

# Advanced Options: Alchemists' Discoveries



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

The alchemist class represents a trope common in adventure fiction, if not fantasy fiction: the mad scientist. From Mary Shelley's *Frankenstein* to *The Strange Case of Dr Jekyll and Mr Hyde*, many of the classic works of fiction that helped build the framework from which most fantasy RPGs hang include the inventor or scholar who is clearly dabbling in matters beyond mundane science. Coupled with the more fantasy-friendly view of the medieval alchemist who seeks to use combinations of materials and formulas to bring change to the material world and a rich history of inventor-adventurers dating back to Daedalus, the alchemist class allows players to enjoy an archetype that can't easily be represented by any other Pathfinder Roleplaying Game character class.

However, that rich tradition of mad scientists and natural philosophers obviously requires much more support than any single book has room to offer, especially since most game supplements have to appeal to a broad range of interests. The *Advanced Player's Guide* lacks room to present alternative alchemist options, and logically it must focus on the most obvious and functional discoveries and bombs. But if ever there was a class that called out for *quirkier* possibilities, the alchemist is it.

To help in that regard, *Advanced Options: Alchemists' Discoveries* presents 29 new discoveries, including 7 tied to two new forms of alchemy: spagyric devices and metamorphosis. With this broad set of new options, alchemists can make rockets, create homunculi, sniff out their foes, craft waxwork wings, and even transmute lead into gold.



## DISCOVERIES

The following discoveries follow the normal rules for alchemist discoveries outlined in the *Advanced Player's Guide*. Discoveries that modify bombs that are marked with an asterisk (\*) do not stack. Only one such discovery can be applied to an individual bomb.

*Airburst Rocket:* When the alchemist creates a bomb, he can choose to have it be a rocket that bursts high in the air, affecting a larger area. The bomb has a range of 60 feet, targets an area, and deals splash damage in a 20-foot radius. The rocket does not directly hit any target. An alchemist must be at least 10th level and have the explosive bomb and rocket discoveries before selecting this discovery.

*Amphibious Mutagen:* Whenever the alchemist imbibes a mutagen, he gains a natural swim rate equal to his base move rate, and he gains the ability to breathe naturally underwater.

*Barb Bomb\*:* When the alchemist creates a bomb, he can choose to make it a barb bomb and fill it with sharp metal barbs (carried as part of his normal supply of reagents). Any creature damaged by a barb bomb must make a Fortitude saving throw (DC 10 + one-half the alchemist's level + alchemist's Intelligence modifier) or have their movement rates cut in half as metal barbs embed in their bodies. A creature that fails its saving throw after being hit directly by a barb bomb has its movement rates reduced until it has the damage healed. Those that fail their saving throw after being damaged by a barb bomb's splash damage have their movement rates reduced only until a full-round action is taken to remove the barbs.

*Blinding Bomb:* When the alchemist creates a bomb, he can choose to have it create a blinding flash rather than deal damage. Creatures that take a direct hit from a blinding bomb must make a Reflex saving throw (DC 10 + one-half the alchemist's level + the alchemist's Intelligence modifier) or be permanently blinded. Targets in the splash area of a blinding bomb must also make Reflex saving throws, but on failed saving throws are blinded for only 1 round. An alchemist must be at least 4th level before selecting this discovery.

*Burst Bomb:* When the alchemist creates a bomb, he can choose to have it explode adjacent to him and burst outward in a cone. No target is directly struck by a burst bomb, but it deals splash damage to all targets in a 20-foot cone.

*Chitinous Mutagen:* Whenever the alchemist imbibes a mutagen, he gains a +4 enhancement bonus to his natural armor. An alchemist must be at least 4th level before selecting this discovery.

*Cliffwalking Mutagen:* Whenever the alchemist imbibes a mutagen, he gains a natural climb rate equal to half his base move rate. An alchemist must be at least 4th level before selecting this discovery.

*Deafening Bomb:* When the alchemist creates a bomb, he can choose to have it create a deafening boom rather than deal damage. Creatures that take a direct hit or who are in the splash area from a deafening bomb must make a Fortitude saving throw (DC 10 + one-half the alchemist's level + the alchemist's Intelligence modifier) or be permanently deafened.

*Essence of Aberration:* When the alchemist creates a mutagen, he might opt to include the essence of aberration. While under the effects of this mutagen, when the alchemist is struck by a critical hit or sneak attack, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The alchemist also gains darkvision to a range of 60 feet. A given mutagen can benefit from only one essence. An alchemist must be at least 8th level before selecting this discovery.

*Essence of the Cheetah:* When the alchemist creates a mutagen, he can opt to include the essence of the cheetah. While under the effects of this mutagen, the alchemist gains a +30 haste bonus to his movement rate, to a maximum of double his speed. A given mutagen can benefit from only one essence. An alchemist must be at least 4th level before selecting this discovery.

*Essence of the Eagle:* When the alchemist creates a mutagen, he can choose to include the essence of the eagle. While under the effects of this mutagen, the alchemist gains low-light vision and a +4 enhancement bonus to sight-based Perception checks. A given mutagen can benefit from only one essence. An alchemist must be at least 6th level before selecting this discovery.

*Essence of the Wolf:* When the alchemist creates a mutagen, he can opt to include the essence of the wolf. While under the effects of this mutagen, the alchemist gains the scent ability. A given mutagen can benefit from only one essence. An alchemist must be at least 6th level before selecting this discovery.

*Explosive Trap:* When the alchemist creates a bomb, he can choose to make it an explosive trap. An explosive trap takes 1 full round to place, must be placed at a location adjacent to the alchemist, and does not detonate until a creature other than the alchemist comes within 5 feet of it. An explosive trap bomb never deals direct hit damage, doing only splash damage to creatures within range. An explosive trap requires a Perception roll to be discovered prior to detonation, and a Disable Device check to be deactivated without setting it off. The DC for these saving throws is equal to 10 + the alchemist's level + the alchemist's Intelligence modifier. An explosive trap bomb that has not gone off after 24 hours becomes inert. An alchemist must be at least 6th level before selecting this discovery.

*High Explosive:* When an alchemist creates a bomb, he can choose to make it a high explosive bomb. A high explosive bomb deals 2 more dice of damage than the alchemist's normal bombs, but counts as two uses of the alchemist's total bombs per day. Only bombs that deal damage (rather than those that create an effect, such as dispelling, blinding, or deafening) can be created as high explosive bombs. An alchemist must be at least 4th level before selecting this discovery.

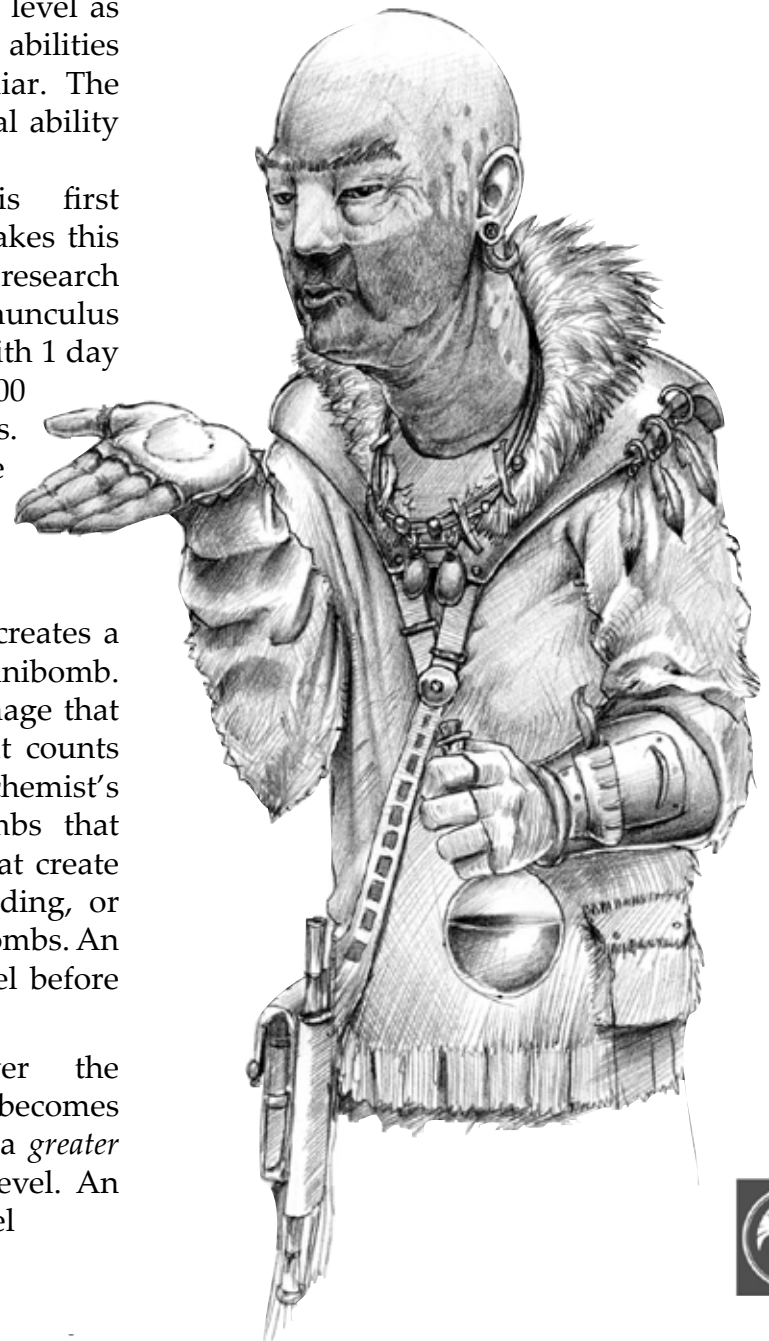
*Homunculus:* The alchemist can create a pseudo-living creature to serve it as an aid and guard. In addition to the normal abilities of a homunculus (see the *Pathfinder Roleplaying Game Bestiary* for game statistics), an alchemist's homunculus is treated as

a familiar (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on familiars) using the alchemist's level as the wizard level to determine the abilities gained by the homunculus familiar. The alchemist does not receive a special ability as a result of having a familiar.

The alchemist receives his first homunculus at no cost when he takes this discovery (representing the general research that led to the discovery). If the homunculus dies, the alchemist can replace it with 1 day of uninterrupted work and 1,000 gp of raw alchemical materials. An alchemist can have only one homunculus active at a time. An alchemist must be at least 8th level before selecting this discovery.

*Minibomb:* When an alchemist creates a bomb, he can choose to make it a minibomb. A minibomb deals 2 dice less damage than the alchemist's normal bombs, but counts as only one-half a use of the alchemist's total bombs per day. Only bombs that deal damage (rather than those that create an effect, such as dispelling, blinding, or deafening) can be created as minibombs. An alchemist must be at least 6th level before selecting this discovery.

*Phantom Mutagen:* Whenever the alchemist imbibes a mutagen, he becomes invisible, as if under the effect of a *greater invisibility* spell cast at his class level. An alchemist must be at least 16th level before selecting this discovery.





*Potent Extract:* The alchemist has learned to boost the effectiveness of his extracts. When determining the effects of his extracts, the alchemist treats his caster level as if it was 2 higher.

*Preserved Extract:* The alchemist has learned to extend the magic power of his extracts. When the alchemist creates an extract with a duration greater than 1 round, the duration is increased by 50%.

*Rocket:* When the alchemist creates a bomb, he can choose to have it be a rocket. A rocket has a range of 40 feet. The alchemist can extend this range to 60 feet, but doing so takes some of the reagents normally used by the bomb's explosion, causing it to deal 1d6 less damage. An alchemist must be at least 4th level before selecting this discovery.

*Vital Extract:* The alchemist has unearthed the secret of imbuing all his extracts with a tiny mote of vital essence. Whenever the alchemist drinks one of his extracts (or if another creature does, if the alchemist has the infusion discovery), he receives points of healing equal to his Intelligence modifier, to a maximum of the level of the infusion. Any healing above the imbiber's hit point maximum is lost.

*Volatile Bomb\*:* When the alchemist creates a bomb, he can choose to make it volatile, giving it a threat range of 19–20. Only a creature that suffers a direct hit from a bomb can be affected by a critical hit from the bomb. A volatile bomb thrown by an alchemist with the Improved Critical feat for bombs has a threat range of 18–20. An alchemist must be at least 8th level before selecting this discovery.

## ALTERNATE ALCHEMY

The alchemist class has access to three kinds of alchemy—bombs, extracts, and mutagens. However not every alchemist is going to be interested in turning himself into a hulking brute, or throwing explosives at every problem. Some explore alternative options, using alchemy in new and different ways. To help players interested in such entrepreneurs of admixture, we present two alternative alchemy class abilities: spagyric devices and metamorphosis.

To take an alternative alchemy class ability, an alchemist must give up one of his normal alchemy options: mutagens, bombs, or extracts. This choice is made at first level, and it cannot be changed. An alchemist who gives up an aspect of alchemy cannot gain it at a later time, does not gain any advancements of that ability, and cannot take any discoveries that modify that ability.

### SPAGYRIC DEVICES (SU)

The art of alchemy can create magic beyond bombs, mutagens, and extracts. With dedication and research, some alchemists learn to use their mastery of materials and their own magical reserves to create alchemical devices: objects that combine mechanical or alchemical operation with a spark of magic. (The word “spagyric” combined ancient words meaning “to join” and “to separate,” and alchemy itself is sometimes referred to as the “spagyric art.”)

The alchemist can create magic items in the form of spagyric devices. Constructing and maintaining these devices

**TABLE 1: SPAGYRIC  
DEVICE GP LIMITS**

Class Level	Spagyric Device GP Limit
1	250 gp
2	500 gp
3	1,000 gp
4	2,000 gp
5	3,500 gp
6	5,350 gp
7	7,800 gp
8	11,000 gp
9	15,350 gp
10	20,700 gp
11	27,350 gp
12	36,000 gp
13	46,600 gp
14	61,500 gp
15	80,000 gp
16	105,000 gp
17	136,500 gp
18	176,500 gp
19	228,250 gp
20	293,250 gp

requires an hour of uninterrupted tinkering (normally done in the morning) each day, and it can be undertaken only after the alchemist has received 8 hours of rest. (These rules intentionally parallel the rules for preparing spells, and any questions regarding when an alchemist can or can't construct and maintain his spagyric devices should refer to the rules for spell preparation for answers.) An alchemist is assumed to

have the materials required for constructing his spagyric devices along with his other alchemical reagents, and he need not spend any gp or time making special arrangements for them. (The alchemist can be assumed to be gathering such materials as he adventures, and he can construct spagyric devices out of broken goblin swords and rare tinctures made from dragon brains—the details of the alchemist's materials are left to the player and GM to agree upon.)

Each day the alchemist decides what spagyric device versions or magic items he wishes to create. The alchemist can create any magic item he is aware of, with the following limitations:



- \*The item level cannot exceed the alchemist's class level.

- \*The item cannot have prerequisites that include spells not from the alchemist and sorcerer/wizard class lists.

- \*The item cannot be charged. (It can have uses per day.)

- \*The total value of all the items created in a given day cannot exceed the alchemist's spagyric device gp limit for his level (see Table 1 below).

Spagyric devices are further limited by the following rules, many of which differ from normal magic item rules.

**Spagyric Devices are Breakable:** A typical spagyric device has hardness equal to one-half the alchemist's level, and 2 hit points per level of the alchemist. Additionally, each device has vulnerability to one energy type, determined randomly when it is constructed. The same device might have different vulnerabilities when created by different alchemists. While Professor Redchapple's wax wings are vulnerable to fire, melting easily when hit with heat, Dom Veurrachi's wax wings are vulnerable to cold, since the wax turns brittle when it gets cold.

Once a spagyric device is broken, it cannot be fixed (even with such efforts as a *mend* spell) until the alchemist next regains use of his daily abilities and spends an hour constructing and maintaining his spagyric devices.

**Spagyric Devices Require Maintenance:** An alchemist is constantly making minor repairs and adjustments to the devices in his

## THAT'S A LOT OF FREE MAGIC ITEMS!

Because the gp limit/level of spagyric devices is roughly equal to a third the expected wealth of PCs by level, it's easy to think of this alternate class ability as "free magic items," and wonder if giving one class access to so much extra equipment is balanced. In truth the spagyric device ability shouldn't be seen as free gear any more than a wizard's ability should be seen as free wealth just because there is a price in the rules for determining the cost of having an NPC cast spells for the player characters.

The fact is that cost is a fair indicator of overall power with magic items, and thus is a good way to gauge the overall power of the spagyric device class ability. It also allows a GM to adjust the level of spagyric gear an alchemist receives per level based on the style of campaign being run. A high-magic game where PCs have twice as much wealth as normal might well increase the gp limit of spagyric gear per level, while a game where even a +1 sword is rare might wish to decrease the value of devices an alchemist can build and maintain.

In play spagyric devices act more like class abilities than real magic items. They can be much more fragile than typical magic items (especially at low levels), and they can't be sold to earn additional gp to combine with treasure to buy even bigger items for the character. Of course an alchemist can customize his spagyric devices, which does allow the player to prepare for specific kinds of foes and work to overcome limitations in his character build. This isn't significantly different from spellcasters taking item creation feats, or wizards researching new spells. A GM who doesn't allow PCs to engage in such activities might well wish to forbid spagyric devices, or limit them to a specific preset list. For GMs using the standard rules of the game, spagyric devices shouldn't present any more problems than other options available to players.

possession, and only the alchemist who creates a device knows how to keep it well maintained. If a device is separated from its creator for 24 hours (or he is unable to spend an hour each day working on the device), it becomes 50% likely to malfunction each round it is used. After another 24 hours, it stops functioning altogether. Once this occurs it no longer counts against the gp total of devices of the alchemist who created it—he has moved on to bigger and better ideas.

**Spagyric Items Are Bulky:** A spagyric device item requires space for its tanks of reagents, gearwork motivators, voltaic cells, copper tubing, golden wires, and other semimechanical parts and pieces that are needed to accomplish the blending of engineering and magic. Every spagyric device takes up two body slots (which might not include the ring slots, which are too small for such devices). For purposes of this restriction, being held in one hand qualifies as a body slot. All spagyric devices weigh either as much as the magic item they are based on, or 5 pounds, whichever is greater.

The following are a few examples of spagyric devices, based on magic items from the *Pathfinder Roleplaying Game Core Rulebook*.

#### BRASS SELF-MOTIVATED SUIT

*belt of mighty strength* +2; body + wrists; 4,000 gp

#### ECTOPLASMIC GAUNTLET

*hand of the mage*; hand + shoulders; 900 gp

#### IMPERMEABLE CLOTHES

*bracers of armor* +1; chest + shoulders; 1,000 gp

## DESIGNING NEW SPAGYRIC DEVICES

Many players might wish to design new items for their alchemists to create as spagyric devices. There's nothing wrong with this, but it also shouldn't be a simple, cheap, or effortless procedure. A GM should treat designing a new spagyric device (one not based on an existing magic item) as exactly the same as researching a new spell. Treat the item level as the spell level. One set of rules for researching spells can be found in **Chapter 5: Rewards** of the *Pathfinder Roleplaying Game Gamemastery Guide*.

GMs who do not allow PC spellcasters to research new spells also shouldn't allow alchemists to research new spagyric devices. Similarly, a GM who introduces new spells occasionally as treasure might wish to allow a few new spagyric device schematics to enter the game as loot.

#### LIGHTNING CANE

+1 *shock club*; held + belt; 8,300 gp

#### NTH SPACE GATE

*portable hole*; held + hands; 20,000 gp

#### PHOSPHORESCENT LANTERN

everburning torch; held + shoulders; 110 gp.

## SPAGYRIC DISCOVERIES

The following discoveries are available only to alchemists who have selected the spagyric devices alternate alchemy class feature.

**Durable Creations:** When the alchemist creates a spagyric device, he can construct it to be much sturdier than most created by his kind. Normally this means the hardness of these devices is equal to the alchemist's level, and each has 10 hit points + 2 per alchemist level. Alternatively, the alchemist can create a spagyric device with normal hardness and hit points, but lacking vulnerability to any energy type.

**Esoteric Studies:** The alchemist has mastered unusual courses of study even for those who dabble in spagyric devices. For each class level, the alchemist can select two spells from any class spell list. The spells must be of a level no greater than one-half his class level. The alchemist does not know these spells and cannot create extracts of them, but when determining if a magic item can be a spagyric device, the alchemist can include items with the selected spells as prerequisites.

**Mass Production:** The alchemist can build and maintain multiple spagyric devices for a reduced cost against his maximum device limit. The first device of the same type is rated at its full cost, the second and third at one-half cost, and the fourth and subsequent devices at one-quarter of their normal cost. In most cases, an alchemist cannot use more than one device at a time personally, so this is most useful to alchemists who wish to carry back-up devices, or who want to outfit allies with copies of a favored device. An alchemist must be at least 6th level before selecting this discovery.



## METAMORPHOSIS (SU)

For many cultures, metamorphosis is the definitive art of the alchemist, and many young apprentices enter the art's study with dreams of using alchemy to live lives of luxury surrounded by gold, wine, and silk. By the time they realize that metamorphosis requires nearly as much hard work to accumulate wealth as any other profession, the tantalizing secrets of transmutation have them entranced.

**Base Metamorphosis:** While it's possible to turn lead into gold, the process is lengthy and rarely a quick route to fame and fortune. The alchemist can transmute base materials (ceramic, rocks, water, cotton, lead, and so on) into more valuable materials (such as onyx, quartz, wine, silk, and gold). The alchemist must have at least a small sample of the material to be created, and no less than eight uninterrupted hours of quiet and a location appropriate for alchemical experimentation.

For each day spend transmuting material, the alchemist creates a volume of the material with a value in silver pieces of  $1d20 + \text{the alchemist level} + \text{the alchemist's Intelligence modifier}$ .

**Great Metamorphosis:** An alchemist with the metamorphosis alternate alchemy class ability can perform greater acts of metamorphosis a number of times per day equal to his class level + his Intelligence modifier.

A great metamorphosis can affect a single creature or an inanimate object with an area of one cubic foot per alchemist level.

All great metamorphoses require a ranged touch attack as a standard action and have a range of 20 feet.

**Deteriorate:** The alchemist can weaken the durability of inanimate objects. On a successful hit, the object loses 1 hardness for every two levels of the alchemist. Attended and magical objects are allowed a Fortitude saving throw to negate this effect:  $DC\ 10 + \text{one-half alchemist level} + \text{alchemist's Intelligence modifier}$ .

**Transfigure:** The alchemist can attempt to turn creatures and inanimate objects into a simple base material, such as ash, lead, salt, or clay. The target is dealt  $1d6$  points of damage,  $+1d6$  for every 3 full class levels the alchemist possesses. If a creature is killed or

if an object gains the broke condition as a result of this attack, it is transformed into the desired simple material. (These materials cannot have any great gp value—for efforts to make raw materials of value see the base metamorphosis class ability.)

## METAMORPHOSIS DISCOVERIES

The following discoveries are available only to alchemists who have selected the metamorphosis alternate alchemy class feature.

*Metamorph:* Once per day, the alchemist can totally alter the nature of one creature. This acts as the *polymorph* or *baleful polymorph* spell, and it counts as a use of the alchemist's great metamorphosis ability. An alchemist must be at least 8th level before selecting this discovery.

## THERE AREN'T MANY LOW-LEVEL DEVICE OPTIONS

An unfortunate truth is quickly revealed when trying to write-up a low-level alchemist with the spagyric device alternate alchemy—there aren't many magic items that qualify as spagyric gear worth less than 1,000 gp. This isn't necessarily a problem, since low-level characters often have limited options (a 1st-level alchemist's  $1d6$  bombs aren't much more useful than a morningstar), but it can be frustrating for a player to be stuck with an ability that doesn't have many options.

Especially at low levels, a GM might also wish to allow mundane equipment to qualify as spagyric devices as well. Although it's not particularly exciting for Baron Fleiding's Dirk-Proof Vest to be game mechanically identical to masterwork leather armor, it does make for a reasonable low-level option for an alchemist, and it comes in nicely below a 1st-level alchemist's 250 gp spagyric device gp limit.

GMs looking for more low-cost magic items to expand an alchemist's spagyric device options might also want to consider picking up some of the *Genius Guides to Loot 4 Less*. With 8 PDFs currently available, the *Loot 4 Less* line provides numerous items appropriate for use as spagyric devices with costs of 2,500 gp or less (in many cases much, much less).

*Noble Metamorphosis:* The alchemist has discovered one of the secrets of easier, and more profitable, metamorphosis. When using base metamorphosis, the alchemist creates a volume of material with a value equal to double his class level + his Intelligence modifier in sp each day. An alchemist must be at least 6th level before selecting this discovery.

*Royal Metamorphosis:* The alchemist has discovered all the secrets of easier, and more profitable, metamorphosis. When using base metamorphosis, the alchemist creates a volume of material with a value equal to five times his class level + his Intelligence modifier in sp each day. An alchemist must have noble metamorphosis and be at least 12th level before selecting this discovery.

*Ultimate Metamorph:* Once per day, the alchemist can totally alter the nature of one creature or object. This acts as the *polymorph any object* spell, and it counts as a use of the alchemist's great metamorphosis ability. An alchemist must be at least 14th level and have the metamorph discovery before selecting this discovery.

## ALTERNATE ALCHEMY FEATS

The following support feats work with the new forms of alternate alchemy.

### EXTRA DEVICES

You can build and maintain more spagyric devices.

**Prerequisite:** Spagyric device class feature.

**Benefit:** When determining your spagyric device gp limit, you use the limit of an alchemist one level higher than your class level.

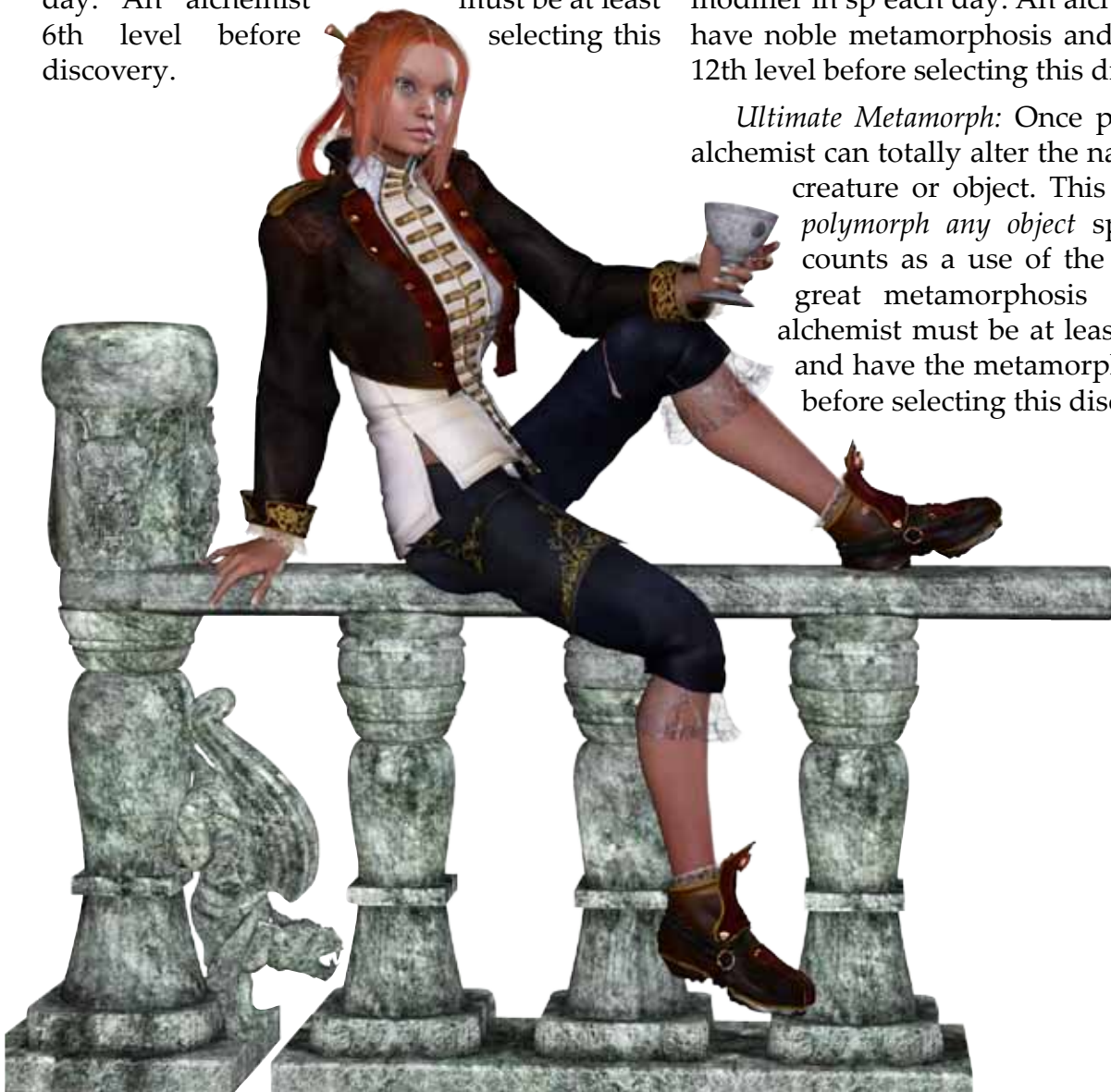
### EXTRA METAMORPHOSIS

You can use great metamorphosis more times per day.

**Prerequisite:** Metamorphosis class feature.

**Benefit:** You can use great metamorphosis two extra times per day.

**Special:** You can gain Extra Metamorphosis multiple times. Its effects stack.





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