

Adventurer's Essentials: True Alchemy

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OLEPLAYING GAME COMPATIBLE

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Alchemy is not science.

Alchemy is not chemistry.

Alchemy is not pharmacology.

Alchemy is not medicine.

Alchemy is magic, pure and simple, though it's easy to see how you might be fooled.

The twin disciplines of science and alchemy have their own laws, their own traditions, their own specialized languages. Both science and alchemy seek mastery of the physical world through pursuit of knowledge. But alchemy only functions in a world permeated with magic, where sheer willpower can override reality and make superstition into a viable discipline.

Alchemy binds the catalytic essence of the Elemental Plane of Fire and bottles it into a cheap brown-glass jar to make Alchemist's Fire. Alchemy traps the North Winds in a wineskin and releases it as a weapon of elemental ice. Alchemy creates the Tanglefoot Bags (brewed from tar and brown recluse webs and stolen shadows) and Thunderstones (captured lightning imps) that every adventurer carries into the dungeon. Alchemy can also do much, much more.....

The most skilled alchemists in the multiverse have discovered a new discipline, an outgrowth of their semi-magical profession they call true science. Scientific discoveries spur new magical discoveries, and within the last few centuries a new kind of sorcerer, a vanguard of a new era has emerged: the Mad Science sorcerer.

The concepts in this sourcebook explore the new possibilities of alchemy and science. New gear, new feats, a new sorcerer blood line and two new player races are all products of the strangest sciences imaginable.

Alchemical Concoctions

The items in this category are products of crude chemistry, hedge wizardry and occasionally, true magic. Though not as earth-shatteringly powerful as a *vorpal blade*, they've probably saved more lives over the long decades. Wise adventurers carry at least a few of the following trinkets.

Alchemical Augmentation: This pale green, whiskey-like fluid can be poured into any magical potion to augment the potion's magical and chemical reactions and make the fluid more potent. Any potion with Alchemical Augmentation added to it is treated as if its caster level were one higher.

Brewing a dose of Alchemical Augmentation is difficult, requiring a DC 28 Craft (alchemy) check.

Alchemical Catalyst: This sticky golden resin can be added to any alchemical weapon to increase its potency by improving the chemical and magical reactions that power it.

As a move equivalent action, you may add a drop of Alchemical Catalyst to any alchemical weapon or item. All saving throws associated with that enhanced weapon are increased by +2. The improved alchemical weapon must be used within the next hour or it and the catalyst added are wasted, becoming useless brackish water. Alchemical Catalyst can be brewed with a DC 24 Craft check.

Alchemist's Elemental Weapons:

Alchemist's Fire is a standard weapon for many adventures- a few drops of the essence of fire itself, trapped in a brittle glass vial and ready to be used for murder. While Alchemist's Fire is the most well known example of an alchemical elemental weapon, similar concoctions based upon rarer elements exist.

These weapons function identically to Alchemist's Fire, but inflict a different type of energy damage. The other elemental weapons are referred to as Alchemist's Frost (cold) Alchemist's Lightning (electrical), and Alchemist's Roar (sonic). These

Further Reading

The upcoming Campaign Options: Fantasy Firearms and Campaign Options: Ley Lines both deal with the effects fantastic technology will have on your campaign world. Fantasy Firearms includes not just guns, but fantasy equivalents of everything from grenades to jet packs! Meanwhile, Ley Lines introduces arcana-tech versions of modern inventions like the telegraph, rail systems and even a magi-tech printing press. Finally, Megafeats Revised (Otherverse Games, 2010) includes several feats of interest to crafters and Mad Scientists, especially the Breeder feat tree, which allows you to create entirely new kinds of creatures!

Combining all three sourcebooks allows you to build a post-Renaissance fantasy world where science and magic coexist.

alchemical weapons are usually sold in tin or copper flasks with a color coded label explaining their use.

Alchemy Laboratory (Portable): This extremely expensive collection of rendering pots, steel and tin test tubes, almost unbreakable ceramic beakers and miniature tools can (surprisingly) all be packed away into a standard journeyman's pack, and carried by man or mule anywhere. Canny adventuring alchemists will gladly pay the premium price associated with a travelling laboratory so they can carry their work with them wherever they go.

A portable alchemy lab functions identically to a standard Alchemist's Lab, but it is smaller and much easier to carry, increasing its cost.

Bargainer's Paint: This alchemically treated paint uses an egg tempera base mixed with exotic reagents and kobold blood. Every rancher, horse trader and slave merchant in the lands carries a few tubes of Bargainer's Paint.

When applied to a living being with a reasonably normal anatomy, Bargainer's Paint changes color and hue to indicate the subject's

physical fitness. Different recipes of paints have their own colorations, but the accepted hues are Strength (Gold), Dexterity (Purple) and Constitution (Red) and each tube of paint is designed to diagnose a single ability score. The alchemical reaction begins within seconds of applications and lasts for about a minute, before the paint flakes away.

If the detected ability score is less than 10, the paint daubed on the subject fades to grey quickly. If the detected ability score is between 10-12, the paint's color is pastel. If the detected ability score is between 13-18, the color is strong. Ability

scores above 18 cause the paint to shed light as a candle for 1 round. Scores above 24 cause the paint to shed light as a torch for one round.

Each tube of Bargainer's Paint holds enough paint for 10 applications, and each tube has a different color and purpose. Brewing Bargainer's Paint requires a DC 22 Craft (alchemy) check.

Clearsight Monocle:

Producing even a single Clearsight Monocle can take a skilled jeweler the better part of a season. The jeweler must perfectly bevel and shape a lens from flawless amber. If each and every facet is correct, the Clearsight Monocle can catch the glittering half light of magic, as the

strange energy passes through the lens. The item itself is non-magical, but due to a quirk of its construction, can perceive otherwise invisible magical radiance.

While wearing a Clearsight Monocle, a character receives a +2 equipment bonus on WILL Saves made against Illusion spells and effects. Unfortunately, the wearer's distance vision is compromised, and she suffers a -5 penalty on all ranged attacks farther than the weapon's first range increment. Donning or removing the monocle is a moveequivalent action, and the monocle is usually worn on a necklace or pocket fob.

Crafting a Clearsight Monocle requires a DC 25 Craft (jeweler) check.

Depilatory: This pungent, slightly acidic paste can be rubbed on skin to completely remove hair. It is a common grooming item, and can also be used to prepare a patient for surgery.

Mixing up a small batch of depilatory requires a DC 10 Craft (alchemy) check.



Epicure's Fork:

This silver fork (or spoon, occasionally) is often etched with a simple pictogram of a steaming hot pie or other savory dish at the hilt. Any food eaten with this hedgespell item is warm and savory, and tastes well flavored and seasoned, no matter how bland the cooking is. If the food is hazardous (spoilt, poisoned or otherwise harmful) the Epicure's Fork

has no effect on that, but at least the meal will be half-way tasty.

Crafting an Epicure's Fork requires a DC 18 Craft (alchemy) check.

Fighter's Balm: This golden-brown liquid is brewed from the sweat of gladiators and alchemical fire, the source of heat, rage, energy and multicellular life itself. When applied to a tired warrior's muscle, the warrior's skin seems to redden and char slightly, with sweat and dead skin visibly sloughing off. Applying fighter's balm is an extremely painful full round action. When Fighter's Balm is applied, all subdual damage is eliminated, but the patient suffers 1 point of lethal damage per character level. Characters who are exhausted become fatigued, and fatigued characters are have that condition removed.

Mixing a tincture of Fighter's Balm requires a DC 22 Craft (alchemy) check.

Herd Musk: Herd Musk is sold in 10 gallon wooden casks, and is a common sight on most farms. Various alchemists and herbalists each have their own recipes for the foul smelling fluid, and they all proudly advertise with elaborate brands charred into the keg's wood.

Herd Musk is a chemical concoction that smells (at least to animal noses) similar to the urine and pheromones of terrifying predators. Farmers and herdsmen pour out measures of the musk to create chemical fences that most herbivores are reluctant to cross.

Any herbivorous creature of the Animal type will avoid coming within one square of any area splashed with Herd Musk for around a day after the treatment, though rain and weather easily washes away the pungent liquid. Herbivores wishing to cross a line of Herd Musk can attempt a DC 8 WILL Save to do so, but unless they are fleeing some obvious danger, most cows, sheep, and the like never even bother to do so.

A cask of Herd Musk can be distilled with a DC 10 Craft (alchemy) check.

House Breaker: This fine white powder must be distilled from the dying urine of a hanged thief, and is a common tool in the arsenal of burglars. When poured into the keyhole of any lock, the alchemical powder rusts away internal components, reducing the Disable Device check DC associated with that specific lock by 1d4. This damage is obvious and permanent.

Mixing some House Breaker requires a DC 18 Craft (alchemy) check, and the alchemist must

have at least four ranks in Disable Device to successfully do so.

Iron Boil: Iron Boiled fruit and eggs are common trail rations. A few pinches of iron shavings, basilisk blood and an earth elemental's blood-like essence are brought to a boil in an specially shaped iron kettle. Eggs, fruit and other perishables allowed to boil in the bubbling broth for five to ten minutes become as hard and durable as iron, though their weight does not change. These items can even be used as sling bullets in a pinch! Iron boiled items have a faint coppery after taste when eaten, but otherwise suffer no ill effects from the preservative process. Iron Boiled items do not break easily (which makes carrying eggs and fresh fruit much easier) and keep indefinitely.

When touched by metal, such as a dagger or even a coin, the transformation is reversed, returning the preserved egg or fruit to an edible state. Once returned to its normal state, the food begins to spoil normally.

The components of an Iron Boil broth cost around 25 gp, and are mixed with a successful DC 12 Craft (alchemy) check. The Iron Boil broth can be used indefinitely, so long as it is kept at a boil and not allowed to evaporate. New water and broth mixture are added every few hours. Most provisioners keep a big pot of Iron Boil bubbling over the hearth, and allow customers to dip their goods in the broth for a surcharge of a few additional coppers.

Maidenhead Wine: This dark claret is mixed with a few drops of healing potion and a few drops of blood from a virgin humanoid or unbred animal. Maidenhead wine has preserved the sanctity of hundreds of arranged marriages, and is in common use by prostitutes across the world, as well as by canny slavers. Dozens of 'recipes' for Maidenhead Wine exist, but the most popular is "Modest Marjorie's Magnificent and Discrete Restorative", a Gnomish wine which the small-folk's women drink almost daily as a cultural quirk. When a cup of the wine is drunk by a humanoid or monstrous female, her hymen and any other physical signs of virginity presented by her species are restored, if missing. Mixing a bottle of Maidenhead Wine requires a DC 15 Craft (alchemy) check.

Maiden's Honey: Known by literally dozens of names, even the polite name for this omnipresent alchemical charm is slightly vulgar in its implications. For most alchemists, this potion is their bread and butter. When imbibed by a humanoid, monstrous humanoid or giant, Maiden's Honey allows sexual response and enjoyment regardless of age or infirmity for the next 6-8 hours.

Concocting a batch of Maiden's Honey requires a DC 18 Craft (alchemy) check.



Monkey's Paw Tea: The stories of arrogant wizards undone by a carelessly worded Wish spell are numerous and always bring catcalls and free drinks for any halfway competent bard telling the tale. This strong tea, brewed from the brown and purple leaves of the tree known as a monkey's paw, is said to allow spell casters a little much needed insight when casting the spell of all spells. Monkey's Paw Tea is extremely bitter, and only really tolerable when almost drowned in milk, but due to it's close association with the pinnacle of magical power, drinking the bitter tea has become a kind of status symbol among young mages. Coffee houses and inns within walking distance of magical colleges of all kinds know to keep a goodly supply of Monkey's Paw Tea in stock.

Any arcane spell caster who drinks Monkey's Paw Tea within an hour of casting *Wish* or *Limited Wish* (or any similar spell) receives the drink's hard to define, but very real benefit. After describing the desired wish to the gamemaster, the spell caster's player receives a short hint about how the gamemaster might literally but painfully grant the wish. The spellcaster is then given a chance to alter the wording of the spell, in hopes of avoiding ironic disaster.

Brewing Monkey's Paw Tea requires a DC 25 Craft (alchemy) check.

Mouthpaste: This thick and grainy, pale green mush can be rubbed on to the teeth with a finger or a small brush. It tastes like overstrong pine mint, but after being rinsed off cleans and brightens the user's teeth as well as making their breath more pleasant. Regular use (over a 1-2 month period) gradually restores missing, cracked, chipped and cavity-riddled teeth to their pristine original state.

The price and weight given are for a week's supply of mouthpaste, which is usually sold in a small ceramic vessel. A week's supply of mouthpaste can be produced with a DC 12 Craft (alchemy) check.

Ropebless:

When this thin crimson liquid is applied to one end of any rope, its bright color races up the coil. Any rope strengthened by Ropebless has its load bearing capability doubled for one hour after the application. Most sailors and dockwhallopers carry a few vials of ropebless tucked into their belts... as do experienced hangmen.

A vial of Ropebless can be mixed with a successful DC 17 Craft (alchemy) check.



Making a working Scribner requires a DC 22 Craft (alchemy) check.

Sharpening Mud:

When this oily grey clay is rubbed onto the cutting edge of a blade, it begins humming softly. Quickly hardening to a stony crust, this elementally active, alchemically infused substance flakes off within a minute of application. Once the Sharpening Mud has done it's work, the blade it is applied to is

Sampler's Dust: A tiny pinch of this multicolored, cinnamon scented dust applied to an unidentified potion vial can provide vital, often life saving clues to the mysterious liquid's nature. A second after the dust is applied, a puff of colorful smoke erupts from the lip of the potion bottle, and the color and odor of this flash identifies what school of magic the potion belongs to. Often, a handprinted egg tempera note is tied to the draw strap of the small leather bag containing the dust, which acts as a identifying key for the reactions.

Making some Sampler's Dust requires a DC 24 Craft (alchemy) check.

Scribner: This fat handled ink-pen holds an apparently endless store of ink suspended in a few drops of endlessly renewable elemental water. Unlike other pens, the Scribner never runs out of ink, as long as its writer dips the tip of the pen in clear water before the day's writing begins. Black ink is the most common, though Scribners of other colors do exist, and are highly prized by artists and poets. as clean and razor sharp as if it had just been whetted by an expert sword-smith.

A single application of Sharpening Mud can be mixed with a DC 15 Craft (alchemy) check. Sharpening Mud is usually sold in small, waterproofed leather bags holding 3-4 applications of the paste.

Shepherd's Chew: This rubbery grey paste is made from feed grain, honey and salt and tastes exactly like that description would assume. Shepherds, ranchers and animal breeders, not to mention many Druids and Rangers chew a square of the substance nightly before bedding down. According to farm lore, the recipe for Shepherd's Chew is a blessing from the Goddess o' the Cows, a minor animal deity and patron of farm life and animal husbandry.

Any person with at least four ranks in Handle Animal who eats Shepherds Chew within an hour of sleeping or resting has a 60% chance of receiving a dream or vision concerning animals they will encounter upon next waking. If a dream comes, the character receives a +2 insight bonus on Handle Animal checks until he or she next sleeps.

A ration of Shepherd's Chew can be produced with a DC 15 Craft (alchemy) check. The alchemist must have at least 4 ranks in Handle Animal to produce Shepherd's Chew successfully.

Strix Balm: This herbal concoction police is created from several herbs, including mustard seed and pennyroyal. When inserted as a vaginal suppository, it prevents humanoid, monstrous humanoid or giant female from conceiving for the next day, or until removed. If administered within the first few weeks of pregnancy, it safely induces an abortion.

Mixing a day's dose of Strix Balm properly requires a DC 18 Craft (alchemy) check.

Toilette Ribbons: These white and gold cloth strips (which are usually sold in bunches of 2-3) are worn across the chest at underarm level and are loosely wrapped around the genitals. They are enchanted with an extremely limited version of the prestidigitation that constantly and efficiently wipes away sweat and dirt, freshens and scents the wearer's body. A staple product for every alchemist who has mastered the Arcane Cobbler feat, Toilette Ribbons may be the single most common magic item in the entire multiverse.

Toilette Ribbons may be worn indefinitely, and while they are worn, dirt, stains and odor fade completely from the wearer and his clothes within 5-10 minutes. The character always seems fresh and clean, as if he has just stepped from a bath. Crafting a set requires a DC 14 Craft (alchemy) check.

Verminbane Sachet: Insects and parasites are a never ending torment to a weary adventurer, and worse, are harbingers of illness and disease. Verminbane Sachets are small bundles of herbs and dried, highly toxic jungle plants inside a small cloth pouch the size of a plum. Adventurers carry several of these small but pungent sachets, which are tossed inside bedrolls, or shoved into a soldier's boots so he doesn't get a nasty, venomous surprise when he puts his shoes on the next morning.

Verminbane Sachets have a pungent odor which repulses 'mundane' vermin, such as mosquitoes, tiny spiders and other annoyances. Larger, monstrous creatures with the Vermin subtype suffer a-2 morale penalty on all attack rolls, skill checks and saving throws when within 10 ft of a sachet and for 1d4 rounds after leaving the area. A verminbane sachet retains its potency for 1d6+1 days after creation. Vermin will typically not enter a square warded with a sachet if they can avoid it.

A Verminbane Sachet can be spilled on a creature's back trail to destroy scent cues. Any creature tracking an adventurer carrying a sachet or who has sprinkled on one his back trail using the *Scent* special quality suffers a –4 circumstance penalty on Survival checks made to follow the scent.

An outdoorsman can make a sachet with a DC 5 Craft (alchemy) or Survival check and a few minutes to devote to gathering the herbs.

Warmstone: This fist sized disk of volcanic obsidian is chipped to a smooth hexagonal or octagonal shape. Alchemical tricks unlock the faint of essence of elemental flame trapped within the stone. When pressed against metal (say, that of a cook pot placed atop the stone), the warmstone provides a gentle and gradual heat. The warmstone can easily cook a meal placed in skillet or bring a bucket of water to a boil, though it takes about twice as long to cook with a warmstone as with a real campfire.

The warmstone does not provide heat when wrapped in cloth or leather, and cools within seconds after being removed from contact with metal, making it an ideal heat source for travelers. It can safely be carried in a backpack or pocket. An alchemist can construct a warmstone with a DC 20 Craft (alchemy) check. Once created, the warmstone retains its alchemical properties for 1d4 years before becoming useless.

Scientific Creations

The following items require extreme skill to craft, and can usually only be found in the shops of specialized artisans. These devices are often beyond the reach of the common man, and are only used by nobles, the military and adventurers. These items are products of skill, not magic.

Calotype Camera: This device uses a blinding flash produced by alchemical reaction, to instantly etch a life-like image upon a specially prepared silver and copper plate. Within a minute of the flash, the calotype camera produces an image more detailed and real than event the finest artist could produce. The image seems to melt into focus on the silver and copper plate, and the final result is an image about the size of a medium canvas.

The wealthy and historians alike have embraced this new device, using calotype images to record noble lineages, nature scenes, historic sites and the exploits of famed adventurers alike. Skilled 'calotypers' make a regular circuit of fairs and villages at holiday, selling a chance to have a calotype made at a premium.

The calotype camera stands on a tripod at roughly eye level, but can be raised or lowered via handcrank. The flash the camera produces is sudden and painful to the eyes, but only blinds the subjects for a fraction of a second. It has no real game effect. The calotype camera will only photograph a subject's true nature; illusions are not displayed in the final image.

Clockwork Bard: This ornately decorated box plays a single short tune when opened thanks to an intricately maintained series of clockworks and springs. Clockwork Bards are common as gifts and playthings among the very wealthy. Some of the most expensive include marionettes and clockwork sculptures which dance in time to the music.



A Clockwork Bard has an effective Perform (instrumental) result of 10. The musical selection can be up to five minutes long, and is roughly as loud as normal human speech (DC 10 Perception check).

Compass: Using a small, well balanced sliver of magnetic iron, this handheld device points unerringly toward the planet's north magnetic pole (or poles). A compass is usually worn on a lanyard around the neck, or clipped to a belt or breast plate with a chain fob. Used properly, it provides a +2 equipment bonus on Survival checks made for navigation. Underground, where magnetic mineral deposits may skew the reading, the bonus drops to +1. In either case, the user can always find true north with a compass.

Dog's Whistle: This silver or copper signal whistle is pitched so high that it can only be heard by creatures with the Animal, Dragon or Vermin types. Otherwise, it functions as a normal signal whistle.

Embalmer's Kit: This professional kit allows a trained surgeon to drain the blood and

fluids of a corpse, add preservatives and perfumes and seal off the filth of the corpse's intestines to prevent decay. Embalming a corpse requires a successful DC 18 Craft (alchemy) or DC 16 Profession (mortician) check. If successful, the corpse remains recognizable and does not decay for roughly six months, as if the corpse has been preserved with the spell *gentle repose*. A corpse can only be preserved via scientific methods once before it begins to decay naturally.

An embalmer's kit includes enough embalming fluids and unguents to preserve four Medium sized corpses before it must be replenished. Replenishing the kit costs 10 gp.

Hypodermic: Made from heavy glass and a silver or copper needle, this large syringe can be used to administer potions more efficiently, stretching their use. A filled hypodermic can be used to deliver a potion to a willing user as a full-round action. The main advantage of hypodermic delivery is that a regular potion used in this manner provides two doses. Each application uses up half of a standard vial potion; half a potion is normally useless.

Any character afflicted by poison, disease or a curse who allows another character to use a hypodermic he or she has used within the past day risks transmitting that affliction. The other user must succeed at a FORT save at a -5 penalty (DC determined by the specific affliction) or contract the affliction themselves.

Kaleidoscope: This foot long wood or tin cylinder uses an intricate series of silver mirrors and multiple layers of eye-catching glass panes to create a dizzing array of ever changing patterns when the shaft is turned. Kaleidoscopes are favorite toys for the spoilt children of nobility.

Some wealthy bards and illusionists carry kaleidoscopes. If the kaleidoscope is in hand and used as an optional Arcane Focus for any Illusion spell that creates images or manipulates light, the illusionist casts the spell at +1 caster level.

Magnetic Lockpicks: These masterwork quality lockpicks are constructed out of magnetic iron. Thieves using them to pick locks find the faint magnetic field produced by the picks makes knocking tumblers easier. Any one of these lockpicks can be used to lift a 1 lb metal object by itself.

The magnetic lockpicks provide the user with a +3 equipment bonus on Disable Device checks when picking a mostly metal device. When picking a non-metallic device of any kind, the bonus provided is only +2.

Magnetic Pole: This simple iron pole is comprised of 3-4 two foot long sections, which can be screwed together to produce a 12' pole at full extension. All sections of the pole are magnetic, and can be used to lift a metal object weighing up to 25 lbs.

Supercharging a Magnet

It's possible to temporarily supercharge a magnet with any spell or effect that deals electrical damage. For one minute per level of the spell used, the magnet's lifting power is increased by 10 times. Zero level spells can't supercharge a magnet, and a spell used in this manner has no other effect.

Microscope: An ingenious series of specially-ground lenses magnify objects until a flea looms large as a lion in the alchemist's field of vision, and individual blood cells are visible. A microscope grants a +4 circumstance bonus on Appraise checks involving small or highly detailed objects. It also provides a +2 circumstance bonus on Heal and Knowledge checks made concerning living creatures whose blood, hair or other samples have been closely studied under the microscope within the last month. Studying a living creature in such a manner requires at least 8 hours of intense scrutiny.

Periscope, Hand: A hand periscope is a foot long metal tube shaped like an elongated "S" shape. A series of silver mirrors within the tube allows the user to peek around corners, under or over ledges.... or even at a medusa.... without exposing themselves.

Physician's Mask: In many kingdoms, physicians are identifiable thanks to their unique leather and wood masks, which often resemble a bird's beak. The ibis, vulture, owl and parrot are all common inspirations for masks, and many alchemists and healers keep such birds as both pet and symbol of their profession. A physician's mask is fitted with fine mesh screens to (hopefully) keep out disease, and the 'beak' is often stuffed with fragrant herbs and spices like garlic to ward off the foul smells of most hospitals. In some lands, wearing a physician's mask without being a licensed healer is considered fraud and is punished harshly.

While wearing a physician's mask, a character receives a +2 equipment bonus on FORT save against airborne diseases and inhalation toxins.

Spectacles: These finely ground crystal lenses are worn by those whose natural vision is lacking. Only the very wealthy can afford to correct their nearsightedness or farsightedness- the peasants must make do with the weak eyes they were born with.

Tincture of Mercury: The gleaming, ever fluid metal quicksilver is often used by alchemists and hedge wizards to cure disease, but unfortunately, the cure is often worse than the disease.

When a dose of mercury is given to a patient suffering disease (either orally or by injection), the patient receives an additional FORT Save with a +3 circumstance bonus to overcome the illness. However, the patient suffers 2d6 points of HP damage within a minute of application. Furthermore, any time the patient suffers 10 or more points of damage from the mercury, he or she must succeed at a DC 16 FORT Save or suffer 1d6 points each of temporary INT and WIS damage.

Tent: Camping tents are a relatively new invention, with comparatively few adventurers making use of them. Prior to the invention of the true tent, adventurers simply made due with a blanket or a bedroll and took shelter from extreme weather where-ever they could find it: beneath a tree or rock outcropping, or under a simple, improvised lean-to. Given their relative bulk and expense, tents are a plaything for the wealthy. Few adventurers carry one themselves, instead loading the bundled tent on the back of a packmule or horse.

A camping tent is a Large object that can accommodate one Large, two Medium sized or at least four Small or smaller sleepers. The camping tent is made of waterproofed leather or heavy cloth, though in hot climates slightly thinner materials are used. A small leather or hemp door can be tied closed to keep out bugs and the weather.

It requires 2d4 minutes to clear the ground and set up a camping tent. No skill check is required.

A campaign tent is a Colossal object that can accommodate as many as 16 Large creatures, 32 Medium creatures, or more than 60 Small or smaller inhabitants. These huge canvas and leather structures are often ornately decorated, and are used as temporary homes for nobility, or as comfortable command centers for military campaigns. Circuses and travelling shows often use campaign tents, as do many travelling markets.

It requires 1d4 hours and a DC 10 Craft (structural) check to correctly raise a campaign tent.

Thermometer: This slender frosted glass vial is filled with quicksilver. Notations etched into the glass allows an alchemist to note ambient temperature or the temperature of a liquid, creature or object the thermometer is inserted into.

Using a thermometer in alchemy allows greater precision, and increases the bonus provided by an Alchemist's Lab (regular or masterwork) by +1.

Exotic Materials

The following new substances find their way into the best alchemist-crafted weapons and armor.

Magnetic Iron

Restrictions: Weapons, Shields

Specially treated iron is exposed to intense electrical discharges until it becomes permanently charged. Weapons and shields made of magnetic iron can be used to lift metallic objects weighing up to 50 lbs. Magnetic iron weapons and shields provide the user with a +2 equipment bonus on disarm attempts made against adversaries using metal weapons.

Making a weapon or shield from magnetic iron increases its purchase price by +100 gp. Both heads of a double weapon may be made of magnetic iron, or made of different substances, at the blacksmith's option.

Magnetic Iron has Hardness 10 and 30 HP per inch of thickness, identical to ordinary iron or steel.

Star Iron

Restrictions: Weapon, Armor, Shields

Iron recovered from meteorites fallen to earth has long been viewed with awe by alchemists, mages and warriors alike. The unique properties of iron from another world gives weapons minted from this rough, dark metal special properties against outsiders: creatures from just as far beyond ordinary reality.

Weapons made from Star Iron provide the wielder with a +1 luck bonus on attack and damage rolls against creatures with the Outsider type. Shields and armor made from Star Iron provide the wearer with a +2 luck bonus to Armor Class against melee attacks made by any creature with the Outsider type. Items made from Star Iron weigh about 25% more than similar items made from terrestrial metal. Star Iron has Hardness 15 and 30 HP per inch of thickness.

Quicksilvered

Restriction: Masterwork Weapons only

"Quicksilvering" a weapon involves hollowing the hilt and blade or striking surface during forging and filling the cavity with quicksilver. The quicksilver moves as the weapon is swung, changing the weapon's balance slightly for maximum force. When the weapon hits, it does so at with its weight concentrated at the striking surface.

Quicksilver weapons inflict an additional +1 point of damage per size category upon a successful hit. Quicksilvered weapons must have the masterwork quality, which is added after the base price is figured.

The Alchemical Races

The two new races described here, the Mechana and the Shaped are both tied intimately to alchemy and advancing science. The Shaped are the bastard children of alchemy, while the often underestimated Mechana may very well be the science's inventors.

The Mechana

Small Pseudo-Construct

Alchemists often speak of a great clockwork axis upon which the multiverse turns. Their descriptions of "gears subtle and invisible" are not just metaphor or myth, they attempt to articulate the nature of reality. Mad scientists occasionally catch a glimpse of the universe's inner workings, out of the corner of their eye, and these visions empower them. But if the universe is a great clock, who oaintains the gears and winds the springs? The little and much underestimated Mechana were created by the gods as a servitor race. These tiny, construct-like beings are responsible for maintaining the vast clockwork mechanisms which keep the universe turning smoothly on its axis. They are considered the cousin-species of the Dwarves, but their true origins are legendary at best. Like the Dwarves, the Mechana are great craftsmen and worship the severe and serious gods of the forge. The Mechana are an old race, and though humble and reclusive, the species actually predates many of the great planar empires by tens of thousands of years. According to their own stories: "We have always been here."

Mechana are found across the planes, performing self directed missions to repair the cosmic clockworks. Longstanding tradition dictates that a Mechana tradesman is welcome in all places, and the little constructs are often allowed entry to fortified demi-planes and walk without fear through the 9,999 layers of the Abyss, just as they are allowed entry into the Celestial realms. Most Mechana are careful to maintain their neutrality and trustworthiness, to ensure their way isn't barred in the future.

Aside from small cottage and workshops in remote regions, the Mechana have no true lands of their own. Mechana have no memories of their race's origins, though all Mechana instinctively understand their role in maintaining cosmic order. The race is nomadic in the extreme, wandering from plane to plane and crossing time, space and political borders with the same aplomb.

They are welcome in Dwarven and Gnomish enclaves, due to their orderly and disciplined genius and their willingness to work. Mechana get along well with Mad Scientists of all races. To the planewalking constructs, Mad Scientist sorcerers are surrounded with a complex and perpetually moving sheath of gears, an invisible aura similar to that of another Mechana. Many Mechana speculate that humanoid Mad Scientist are a product of the same universal immune system that created their own race, and unless there is an obvious threat, will treat a humanoid Mad Science sorcerer as beloved kin... and attempt to enlist the sometimes baffled humanoid in the Mechana's endless quest to tinker with the Universal Gearworks.

Appearance: Mechana are small, clockwork constructs which resemble diminutive humanoids. The little creatures have smooth brass and copper shells, inside of which beat copper hearts. A tortoise-like shell protects their back. Their small bodies are amazingly heavy, filled with intricate techno-magical innards. A Mechana's odd proportions, stubby, goat-like legs and metallic bulk limit their agility. Most Mechana move with a distinctive, comedic waddle.

A Mechana's face-plate and the tips of the automaton's fingers are made from fine bone-white ivory. A Mechana's face resembles an elaborately jointed theater-mask. Their ivory faces have many hidden joints and seams, allowing the little constructs to vary their expressions.

Mechana usually go nude.

Reproduction: Mechana are genderless beings, who do not reproduce naturally. After about a century or so of existence, the techno-magical secret of building a new Mechana offspring comes to the creature in a dream. Building a new Mechana offspring requires a DC 42 Craft (clockwork) check, and raw materials totaling at least 25,000 gp, and is a massive undertaking, involving at least a year of work. Elder Mechana consider the construction of offspring a long-term project, or continuing hobby more then they think of it as child-rearing, at least as we humanoids understand the term.

A newborn Mechana is a first level character, with a decent understanding of the world around it, and basic knowledge implanted during its creation. Mechana children usually spend several years with their constructor, a period of adolescent apprenticeship, before striking out on their own. Alignment: Mechana are dispassionate and business-like. They consider the good of the multiverse as a whole above the needs of any particular race, world or creature. They tolerate most things, so long as their cosmic repair missions aren't interfered with.



Mechana NPCS are pretty much the definition of True Neutral, though adventurers and heroic Mechana might be any alignment. However, at least one component of the Mechana's alignment must always be Neutral. No form of magical compulsion, not even divine intervention, can change this fundamental fact of Mechana existence.

> Names: All Mechana claim a title of expertise, such as Master Mason, Clockwright, Gear Spinner, or something similar. They append a bi-syllabic personal identifier after their title; the race's numbers are low enough they don't really need surnames.

Example Titles: Master Mason, Clockwright, Gear Spinner, Wrenchhand, Apprentice Wright, Master Gemworker

Names: Surba, Colis, Takka, Nuvon, Selma, Toris, Elmist, Vekka

Languages: Mechana speak Common and Dwarven fluently, and many learn technical and magical languages. Mechana may select Draconic, Celestial, Infernal, and Terran as bonus languages.

Favored Class: Sorcerer. Mechana were the first Mad Science sorcerers, defining the parameters of the discipline in their secret little labs hidden in the multiverse's remote places. Many humanoid Mad Science sorcerers have a family history with the Mechana, whether or not they know it when they begin their adventuring lives. Kindness and generosity to Mechana often results in the talent for Mad Science

entering a mortal's bloodline, as a sort of cosmic reward.

Favored Class?

One of the aspects of the *Pathfinder Roleplaying Game* beta version I preferred to the final edition of the rules was the fact that each race (aside from humans and their kin) had a specific favored class. I feel this division helps differentiate all the different player species available.

While the final version of the favored class rules empowers the players and helps them build exactly the character they want, without resorting to the standard tropes and stereotypes, it just feels a bit bland to me. I'll continue to include race-specific favored classes, though it's an easy enough thing to ignore if you prefer customizable, character-specific favored classes.

Mechana Racial Traits

Size and Type: Small Pseudo-Construct. As small creatures, Mechana suffer a -4 size penalty to their Combat Maneuver Bonus, but receive a +4 size bonus on Stealth checks, and a +1 size bonus to Armor Class. A Mechana's base land speed is 20 ft.

As pseudo-constructs, Mechana are immune to spells that specifically target humanoids, such as *charm person*, and are immune to many other effects.

Ability Score Modifiers: -2 DEX, +2 CON, +2 INT. Mechana are durable and incredibly intelligent natural tinkers, but they are clumsy and uncoordinated at best.

Enhanced Senses: Mechana possess *lowlight* vision.

A Mechana who merely comes within 30 ft of any natural or artificial planar gate or dimensional rift can attempt a Search check to discover it as if the creature were actively searching. If the check succeeds, the Mechana knows the plane or planes the gateway connects to, and what is required to activate or close the gate. **Racial Skills:** All Craft Skills and Use Magic Device are always considered class skills for a Mechana character. Mechana receive a +4 racial bonus on Craft (clockwork) checks and a +2 racial bonus on Disable Device checks.

Universal Mechanics (SU): All Mechana can naturally see and perceive flaws in the underlying structure of the multiverse; it is their gods' given task to correct these flaws Other creatures, even angels, demons and arch-mages- cannot see or interact with these flaws. Only Mechana can detect and correct these flaws.

Universal flaws appear randomly (at gamemaster discretion), usually appearing to the Mechana as badly maintained illusory gears superimposed on planar reality. A Mechana can fix one of these flaws with a Craft (clockwork) check, which has a DC equal to 15+1d6, and requires at least 5-10 minutes worth of effort. To observers, the Mechana is pantomiming a repair job, and applying his tools to empty air.

If a Mechana successfully fixes a random universal flaw, the creature is in good spirits and receives a +1 morale bonus on all skill checks, saving throws and weapon damage rolls for 24 hours after the repairs are complete. This bonus is not cumulative.

If a Mechana fails the check, or waits more than an hour after the discovery of a universal flaw to repair it, the creature becomes despondent and depressed, and is considered *shaken* for 24 hours after the failure. Events that would cause the Mechana to be *shaken* cause the creature to become *panicked* instead.

A universal flaw vanishes after a failed skill check or one hour after it first appears. The gamemaster is free to decide if healing these universal injuries or failing to do so affects the campaign in any other meaningful way. **Pseudo-Construct Lifeform (EX):** The Mechana have souls, and are considered living beings, but are a form of life unlike any other in the realms. In many respects, Mechana are similar to constructs and are as durable and hard to destroy as most golems.

As pseudo-constructs, the Mechana are immune to ability drain, death effects, necromantic effects, poison, suffocation, fatigue, exhaustion, disease, effects that cause the sickened condition and energy drain. They are immune to spell effects that specifically target living beings unless such effects also affect objects. Mechana have no need to breathe, eat or drink. The creature can still benefit from consumable spells and magic items like potions or *heroes feast*.

Mechana may be destroyed spells that specifically target metal objects or constructs. *Rusting grasp* deals 2d6 points of damage to an Mechana on a successful touch attack. *Heat metal* inflicts 1d6 points of damage per round to the Mechana. Any spell that can transmute metal, stone or gems can affect an Mechana. A Mechana may make a FORT or REF save as appropriate to resist these effects. The Mechana derives its Hit Dice, base attack bonus, saves and skill point from the class it selects, not from its type. Mechana cannot repair damage naturally, or recover hit point through an application of the Heal skill. A craftsman can use the Craft skill to repair a damaged Mechana. Mechana can benefit from magical healing and healing potions.

When the Mechana is reduced to 0 hit points, it is destroyed, not disabled.

Crafty Warrior (EX): Mechana aren't great fighters, but they are phenomenally effective when battling other constructs or Pseudo-Constructs. Their knowledge of arcana, mechanics and clockwork provides the Mechana with a +1 insight bonus to melee damage rolls and Armor Class while battling any other creature of Construct or Pseudo-Construct type.

Highly Skilled (EX): Humans may think they're superbly educated, but a Mechana trap smith can put them to shame! Mechana receive an additional skill point at each level, and can declare one additional skill as a class skill at first level.

Mechana are vulnerable to critical hits and to stunning and non-lethal damage. The robotic creatures still have vital 'organs' and weak spots, even if they are clusters of gears, pneumatic tubing and pistons, rather than blood, guts and bones.

Mechana are vulnerable to mindinfluencing effects and spells, since they are sentient creatures.

Mechana require sleep like any other living being, and they do dream. During sleep periods, Mechana update their daily programming, and meditate on their current circumstances. Mechana spell casters require 8 hours of sleep or rest to recover spells.





The Shaped

Large Aberration

The Shaped are not a race- they are not born naturally, and cannot reproduce in the manner of men or elves. Each new Shaped is laboriously assembled, their massive and sometimes unwieldy body assembled from the preserved limbs and organs of executed criminals and other unmourned dead. Shaped have no great cosmic purpose beyond what (if any) their creator chooses to imbue them with. Some Shaped are assembled as hulking, loyal guardians, or perverse sexual playthings, or as indomitable and unquestioning soldiers, but some lack even the comfort of such a tawdry destiny. Many Shaped are created purely as a test bed for alchemical theories, an unwanted test subject disposed of as soon as their experiment is complete.

Shaped are rare to begin with, and the number of Shaped that can consider themselves truly free is even smaller still. Most still accompany their creators, willingly or not. Those who have found freedom may have murdered their builder to win it, and are left alone in a hostile universe. The Shaped were created by meddling in the domain of the Gods- by humanoid attempts to create life *ex nihlo*. Though the sin wasn't theirs, the Shaped pay for the crimes of their creators. As fundamentally unnatural perversions of nature and alchemy, even freedom provides Shaped with little comfort. The stitched and scarred behemoths are rarely welcome in civilized lands, as ordinary beings can eventually sense their condition no matter how carefully the Shaped disguise themselves. Nature stands against the Shaped, as does Fate.

Appearance: Despite their lonely origins, all Shaped share similar form. The process by which humanoid corpses can be assembled into a newly made Shaped is well documented, and no matter whether an individual Shaped's cretor is man, dwarf, elf or even orc, their creation will closely resemble other members of its bastard species. The requirements of a Shaped's physiology determine the creature's form.

Shaped are gigantic, because even the most skilled anatomist needs the design lee-way that a giant's frame provides when attempting to stitch nerves and veins back together. They are horribly scarred and deeply jaundiced, because when the dead and inert shaped is finally animated, it's once dead flesh congeals and heals along the lines of stitching. Shaped have slate grey or jaundiced yellow skin, and their bodies are often marked with purple and black lividity marks, like bruises that never seem to heal. Shaped resemble mutilated corpses because even genius alchemists may be able to imitate the God's creations, but they cannot make their bastard half-dead spawn sleek or beautiful.

Reproduction: Shaped do not reproduce. Even when revitalized by alchemical sciences, when a dead man or woman's reproductive organs are returned to a semblance of life, they lack the ability to create new life. Despite this, Shaped can enjoy sex for pleasure. The monsters will mate with others of their own kind, if no other option is available, but prefer members of mortal races.

Names: If Shaped are given names upon awakening on the operating table, they are at the whim of their creators. Many are simply assigned an experimental designator or project number. Free Shaped choose new names for themselves with great care. They only choose first names, never using surnames, clan names or other titles, regardless of their accomplishments. Lacking any real civilization of their own, Shaped might choose a name from any culture they encounter and admire.

Languages: Common and any one other language of choice. Shaped have an instinctive facility for language. They speak Common with a depth and poetry lacking in other races. They choose one other language at character creation, representing either the language spoken by their creator, or a language they somehow remember from a previous incarnation. Shaped with high INT scores may choose any language, except for secret ones, as a bonus language.

Favored Class: Any. Though they may not look human, or even truly alive, Shaped share the legendary human flexibility. Hunted, hated and impoverished, Shaped must be adaptable to survive.

Shaped Racial Traits

Size and Type: Shaped are Large aberrations. As Large creatures, they suffer a -4 size penalty on Stealth checks, and a -1 size penalty to armor class, but receive a +1 size bonus on Combat Maneuver Bonus and their Combat Maneuver Defense score. Shaped have a base landspeed of 30 ft.

Shaped are brought to life as Aberrations, with renders them immune to effects that specifically target humanoids, such as *Charm Person*.

Ability Score Modifiers: +2 STR, +2 INT, -2 CHA. Prodigiously strong and intelligent enough to learn a language and culture within days, just watching from the periphery, a Shaped is nonetheless always an unwelcome visitor.

Enhanced Senses: Shaped have lowlight vision.

Racial Skills: Even when they try not to be, Shaped are terrifying. The monsters receive a +2 racial bonus on Intimidate checks. Stealth is a priority for the hated outsiders, providing Shaped with a +2 racial bonus on Stealth checks.



Half Dead Already (EX): Shaped biology is crude and simple, a poor substitute for the real thing. Their stitched together carcasses are shockingly durable, and only seem to get more so as a battle rages on. Unlike wounded humans, Shaped can shut down unnecessary biological processes to save themselves pain.

Anytime a Shaped is reduced to half his or her maximum Hit Point total or less, the Shaped becomes immune to stunning, critical hits, the sickened and nauseated conditions and the effects of massive damage. When restored to more than half HP, the Shaped again becomes vulnerable to these conditions.

Bane of Science (EX): Even supposedly loyal Shaped harbor a deep resentment for the creators that brought them into the world. Shaped receive a +2 bonus on melee damage rolls made against any character with more than 4 ranks in Craft (alchemy) or Knowledge (arcana or engineering). Most Shaped fantasize about nothing more strongly than strangling their creators to death with their bare hands. Hated by the World (SU): Shaped believe, and rightly so, that they are despised by the gods. They are forced to wander the world, never settling any where for long, lest their many enemies find them. Each week the Shaped remains in any particular settlement, the Shaped suffers a cumulative -1 circumstance penalty on all DEX, WIS and CHA based skill checks. This penalty can grow to a maximum -10 penalty on these skill checks after 10 weeks in a region. This penalty is removed after at least two weeks away from the region in question.



The Mad Science Sorcerer Bloodline

Even as a child, you heard the call. Progress! Innovation and daring! Science! You are above the rest of the mundane world, still tinkering with superstitious alchemy, and are at the forefront of a new kind of thought. You area an innovative rationalist, able to instantly comprehend the theorems underlying magic and the fundamental physical principles governing the mundane world. With a little effort, a little imagination and maybe a few explosions along the way, you invent new devices and disciplines that bend both magic and science to your will.

Those blessed (or cursed) with a Mad Science Bloodline are distinctive creatures. They speak at a lightning pace, weaving jargon that won't be invented for another few centuries into their overcomplicated explanations of their abilities. Mad Science sorcerers are physically recognizable by their hair, which goes frizzy and grey early and is usually stark white by the end of their careers. As a Mad Science sorcerer ages, his or her skin pales, almost reaching the color of unbleached bone.

Class Skill: Knowledge (engineering) **Bonus Spells:** lesser restoration (3rd) lightning bolt (5th) animate dead (7th) restoration (9th) raise dead (11th) disintegrate (13th) clone (15th) control weather (17th) gate (19th)

Bonus Feats: Agile Maneuvers, Augment Summoning, Brew Potion, Craft Wondrous Item, Deft Hands, Empower Spell, Leadership, Persuasive, Silent Spell, Still Spell, Weapon Finesse

Bloodline Arcana: Your constant experimentation on willing colleagues (and the occasional unwilling test subject) gives you insight into the *Mad Science!* behind transmutative magic. When casting any spell from the transmutation school, you may sacrifice alchemical items and reagents worth 100 gp x spell level to increase the spell's duration. The enhanced duration of a spell that is normally 1 minute per level becomes 10 minutes per level, and spells with durations normally at 10 minutes per level gain a duration of 1 hour per level. This increased duration does not stack with the effects of the Extend Spell feat. Casting a transmutation spell in this manner is always a full round action.

Bloodline Powers: You are one of the world's greatest visionaries, discovering more about yourself and the pseudo-rational, magically active world around you. As your mastery of mad science deepens, you gain abilities that let you play God and tamper with creation itself!

- Arcane Revification (SP): You can restore life to failing tissue, but doing so is an inefficient and regrettably inelegant process. As a full round action, you may sacrifice any single available daily spell slot while touching a wounded creature. The wounded creature recovers 1 HP per level of the spell slot sacrificed. The spell sacrificed in this manner has no other effect. If conscious, you may use this ability to heal yourself.
- Lead Lined (EX): Starting at 3th level, you gain Electricity and Acid Resistance 5. You are somewhat protected against the most common accidents that befall lab bound alchemists. At 10th level, your Energy Resistances increase to 10. At 15th level, choose one of your Energy Resistances to increase to 15.
- **Philosopher's Blood (SU)** At 9th level, you have mastered the transmutive secrets of the fabled Philosopher's Stone. Three times per day you may give any weapon you touch any special material quality (except for Cold Iron) that

you desire. Once a weapon is transmuted in this manner, it remains transformed for 24 hours. Using this ability is a standard action.

Tamper in God's Domain (SU): 0 At 15th level, you finally unlock the secrets of the Philosopher's Elixir and the immortality granted by such knowledge. If you have a sample of a specific humanoid, monstrous humanoid or giant's blood and access to an alchemical lab you may attempt to distill a draught of Philosopher's Elixir for that person. Doing so requires a successful DC 25 Craft (alchemy) check and raw materials, the cost of which are described below. Drinking another character's Philosopher's Elixir has no effect- the drink is intended for a specific character, no one else. A Mad Science sorcerer can prepare a draught for him or herself just as easily.

Drinking a draught of Philosopher's Elixir reverses the physical effects of aging, and the golden drink is sought after by the wealthy and aged. Each time a patient drinks a draught of the Philosopher's Elixir, he or she instantly de-ages by 2d6 years, which may move them back to the prior age category. Doing so instantly applies the physical changes associated with the prior age category, but the now younger character retains the mental ability score increases that come with age.

Each time the patient drinks Philsopher's Elixir the raw materials cost doubles. Initially, the raw materials cost 2,000 GP. On the second draught, the raw materials cost 4,000 GP, than 8,000 and so on, until in their frantic scramble to avoid death, the drinker consumes their entire fortune or bankrupts their nation.

Cosmic Clockmaker (SU): At 20th 0 level, the Mad Scientist achieves an instinctive and impossible to clearly articulate understanding of the curving and circular nature of time/ space. By tinkering with the metaphorical 'gears' that maintain the smooth flow of what the Mad Scientist likely calls the 'clockworks of the cosmos', the Mad Scientist can alter reality in limited ways. By forcing the gears to 'speed up' or slow down once per day, the Mad Scientist can either take an additional round's worth of action or force any other creature within 100 ft to lose one round's worth of activity. The Mad Scientist can use this ability as a free action, at any time, even immediately prior to another character beginning its turn.

Mad Science Feats

Spellcasters, mad scientists and alchemists alike often learn feats that help them in their work or give them unexpected insight into the world around them. The following new feats are especially useful for spellcasters specializing in item creation, and in campaigns where high technology and magic coexist. A sorcerer with the Mad Science bloodline may select any "Mad Science" feat in place of a bloodline feat.

Alchemical Discernment (Mad Science)

Your frog like eyes bulge from your skull and glisten with strange, alchemical tears. On the rare occasions you cry, your tears are ammonia and liquid hydrogen. Your weird and nearly luminous eyes give you the ability to see through base mattereven flesh-like glass. **Prerequisite:** INT 13+, Craft (alchemy) 5 ranks, Perception 1 rank

Benefit: As a full round action, you may ramp up your vision so you can see ordinary matter. You gain the Supernatural ability to see through up to 1 ft flesh, cloth, armor and other substances, including walls and floors. You perceive what is concealed by the obstructing material, viewing it as if under the prevailing light conditions. If in a well-lit room, you could clearly see what is within a locked chest, for example.

If you use this ability prior to making a skill check, you receive a +3 insight bonus on the check if it involves manipulating normally hidden internal structures or objects (such as Heal or Disable Device). This bonus remains in effect for one minute after viewing the internal structures.

Your alchemical x-ray eyes can be blocked by a paper-thin sheet of adamantine, cold iron, star iron, gold, silver or lead. You cannot see through these extraordinary, magically significant metals.

Drawback: Your frog-like bulging eyes impose a -2 penalty to your CHA score.

Alchemical Familiar (Mad Science)

Willingly or not, your familiar is often your primary experimental subject. Months and years of exposure to untested potions, unventilated alchemical labs and strange energy discharges have mutated your pet in some very, very useful ways.

Prerequisite: familiar class feature, Craft (alchemy) 3 ranks

Benefit: Your chemical experiments have given your familiar Acid Resistance 10. In addition, your familiar can metabolize up to three spell levels worth of potions per day for your use. At your command, your familiar could metabolize a third level potion, three first level potions, or a second and first level potion.

When metabolizing a potion, the alchemical familiar spits or regurgitates the potion into a ready container, which requires one minute. The potion can

be used normally. Nothing but good taste prevents the alchemical familiar from simply spitting its metabolized potion into your mouth or the mouth of an ally.

Drawback: Your familiar looks flat out strange. It might completely hairless animal, one covered in weird boils. tumors, scales, feathers, or of an odd color. Your cat familiar might crow like a rooster, or glow in the dark, or have a visible skeleton under translucent flesh and fur. Your familiar can never pass as an ordinary member of its species, no matter how exactly you describe its oddities.

Alchemical Perfection (Mad Science)

You have unlocked the true potential of the Philosopher's Stone- the ideal that all alchemists strive towards. With one successful experiment, you have done what all the gods failed to do: you have fixed the flaws inherent in the humanoid form! You have conquered death and laugh at mortality!

Prerequisite: INT 15+, Craft (alchemy) 9 ranks, Knowledge (arcana) 1 rank

Benefit: You have remade your flawed, mortal body into a perfect alchemical creation, which resembles a much healthier and more attractive version of your birth body. You receive a +2 inherent bonus to both your STR and CHA scores.

In addition, you gain several immunities normally reserved for constructs and the undead, though your own type and subtype do not change. You become immune to ability drain, fear effects,



death effects, effects that cause the sickened or nauseated conditions and energy drain. You no longer suffer penalties for aging and have no maximum age, nor do you need to breathe.

Finally, you recover from Hit Point and ability score damage at double the normal rate, but you'll certainly need that ability because....

Drawback:

Your hubris in uplifting yourself has cut you off from all gods, and your arrogance may prove to be your undoing! You can no longer benefit from divine healing, including being *raised* or *resurrected*.

A properly worded *wish* spell is the only way for you to return to life.

Your hubris extends to your interactions with other mortals, especially those you consider beneath you. You suffer a -5 penalty on all WIS and CHAbased skills used against any creature or character whose level or Challenge Rating is more than two lower than your own.

Arcane Cobbler (Birthright – Item Creation)

Extremely low level spells are among the most useful magical tools, and many minor mages never progress the apprentice level. By mastering the fundamentals of magic, you can craft minor wonders almost effortlessly.... And probably make a good living by selling arcane trinkets to the nobility. **Prerequisite:** arcane spell caster level 1, first level characters only, INT 11+, Spellcraft 1 rank

Benefit: You can imbue ordinary nonmagical with permanent versions of any non-damaging zero level spell you can cast. The objects need not be masterwork quality, and imbuing them with a spell requires only an hour of work and a DC 15 Spellcraft check. If the check fails, the item is destroyed in the process. Items created in this manner are subject to dispelling, as if *permanency* was used; they lack the mystic durability of true magic items.

Items created in this manner may be used a number of times per day equal to 3 + your INT modifier, and the benefit of a stored spell is equal to one cast by a first level wizard.

You may enchant a number of items per day equal to one plus your INT modifier.

Items created in this manner include things like chamber pots enchanted with prestidigitation, self mending clothes, artwork enchanted with ghost sounds, forks and knives that automatically flavor even the blandest food and other conveniences or luxuries. These minor magical trinkets usually sell for between 50-90 gp, sometimes less in the case of very common magical trinkets.

Corpse Grafter (Item Creation – Mad Science)

You can graft organs culled from slain monsters to willing (or unwilling) recipients. Such grafts provide incredible powers- the fiery lungs of a dragon, the durable, regenerating viscera of a troll, the dense muscles and ligaments of a minotaur- at the cost of pain and possible insanity.

Prerequisite: Arcane Caster 9th level, Heal 9 ranks, Spell Focus (necromancy)

Benefit: You can graft organs and tissue of recently slain creatures from the humanoid, monstrous humanoid, giant, aberration, animal, dragon or vermin type to a recipient. The tissue must be culled from the slain creature within 1d4 hours of its death, though spells such as *gentle repose* extend this

window of opportunity. Harvesting organs requires 1 minute per the slain creature's Hit Die.

You may graft any one Extraordinary ability possessed by the creature to a recipient. The harvesting process can only be performed once per slain creature. Grafting the tissue to the recipient requires a Heal check (DC 10 + the Hit Die of the donor creature) and at least 12 hours of work.

The recipient can use the grafted ability at will, as if it were the original creature. Effects dependant on hit dice or character level are based upon the recipient's own abilities, or the minimum HD/level necessary to use the ability. In case of abilities with limited use, the recipient can use the ability as often as the donor could, or a number of times per day equal to his CON modifier (minimum once daily), whichever is less.

The grafting process is dangerous, and deaths on the operating table are common. The recipient must succeed at a FORT Save (DC 10 + the donor's HD) at the end of the surgery or suffer 1d4 points of temporary CON damage per Hit Dice of the donor creature. Success indicates the recipient only suffers an amount of Hit Point damage equal to the donor creature's Hit Die.

Corpse Grafter, Advanced (Item Creation – Mad Science)

Your magical and surgical skills are such that you can reconnect severed nerves and imbue your experimental subjects with powerful and unnatural abilities taken from slain monsters.

Prerequisite: Arcane caster 15th level, Heal 15 ranks, Corpse Grafter

Benefit: You may graft organs and tissue from recently slain creatures to imbue your patient or experimental subject with Supernatural and Spelllike abilities possessed by the donor creature. This ability expands upon your Corpse Grafter feat and otherwise works identically to the prior ability.

Crafty Familiar (Item Creation – Mad Science)

You trust your clever little familiar to supervise the completions of your magical projects, freeing you up for other tasks.

Prerequisite: any other Item Creation feat, Improved Familiar (Homunculus, imp, mephit, pseudodragon, quasit or other creature with opposable thumbs and humanlike hands)

Benefit: Once you begin creating a magical item, you can leave the project in the hands of your improved familiar. Your familiar can work up to 8 hours per day on the item or items, and is considered to have your INT Score, spell casting abilities and skills for the purpose of constructing the magic item. If the item creation process requires the crafter to make craft checks, they are made using your ranks and attribute modifier, but at a -5 penalty due to your little creature's 'lack of quality control'.

Deadly Catalyst (Mad Science)

You are extremely skilled at using alchemical weapons in battle, and use your gift for magical chemistry to catalyze weird chemical changes in an enemy splashed with one of your concoctions.

Prerequisite: Craft (alchemy) 5 ranks

Benefit: Anytime you successfully damage an adversary with any Alchemical Item (such as Acid, Alchemist's Fire, or any of the new items in this PDF) you may assign one special material weapon property to that creature as a way of overcoming its Damage Resistance, if any. Enemy creatures with existing DR which can be overcome in a specific manner (such as DR 5/good, gain a new weakness (for example, DR 5/ good or adamantine).

This chemical alteration to your adversary remains in place until the end of the encounter. A specific creature may only be chemically altered once per encounter. If your alchemical weapon damages multiple creatures, such as by splash damage, all creatures injured must receive the same weakness. This ability has no effect on creatures which lack Damage Reduction.

Genius (Mad Science)

You are one of the most brilliant technologists in all the world.

Prerequisites: INT 15+, Craft (alchemy) 3 ranks, Knowledge (any) 3 ranks, literacy in at least 3 languages

Benefit: You receive a +2 insight bonus on all Craft and Knowledge checks. If you have at least 10 ranks in any Craft or Knowledge skill, the bonus increases to +3 with that skill.

No Mere Matter (Mad Science)

Your alchemical evolution continues, as your body evolves from crude physical matter to the energy of the gods themselves.

Prerequisite: Alchemical Perfection, Craft (alchemy) 12 ranks

Benefit: As a move equivalent action, you may become *Ethereal* at will for up to one minute per activation. While ethereal, your natural and melee weapon attacks are considered to be *ghost*-*touch*. Each time you activate this ability, you suffer 1d4 points of temporary WIS damage, as your consciousness is assaulted by visions of the cosmic gearworks underlying and enabling reality.

Otherworldly Iron (Birthright)

Your birth was heralded by a meteor impact. This spectacular stellar event shapes the destiny you are only now discovering as an adult and you wield a weapon forged from the star that fell on the day of your birth as a prized heirloom.

Prerequisite: character level first, Iron Will **Benefit:** You gain a masterwork quality weapon of your choice with the Star Iron quality as part of your starting equipment.

More importantly, something in you unlocks Star Iron weapons and armor to their full potential. When you wear an item or use a weapon forged from Star Iron, you receive a +1 morale bonus on all saving throws against spells, spell-like and supernatural abilities used by outsiders.

Reflections in Iron (General SU)

The Mechana speculate that meteor impacts are a sort of cosmic immune system, an automatic

function of the Divine that provides Material Plane worlds with the tools necessary to fight other dimensional infections. You might just agree with that theory, especially considering the abilities your Star Iron equipment provides you.

Benefit: A number of times per day equal to 3 + your WIS modifier if you are targeted by a mind influencing effect, and are wearing or carrying an item forged from Star Iron, you may attempt to 'reflect' the hostile effect. The effect is reflected at any Outsider adjacent to you, even if that creature initially produced the effect. The target Outsider must save against the effect normally. Note that some abilities (such as Charm Person) have no effect on an Outsider even if reflected against them.

Self Experimentation (Mad Science)

Far beyond the limits of common sense, you have tested potions, poultices and alchemical treatments on yourself. Your continual and often ill advised experiments have given you great resistances to drugs and alchemical toxins, but at the cost of weakening your body over all.

Prerequisite: Craft (alchemy) 1 rank **Benefit:** You become immune to ingested poisons and to splash damage from alchemical items, as your body can easily shrug off such minor chemical burns. You suffer damage normally if directly hit with a thrown alchemical item.

Drawback: Your experiments have reduced your CON score by -2 points.

Unholy Lore (General SU – Mad Science)

You have delved deep into long forgotten grimories and forbidden libraries, learning secrets that can twist and corrupt minds.

Prerequistes: Knowledge: arcana 5 ranks, any non-good alignment

Benefit: When making any knowledge check, you may voluntarily suffer 1d4 points of temporary WIS damage in order to receive a +6 profane bonus on the next Knowledge check you make.



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Alchemical Item	Craft DC	Price	Size	Weight
Alchemical Augmentation	DC 28	65 gp	Dim.	Neg.
Alchemical Catalyst	DC 24	25 gp	Dim.	Neg.
Alchemist's Frost	DC 22	25 gp	Dim.	1 lb
Alchemist's Lightning	DC 25	50 gp	Dim.	1 lb
Alchemists Roar	DC 30	90 gp	Dim.	1 lb
Alchemy Lab (portable)	-	500 gp	Small	20 lbs
Bargainer's Paint	DC 22	30 gp	Dim.	½ lb.
Clearsight Monocle	Craft (jeweler) DC 25	1,850 gp	Dim.	Neg.
Depilatory	DC 10	1 sp	Dim	Neg.
Epicure's Fork	DC 18	50 gp	Dim.	Neg.
Fighter's Balm	DC 22	35 gp	Dim.	Neg.
Herd Musk	DC 10	1 gp	Small	22 lbs
House Breaker	DC 18 *	50 gp	Dim.	Neg.
Iron Boil Broth	DC 12	About 25 gp	Small	5-6 lbs / gallon
Maidenhead Wine	DC 15	10 gp	Fine	2 lb s
Maiden's Honey	DC 18	5 gp	Dim.	Neg.
Monkey's Paw Tea	DC 25	2,550 gp	Fine	1 lb
Mouthpaste	DC 12	1 sp	Dim.	Neg.
Ropebless	DC 17	1 gp	Dim.	Neg.
Sampler's Dust	DC 24	55 gp	Dim	Neg.
Scribner	DC 22	75 gp	Dim.	1⁄2 lb
Sharpening Mud	DC 15	3 sp	Dim.	1⁄2 lb
Shepherd's Chew	DC 15 *	30 gp	Dim.	Neg.
Strix Balm	DC 18	2 sp	Dim	Neg.
Toilette Ribbons	DC 14	75 gp	Dim.	Neg.
Verminbane Sachet	DC 5	5 cp	Fine	Neg.
Warmstone	DC 20	5 gp	Fine	½ lb

Scientific Item	Cost	Size	Weight
Calotype Camera	1,900 gp	Medium	45 lbs.
Clockwork Bard	550-1,500 gp	Tiny	3 lbs
Compass	5 gp	Dim.	½ lb
Dog's Whistle	8 gp	Dim.	Neg.
Embalmer's Kit	90 gp	Medium	35 lbs
Hypodermic	15 gp	Fine	1 lb
Kaleidoscope	650 gp	Fine	2 lbs
Magnetic Lockpicks	122 gp	Fine	2 lbs
Microscope	1,200 gp	Small	12 lbs
Periscope, Hand	475 gp	Tiny	4 lbs
Physician's Mask	40 gp	Tiny	5 lbs
Spectacles	75 gp	Dim.	Neg.
Tincture of Mercury	25 gp	Dim.	1⁄2 lb
Tent (Camping)	10 gp	Large	20-22 lbs
Tent (Campaign)	125 gp	Colossal	250 lbs
Thermometer	30 gp	Dim.	½ lb

Type of Star Iron Item	Item Cost Modifier
Ammunition	+50 gp per missile
Light Armor	+500 gp
Medium Armor	+750 gp
Heavy Armor	+1,200 gp
Shields	+750 gp
Weapon	+1,000 gp

