DESCRIPTION These specially-treated lenses gather in and intensify light, allowing their wearer to see in low-light settings with exceptional clarity. They are typically set in goggles or spectacles, for easy use, but sometimes are simply carried. Those wearing the lenses can see twice as far as they normally could in settings of low light, such as starlight or candle light. This means that creatures that already have low-light vision can see roughly four times as far as a human in such conditions.

MAGE'S RECOVERY

Aura moderate transmutation CL 11th Slot -; Price 1,250 gp; Weight 1 lb. CONSTRUCTION

Requirements Craft Wondrous Item, mage's lucubration; Cost 625 gp Alchemical Requirements Craft Alchemy II ranks; Craft DC 26; Cost 413 gp

DESCRIPTION

This crystallized orange syrup can be devoured by a mage to recover a recently expended spell. By consuming a dose of mage's recovery, the imbiber can instantly recover a single expended spell or spell slot of 4th-level or lower.

MORKHAL'S REAGENT

Aura moderate transmutation; CL 9th Slot -; Price 750 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, transmute mud to rock; Cost 375 gp Alchemical Requirements Craft Alchemy 9 ranks; Craft DC 23; Cost 250 gp DESCRIPTION

Invented by the dwarven alchemist Jorvic Morkhal, this grey, metallic powder is commonly used in alchemy to cause the transmutation of more common earthly elements into pure iron. A single dose of the reagent is sufficient to turn 1 pound of earth or stone into an ounce of iron, dissolving the rest of the transmuted stone in a cloud of hissing steam as part of the process. This reagent is only effective when used on mundane and unworked earth, soil, or stone, and does not function on exotic or supernatural stone or earth, nor on worked stone (such as brick walls or flagstone streets).

OIL OF ADHERENCE

Aura faint	t transmutation CL 3rd
Slot -; Pri	ce 200 gp; Weight -
CONSTRUC	TION
Requiren	nents Craft Wonderous Item, spider
climb; Co	st 100 gp
Alchemic	al Requirements Craft Alchemy 3
ranks; Cra	aft DC 14; Cost 67 gp
DESCRIPTIO	ON

This translucent, brownish oil is mildly adhesive, and is a favorite of grapplers. Those coating themselves with the oil gain a +4 alchemical bonus to combat maneuver checks made to start or maintain a grapple, as well as a +4 alchemical bonus to CMD for the purposes of creatures trying to escape from grappling with the user. These effects last for 10 minutes after being applied at the most, but after 5 rounds of grappling the oil loses its effects, and becomes worthless.

OIL OF	AGELESSNESS
Aura mo	oderate conjuration; CL 9th
Slot -; P	rice 1,000 gp; Weight -
CONSTRU	JCTION
Require	ements Craft Wondrous Item,
restorati	on ; Cost 500 gp
Alchem	ical Requirements Craft Alchemy 9
ranks; C	raft DC 23; Cost 333 gp
DESCRIPT	

This rare and valuable oil reacts to living matter, returning it to a more youthful physical state. Unfortunately, true eternal life remains a mystery to alchemists, and squarely in the province of the legendary *philosopher's stone*. While the effects of this oil can restore youthfulness to the subject, it cannot reverse to vital organs or reverse the effects of disease or decay. When applied to a living creature, this oil negates the penalties to that creature's physical ability scores that are the result of old age for 2 hours. The alchemical reaction caused by this oil causes temporary weakness in the subject, causing them to become fatigued for 1 minute after application.

OIL OF ANIMUS

Aura moderate transmutation; CL 11th
Slot -; Price 2,400 gp; Weight -
CONSTRUCTION
Requirements Craft Wondrous Item, animate
objects ; Cost 1,200 gp
Alchemical Requirements Craft Alchemy 11
ranks; Craft DC 26; Cost 800 gp
DESCRIPTION

This alchemical substance is made from the blood of a froghemoth, and can temporarily animate any Large or smaller object it comes into contact with. Any object this liquid is applied to becomes an animated object of its size for 1d4 hours. The user of the oil does not have any special control over the animated object, which has a 50% chance of going berserk and attacking everything in sight, a 25% chance of choosing the first creature it sees (selected at random from among the creatures present when the *oil of animus* is used) as its master and loyally obeying that creature as long as it remains animated, and a 25% chance of remaining motionless unless actively provoked.

OIL OF FEATHERS

Aura faint transmutation; CL 5th Slot -; Price 500 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, shrink

item ; Cost 250 gp Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 167 gp DESCRIPTION

This white-blue oil smells of lavender and contains a number of alchemical reagents which

when combined can fuse with virtually any material and reduce its weight, temporarily. When a character applies this oil to an object or creature, that object or creature has its weight reduced by 1/2 for 24 hours.

OIL OF MASKING

Aura faint abjuration; CL 5th Slot -; Price 800 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, nondetection ; Cost 400 gp Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 267 gp DESCRIPTION

This milky-white oil serves as a soothing balm for rashes, and also has the ability to block certain kinds of magic spells. The subject of this oil gains immunity to all forms of divination magic for 1 hour. Divination spells which do not offer a saving throw, and which do not directly target the oil's target, are unaffected.

OINTMENT OF STONING

Aura moderate transmutation; CL 11th Slot -; Price 3,000 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, flesh to stone; Cost 1,500 gp Alchemical Requirements Craft Alchemy 11 ranks; Craft DC 26; Cost 1,000 gp DESCRIPTION

This thick black ointment allows even thoroughly mundane characters access to the medusa's dreaded gaze through the magic of alchemy. The ointment contains a special reagent which interacts with humanoid eyes, altering them temporarily on a fundamental level. A living creature can apply the ointment to his eyes as a standard action. The subject of the ointment may then, as a standard action, focus his gaze upon a single living creature within 30 ft., who must succeed on a Fortitude save (DC 18) or be petrified. A creature petrified in this way may make a new saving throw each round at the same DC. On a success, they are no longer petrified. A petrified creature remains petrified until they succeed on their save, but the ointment only grants the user the ability to petrify creatures for 1d6 rounds after it is applied.

OMNIUM

Aura	moderate conjuration; CL 9th
Slot -	-; Price 2 gp; Weight 1 lb.
CONS	TRUCTION
Requ	irements Craft Wondrous Item, major
creat	ion ; Cost 1 gp
Alch	emical Requirements Craft Alchemy 9
ranks	s; Craft DC 23; Cost 1 gp
DESCI	RIPTION

This highly-prized substance is a small, black stone with flecks of gold, though its arcane properties make it far more valuable than that metal. *Omnium* possess a unique alchemical property which, allow it to fufill the roll of any costly or non-costly material component in a spell, such as ruby dust or a diamond. In the case of costly material components, the amount of *omnium* used must be worth at least twice the value of the material component it is replacing, as *omnium* is a somewhat weak, if very general, substitute. *Omnium* cannot be used to replicate an arcane or divine focus.

PARALYTIC VENOM

Aura moderate necromancy; CL 7th Slot -; Price 800 gp; Weight 1 lbs.

CONSTRUCTION

Requirements Craft Wondrous Item, poison ; Cost 400 gp Alchemical Requirements Craft Alchemy 7

ranks; Craft DC 20; Cost 267 gp

This dangerous alchemical substance is extracted from the venom glands of centipedes, and treated with special reagents to make the venom more effective. This vial of clear liquid can be thrown as a grenade-like weapon with a range increment of 10 feet. Any creature hit by the *paralytic venom* is stunned for one round unless they succeed on a Fortitude save (DC 24). Creatures that are immune or resistant to poison are equally immune or resistant to this effect.

PHOENIX FUMES

Aura fai	nt evocation [fire]; CL 3rd
Slot -; P	rice 800 gp; Weight -
CONSTRU	JCTION
Require	ements Craft Wondrous Item, burning
hands; (Cost 400 gp
Alchem	ical Requirements Craft Alchemy 3
ranks; C	raft DC 14; Cost 267 gp
DESCRIPT	fion
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This small glass vial is filled with a dull orange gas, when brought into contact with air, ignites in a brilliant conflagration. A vial of *phoenix fumes* may be thrown as a ranged touch attack with a range increment of 10 ft. On a successful hit, it deals 5d8 points of fire damage to a single target. A successful Reflex save (DC 15) halves the damage.

PRECISION AID

Aura faint divination; CL 3rd Slot -; Price 150 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, true strike ; Cost 75 gp Alchemical Requirements Craft Alchemy 3 ranks; Craft DC 14; Cost 50 gp DESCRIPTION



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This pale, honey colored-cake tastes vaguely chalky, but can be consumed to improve the accuracy of the next attack the imbiber makes, granting a +2 bonus on the next attack roll he makes within the next minute.

PURIFYING TONIC

Aura faint conjuration (healing); CL 5th Slot -; Price 1,250 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, neutalize poison; Cost 625 gp Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 417 gp DESCRIPTION

This alchemical elixir is an improved version of basic anti-toxin, and quickly purges the imbiber's system of anything unnatural. This elixir immediately ends the effects of any diseases, poisons, potions, magical foodstuffs, or other consumed substances. In the case of poisons and diseases, any ability damage already dealt by the poison or disease remains. A *purifying tonic* has no effect on any spells or spell-like abilities that may be affecting the imbiber, nor does it affect curses. Both harmful and beneficial effects are ended in this way, and the imbiber cannot select which effects are ended and which aren't.

REVELER'S AID

Aura faint transmutation; CL 3rd Slot -; Price 150 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, purify food and drink ; Cost 75 gp Alchemical Requirements Craft Alchemy 3 ranks; Craft DC 14; Cost 50 gp DESCRIPTION

This ocean-blue substance counters the effects of many substances which alter the mind and body, most notably alcohol. Those who consume this handy draught are unaffected by alcohol for 8 hours. Additionally, during that time, the imbiber gains a +2 alchemical bonus on saving throws made to resist the effects of poisons and other consumed substances (such as drugs, harmful alchemical effects, etc.).

SUMMONING SALTS

Aura moderate conjuration (summoning); CL 9th

Slot -; Price 1,200 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster V*; **Cost** 600 gp

Alchemical Requirements Craft Alchemy 9 ranks; Craft DC 23; Cost 400 gp

DESCRIPTION

These grey salts shimmer with shades of deep blue and black, and smell strongly of brine. They react with a special reagent (included in the price) to create a misty vapor, which interacts with certain kinds of magic, increasing their potency. When exposed to the reagent, the salts create a 10-ft.-radius cloud of vapors which enhance any spells of the summoning subschool cast within the cloud. First, any spell of the summoning subschool cast within the fog is automatically extended, as the metamagic feat Extend Spell. Second, any creature summoned by a spell of the summoning subschool within the cloud gains 2 temporary hit points for each Hit Dice it possess. The cloud persists for 1 minute once the reaction is started.

SUSTAINING SHOT

Aura faint conjuration (creation); CL 5th	
Slot -; Price 200 gp; Weight -	
CONSTRUCTION	
Requirements Craft Wondrous Item, cre	ate
food and drink ; Cost 100 gp	
Alchemical Requirements Craft Alchem	y 5
ranks; Craft DC 17; Cost 67 gp	
DESCRIPTION	

This shot-glass-sized beaker contains a silvery liquid which is virtually indistinguishable from mercury. Unlike true quicksilver, however, this draught is not poisonous, but rather provides nourishment and comfort to sustain life forms in extreme situations.

The imbiber of this liquid gains a number of related benefits after consuming it. First, the imbiber need not eat or drink for the duration of the sustaining shot's effect, as the draught provides a day's worth of nutrition in a single handy shot. Secondly the shot remains in the blood stream constantly, providing oxygen and other essential elements, obviating the need for the subject to breathe so long as the draught remains in his system. Finally, the draught strengthens the resilience of muscles and bones to withstand even extreme-pressure environments such as the deep ocean or vacuum, granting a +4 bonus on Fortitude saves made to resist the effect of such environments. Each of these effects lasts for 24 hours after the sustaining shot is consumed.

Sustaining shots are somewhat addictive, and once the effects of the sustaining shot wear off, the imbiber goes into a slight withdrawal. If he does not consume another dose of *sustaining shot*, he is fatigued for 1 hour per consecutive day he had consumed a *sustaining shot*.

TONIC OF BODY

Aura faint transmutation; CL 3rd Slot -; Price 200 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, resistance ; Cost 100 gp Alchemical Requirements Craft Alchemy 3 ranks; Craft DC 14; Cost 33 gp

DESCRIPTION

This flat, chalky liquid provides the imbiber with increased resistance to physical maladies and ailments. The imbiber gains a +2 bonus on Fortitude saves for 1 hour. Multiple doses of this tonic do not stack, and taking more than one dose at a time results in the imbiber being sickened for 1 minute.

TONIC OF MIND

Aura faint transmutation; CL 3rd Slot -; Price 200 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, resistance ; Cost 100 gp

Alchemical Requirements Craft Alchemy 3

ranks; Craft DC 14; Cost 33 gp DESCRIPTION

This bubbling effervesent liquid provides the imbiber with increased mental fortitude and a resistance to assaults against their mind. The imbiber gains a +2 bonus to Will saves for 1 hour. Multiple doses of tonic of mind do not stack, and taking more than one dose at a time results in the imbiber being sickened for 1 minute.

TONIC OF NERVES

Aura faint transmutation; CL 3rd
Slot -; Price 200 gp; Weight -
CONSTRUCTION
Requirements Craft Wondrous Item,
resistance ; Cost 100 gp
Alchemical Requirements Craft Alchemy 3
ranks; Craft DC 14; Cost 33 gp
DESCRIPTION

This simmering, spicy liquid provides the imbiber with the ability to respond to danger with preternatural speed. The imbiber gains a +2 bonus on Reflex saves for 1 hour. Multiple doses of this tonic do not stack, and taking more than one dose at a time results in the imbiber being sickened for 1 minute.

UNBREAKABLE BONDS

Aura f	aint enchantment CL 5th
Slot -;	Price 200 gp; Weight 2 lbs.
CONST	RUCTION
Requi	rements Craft Wondrous Item, hold
person	; Cost 100 gp
Alche	mical Requirements Craft Alchemy 5
ranks;	Craft DC 17; Cost 67 gp
DESCRI	PTION

These alchemically-created manacles function like masterwork manacles, except that they are more difficult to break or escape from. They are more durable than normal masterwork manacles, increasing the DC for the Strength check to burst them to 32. They also have a hardness of 12, and 20 hit points. The alchemical treatment also makes the inside of the manacles grip the bound creature more tightly, increasing the DC for the Escape Artist check to slip out of the manacles to 40. Water has a disastrous effect on the *unbreakable bonds*, however, and if they are exposed to a sufficient amount of liquid, they weaken considerably: the DC for an Escape Artist check to escape is reduced to 25, the DC for a Strength check to break them is reduced to 15, their hardness is reduced to 6, and they have only 5 hit points.

UNGENT OF INDESTRUCTIBILITY

Aura moderate transmutation; CL 1st Slot -; Price 150 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, mending Cost 75 gp

Alchemical Requirements Craft Alchemy 1 rank; Craft DC 11; Cost 50 gp DESCRIPTION

This iron-grey oil smells strongly of chrome metal, and supernaturally strengthens objects it is applied to. *Unguent of indestructability* doubles the hardness of any object it is applied to for the next 24 hours. If the unguent is applied to a living creature, or anything that does not have hardness, it has no effect.

UNGUENT OF LIFE AND DEATH

Aura moderate conjuration; CL 9th Slot -; Price 1,200 gp; Weight -

CONSTRUCTION

Requirements Craft Wondrous Item, false life or hide from undead ; Cost 600 gp Alchemical Requirements Craft Alchemy 9 ranks; Craft DC 23; Cost 400 gp DESCRIPTION

This bright yellow liquid contains a healthy amount of bonemeal, and seems to shift color from sickly to vibrant depending on the light. This oil is favored by creatures both living and dead and is often utilized by alchemists who employ undead guardians to provide a nasty surprise for those employing traditional tactics against the undead. If used on a living creature, that creature is healed by negative energy for one hour. If used on an undead creature, that creature is healed by positive energy for 1 hour. In both cases, the subject is still also healed by whatever energy type would normally heal it.

VERMINBANE Aura moderate abjuration; CL 11th Slot -; Price 1,800 gp; Weight CONSTRUCTION Requirements Craft Wondrous Item, antipathy ; Cost 900 gp Alchemical Requirements Craft Alchemy 11 ranks; Craft DC 26; Cost 600 gp DESCRIPTION

This bright green liquid is a powerful chemical pheromone which insects find repulsive. While the substance is ineffective against giant vermin (size Tiny or larger), it is quite useful against ordinary-sized bugs. A vial of verminbane is enough to coat a 10-ft. square area, which will cause mundane insects to avoid that area for one month before a new dose of verminbane is required. Additionally, verminbane is usually stored in a glass vial that can be thrown as a weapon with a range increment of 10 ft. If it hits a vermin with the swarm subtype, that creature must succeed on a Fortitude save (DC 24) or instantly disperse. Even if it succeeds on the Fortitude save, it still takes 3d6 points of damage as some of the individual vermin flee, and the creature will not enter a 10-ft.-square area centered around where the verminbane hit if it can possibly avoid doing SO.

VIAL OF BRUTALITY

Aura moderate transmutaion; CL 11th Slot -; Price 3,500 gp; Weight 1 lb.

CONSTRUCTION

Requirements Craft Wondrous Item, rage; Cost 1,750 gp

Alchemical Requirements Craft Alchemy 11 ranks; Craft DC 26; Cost 1,167 gp

DESCRIPTION

This bright-red liquid smells strongly of citrus, and dramatically increases the imbiber's strength, but also causes him to lose restraint and attack wildly, possibly at the expense of his allies. The imbiber gains a +8 bonus to his Strength score for 1d10 rounds. For the duration of the vial's effects, the subject must attack the nearest living creature each round if able, or move as quickly as he can towards the nearest living creature he can see if he cannot reach a target to attack.

WALKING ACID

Aura moderate conjuratio	n [acid]; CL 9th
Slot -; Price 1,000 gp; Weight 1 lb.	
CONSTRUCTION	
Requirements Craft Wor	drous Item, cloudkill
Cost 500 gp	
Alchemical Requiremen	ts Craft Alchemy 9
ranks; Craft DC 23; Cost 3	33 gp
DESCRIPTION	
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This jet-black, tarry substance is highly caustic in nature and is attracted to living matter. These grenade-like weapons are contained in specially treated glass bottles which can be thrown as a ranged touch attack with a range increment of 10 ft. Once exposed to air, the acid quickly expands to take up a 5-ft. square, and moves towards the nearest living creature of Small size or larger at a rate of 10 ft. per round. Whenever the acid first comes into contact with a creature (whether by being hit by the acid as a grenade-like weapon, or the acid moving into the creature's square, or the creature moving into the acid's square), and at the beginning of any round in which a creature is in contact with the acid, that creature takes 2d6 points of acid damage. Once exposed to the air, the acid persists for 1d6 rounds before it loses its acidic properties and hardens into a chalky black dust.

WARRIOR'S OIL

Aura faint transmutation; CL 5th Slot -; Price 700 gp; Weight -CONSTRUCTION Requirements Craft Wondrous Item, greater magic weapon; Cost 350 gp Alchemical Requirements Craft Alchemy 5 ranks; Craft DC 17; Cost 233 gp DESCRIPTION This dark-tan oil gives off a faint warm sensation when applied, and must be rubbed upon the arms and eyes of the subject in order to be effective. Properly applied, it enhances muscle strength and hand-eye coordination. The subject gains a +1 bonus on attack rolls and a +2 damage bonus on damage rolls made with ranged or melee weapons (including natural attacks) for the next 5 rounds. Multiple doses of *warrior's oil* stack, however, the duration of the effect is not increased, and each of the doses ends its effect 5 rounds after the first dose was applied, lessening the effective duration of each successive dose. Pennission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Alchemy Rike You've Never Obeen it Before

While alchemy has long been a major staple of the fantasy genre, it has never been a particularly powerful or even relevant ability in 3.5/Pathfinder. The items that can be created with Craft (alchemy) tend not to be worth the effort once one gets past the first few levels of the game (and even before that their value is questionable). The alchemist class has almost nothing to do with Craft (alchemy), and its extracts don't feel alchemical so much as they do like spellcasting by another name. For years, players who wanted a character who toiled away crafting mad concoctions and brewing strange potions had to accept that such activities would never be of any real use in the game.

A Necromancer's Grimoire: The Wonders of Alchemy aims to change all that, by providing a huge assortment of new things to make with Craft (alchemy), and introducing a new approach to the skill that greatly increases its relevance. This book introduces two new kinds of alchemical substances: infusions, which are alchemical concoctions that permanently alter the physical makeup of those who use them, and serums, which are potent alchemical substances that can be pumped directly into a subject's blood, and whose effects can be stacked for greater efficacy, but which carry a risk of negative side-effects if too high a dose is taken. Beyond that, the book contains 50 new alchemical wondrous items (mainly in the form of elixirs, oils, and tonics, but with a few others as well), which can be crafted either through the normal process for wondrous items, or through a new application of the Craft (alchemy) skill.

So, whether you've always wished that your alchemy was a little more magical, or if you just want over 100 new poisons, wondrous items, serums, and infusions, this is the book for you. From the creators of Advanced Arcana and Secrets of the Witch, this book will ensure you never look at a potion shop the same ever again.

