Krazy Kragnar's Alchemical Surplus Shop

PATHFINDER
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GAMES

The world's ultimate goblin entrepreneur is back! His previous business (detailed in *Loot 4 Less, vol. 7: Krazy Kragnar's Used Chariots*) was closed after a dwarven nobleman perished in a freak houda accident. Now Krazy Kragnar returns with a whole new business plan—he is the owner and chief salesman of the Alchemical Surplus Shop, a place that buys alchemist fire that's past its use-by date, thunderstones that don't meet military specifications, and refurbished tanglefoot bags in bulk and passes the savings on to the customer.

Of course, when dealing with alchemical materials that are left over from, rejected by, or bought at the estate sale of the previous owner, you often end up with some nonstandard merchandise. The Alchemical Surplus Shop would be happy to sell discounted acid flasks and sunrods if they were available, but such items are bought up long before Kragnar gets on the scene. Not to worry, though! Less popular items are usually passed over by merchants salvaging the smoking crater of a failed alchemical bazaar, and their loss is your gain! Kragnar has pulled together new items—from the cacophonous boompot to the subtle clocktinder—all available only here!

So come browse the shelves, flip through the seasonal catalog, and check out the daily specials. Krazy Kragnar has dozens of alchemical items you've never even heard of, ready to arm adventurers with the power of almost-magic and challenge alchemists by offering new items for them to craft.

WHY NEW ALCHEMICAL OPTIONS?

Non-magic items are crucial to an adventurer's success … for about 5 levels. By the time fighters are gaining *+1 keen weapons* and sorcerers are learning to

ALCHEMICAL ITEM	COST	WT	CRAFT DC
Alchemical Goad, Standard	50 gp	1 Lb.	20
Alchemical Goad, Greater	150 gp	1 Lb.	25
Alchemical Goad, Sovereign	350 gp	1 Lb.	30
Anarchic Water (Flask)	75 gp	1 Lb.	30
Axiomatic Water (Flask)	75 gp	1 Lb.	30
Blacklight Oil	10 gp	1 Lb.	20
Bloodbind	1 gp	—	20
Bladesharp	1,000 gp	1 Lb.	20
Boilwort	20 gp	—	18
Boompot	25 gp	1 Lb.	15
Brazier Mug	1 gp	1 Lb.	15
Clocktinder	2 gp	—	18
Dawnleaf	1 gp	—	15
Doomhammer	450	5 Lbs.	20 (Craft: Weapons)
Dragonrod	50 gp	1 Lb.	18
Firegut Ale	10 gp	1 Lb.	18
Fog Bomb	35 gp	1 Lb.	15
Iron Soup	20 gp	1 Lb.	15
Itching Dust	30 gp	1/2 Lb.	18
Landvines	100 gp	1 Lb.	25
Landvines, Greater	250 gp	1 Lb.	30
Mage Candle	2 gp	—	20
Mummy Leach	35 gp	—	25
Nightglow Candle	50 gp	—	30
Salves			
Blue Salve	10 gp	1 Lb.	25
Golden Salve	10 gp	1 Lb.	25
Red Salve	5 gp	1 Lb.	25
White Salve	35 gp	1 Lb.	30
Shocklash	350 gp	3 Lbs.	20 (Craft: Weapons)
Charge Flask	200 gp	1 Lb.	30
Amber Coil	150 gp	1 Lb.	18
Shadow Paste	150 gp	1 Lb.	30
Slickback	50 gp	1 Lb.	15
Spiderbane Pot	20 gp	1 Lb.	15
Thundernet	250 gp	7 Lbs.	30
Wayfarer Loaf (Per Week)	20 gp	1 Lb.	15
Unholy Water (Flask)	75 gp	1 Lb.	30

fly and lob *fireballs* while enjoying *greater invisibility*, players become much more interested in what magic items their characters can loot, buy, or make than anything from the Equipment chapter of the *Pathfinder Roleplaying Game Core Rulebook*. Realistically, there just isn't enough variety of alchemical items to change that behavior.

This is unfortunate for three reasons. First, it limits the type of treasure a GM can pass out that will make players happy. Most small objects in the 100–500 gp range become, essentially, oddly-shaped gold pieces. At 7th level, everyone who wants a masterwork spiked chain has one, so when one is looted off a kyton, the only value the chain has is what the PCs think it can be sold for. Admittedly, a doomhammer might suffer the same fate, but it's interesting enough that it might inspire a fighter to start spending money on alchemical items to load into his new back-up weapon—especially if he knows he can use an alchemical goad to increase the save DC of things he places in the doomhammer.

Second, alchemical items are a great bridge between the purely mundane and the truly magical, especially for campaigns going for a more grim-and-gritty feel. As characters gain levels, they may well need more options, especially characters with little or no access to spells. After a while, potions simply get boring. Players can be very creative, given a chance, and a rogue with clocktinder

and a fog bomb is going to create a more interesting plan for getting past guards than one with a *potion of invisibility*.

Third, the concept of a character being an alchemist is a popular one in fantasy fiction (and with players). The current short list of alchemical items makes that difficult to enact in a satisfying way. The core rules list more different kinds of clothing than they do special substances and items, meaning PCs have more options with Craft (tailor) than Craft (alchemy). By expanding the

total number of items an alchemist character can make, a campaign encourages alchemist characters to try new (and potentially adventure-inducing) formulas and recipes.

Alchemical items and substances have another property as well—they're hard to detect. While every spellcaster worth mentioning has access to detect magic, there's no common equivalent for detecting alchemical materials. A PC wanting to sneak into a tyrannical noble's summer palace may find it's worth giving up a *potion of invisibility* for shadow paste and running a long-burning clocktinder to a boompot for a distraction simply because such things are more difficult for the noble's arcane advisor to spot. Similarly, if a GM wants to have an innocent-looking NPC pose a hidden threat, it's much easier to hide the danger from players with itching dust, a doomhammer, and several bags of greater caltrips than items that a 0-level spell can detect.

SURPLUS ALCHEMISTRY

If a GM really wants to play with the idea of alchemical items that are past their safe use dates, it's easy enough to add a few rules to cover that concept. Most alchemical items are safe to use for 1–2 years after creation. After that time, they become unreliable. A GM may also decide that alchemical items that have taken enough damage to gain the broken condition are likewise unreliable.

If an unreliable item normally detonates on impact (such as a thunderstone), it has a 10% chance of not working at all and a 10% chance of going off when it's not supposed to (damaging its wielder) whenever the character carrying it takes falling damage, or fails a Reflex save by 5 or more. If an unreliable item is supposed to aid someone who imbibes it (such as an antitoxin), there's a 10% chance it is spoiled. A spoiled item forces the imbiber to make a DC 15 Fortitude save or be sickened for 1d4 hours. For any other kind of unreliable alchemical item or material, it simply gains a 10% chance that it will not work when used.

ITEM DESCRIPTIONS

Alchemical Goad: An alchemical goad is a thin liquid catalyst that can be mixed with or injected into any other alchemical material that normally creates an effect that forces its target to make a saving throw. The result of this combination is an increase to the saving throw's DC. The increase is in the form of a +2 alchemical bonus for a standard alchemical goad, a +4 alchemical bonus for a greater alchemical goad, and a +6 alchemical bonus for a sovereign alchemical goad.

Anarchic Water: Also known as "freedom toxin," anarchic water is infused with the power of chaos and independence. It damages lawful dragons, lawful undead, and lawful outsiders in the same way holy water damages all undead and evil outsiders.

Anarchic water is made by combining a vial of holy water with various alchemical materials that are linked to the philosophic concept of chaos. While it takes a Craft (alchemy) check to turn holy water into anarchic water, the alchemist must begin with the original holy water (created by the *bless water* spell) to craft this material.

Axiomatic Water: Also known as "tincture of law," axiomatic water is infused with the power of law and order. It damages chaotic dragons, chaotic outsiders, and chaotic undead in the same way holy water damages all undead and evil outsiders.

Axiomatic water is made by combining a vial of holy water with various alchemical materials that are linked to the philosophic concept of order. While it takes a Craft (alchemy) check to turn holy water into axiomatic water, the alchemist must begin with the original holy water (created by the *bless water* spell) to craft this material.

Blacklight Oil: Blacklight oil is pressed from the fat of creatures with natural abilities to hide in shadow, including those with natural abilities of displacement. The light produced by a lantern burning blacklight oil only provides dim illumination, but it goes out to three times the lantern's normal range. This allows creatures with low-light vision to see normally, and the dim light is less obvious from far away than normal lantern light would be.

Bladesharp: A fragile, chalk-like, blood-red stone pressed from ground rocks, ash, and glass. A slashing or piercing weapon sharpened for one hour on a bladesharp has its threat range increased by +1 for one combat (the bonus is added after all other increases, including those gained from being *keen* or the wielder having the Improved Critical feat). A bladesharp can be used five times before it crumbles into useless dust.

Bloodbind: Bloodbind is a cloth bandage that has been soaked in healing herbs and alchemical materials. A target given a fresh bloodbind on an injury gains a +1 alchemical bonus to his effective level when determining the number of hit points recovered that day from natural healing or any heal check. A successful Heal check (DC 15) increases this to a +2 alchemical bonus. A single bloodbind grants its bonus only for one day.

Boilwort: A collection of herbs and roots that is pressed into a small block for transportation. It must be mixed with boiling water to make an infusion before being ingested. If taken while hot, boilwort gives any creature that is already suffering from a disease a +5 alchemical bonus to a Fortitude save (or to the Heal check of an attending caregiver) made to resist taking damage from the disease. A single dose of boilwort each day maintains this bonus. If ingested when cold (including just eating a block as a standard action), the bonus it grants is only +2.

Turning a block of boilwort into a drinkable hot infusion normally takes five minutes over an appropriate source of heat. It can be done in two minutes with a brazier mug (a new item presented elsewhere in this product).

Boompot: A boompot is a variant on alchemist's fire that creates a bright, sudden flash of light and fire plus a loud explosion. Any target within 30 feet that can see the explosion is dazzled and must make a DC 13 Fortitude save or be dazed for 1 round. If thrown, a boompot has a range increment of 10 feet.

Brazier Mug: A brazier mug includes a trailing cord connected to alchemical compounds sandwiched between two earthenware layers of a hefty mug. When the cord is pulled the alchemical compounds mix and heat, bringing the inner layer of the earthenware to a temperature just short of boiling. This is often used to provide a simple hot meal or tea while adventuring in places where a fire is unadvisable (or impossible). Each brazier mug works only once, staying warm for 1–4 hours. It is possible to built brazier mugs as canteens, and transport a liquid within them.

Clocktinder: A clocktinder looks very much like a tindertwig and functions similarly. However, rather than bursting into flame, a piece of clocktinder
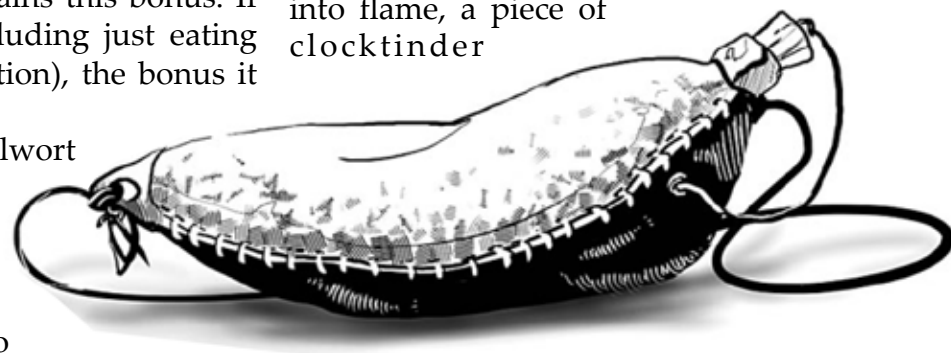
struck against a hard surface merely smolders slowly from top to bottom—a process that takes 10 rounds—then finishes with a burst of flame at the end of that time. It's possible to tie multiple clocktinders together so the first sets off the second, the second sets off the third, and so on. Shorter times can be achieved by cutting a clocktinder into a shorter stick. Changing the number of rounds one or more section of clocktinder will burn requires a DC 10 Craft (alchemy), Craft (traps), or Disable Device check. (If the total time is more than a minute of delay, the DC increases to 15). If the check fails by 4 or less, the clocktinder burns to an end 1d12 minus 1d6 rounds early (minimum 1). If it fails by 5 or more, the clocktinder fizzles out prior to reaching the end of its burn.

Wrapping the far end of a piece of clocktinder to a vial of alchemist's fire, boompot, dragonrod, or fog bomb sets off the attached device when the clocktinder bursts into flame.

Dawnleaf: Dawnleaf is a mixture of various dried plant matter, tinged with alchemical enhancers during the drying process. It is designed to be loaded into a pipe and smoked during diplomatic ceremonies and peace negotiations. Doing so produces mellow, soothing scents and actually reduces tension in those who smell it. If two or more creatures are smoking dawnleaf, they gain a +4 alchemical bonus to all Diplomacy checks made with one another. This has no effect on creatures nearby that aren't smoking dawnleaf.

Doomhammer: A doomhammer isn't strictly speaking an alchemical item, but it is designed specifically to work with them. It is a masterwork warhammer with a notch in the striking head. The notch can be filled with any one of a number of alchemical materials (acid flask, alchemist's fire, boompot, fog bomb, tanglefoot bag, thunderstone, itching dust, as well as vials of holy water and similar religious fluids). On a successful hit, the doomhammer also delivers the effect of the alchemical material loaded into it. A loaded alchemical material works only once, and reloading a doomhammer is a full-round action.

Other bludgeoning or piercing melee weapons may be turned into doom-weapons (doomspear, doomstaff) at the GM's discretion. The cost is 450 gp, which includes the cost of making the item masterwork.

Dragonrod: A dragonrod is a three-foot long length of iron tube, packed with alchemical materials similar to those found in alchemist's fire, smokesticks, and tindertwigs. A rawhide cord trails out the back end of the rod. When the cord is pulled, the rod shoots forth a 15-foot line of fire (a standard action). The line does 2d6 points of fire damage, with a DC 15 Reflex save for half damage. It also produces a cloud of smoke adjacent to the dragonrod, identical to that produced by a smokestick. A dragonrod can be reloaded, but this takes as long and costs as much as creating a new one.

Firegut Ale: Firegut ale is a fortified ale, created from ale aged in a cask with hot peppers for more than a year, and also including some of the same ingredients as alchemist's fire. A pint of firegut ale can be used for all the same purposed as oil. It can also be drunk, which gives the imbiber a +4 alchemical bonus to all Fortitude saves made to resist damage from a cold environment for 6 hours. However, imbibing a pint of the ale also requires a DC 11 Fortitude save, with failure dealing 1d2 Dexterity damage and 1d2 Wisdom damage.

Fog Bomb: A fog bomb includes a bit of alchemist's fire, the materials from a smokestick, and moist, oiled, powdered tinder that has been treated to burn quickly and produce a great deal of smoke. When broken open, the fog bomb immediately fills the twenty-foot radius area surrounding it with thick, black vapor through which no vision is possible. Visibility through the vapor increases by five feet per round (0 feet of visibility the first round, five feet of visibility the second round, and so on), until a creature can see through the whole
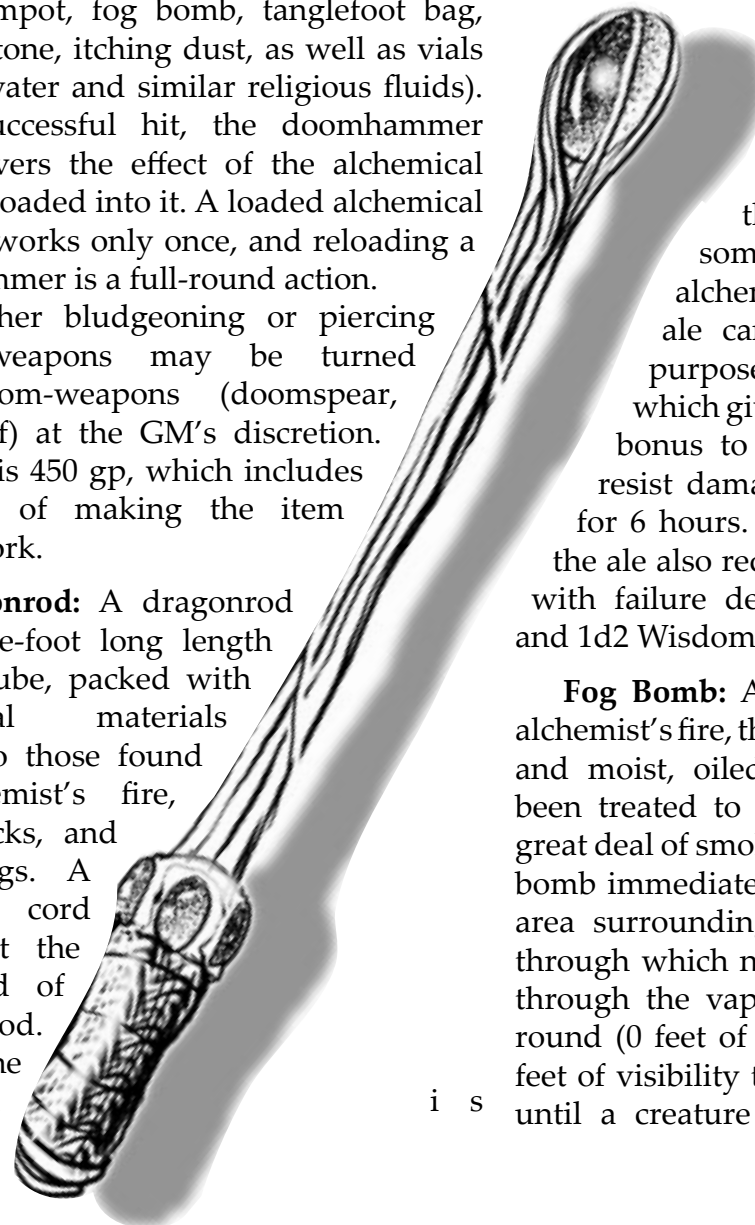
area without obstruction eight rounds later, at which point the fog has completely dissipated. If thrown, a fog bomb has a range increment of 10 feet.

Iron Soup: An alchemical version of a homemade dwarven remedy, this soup is actually able to protect from disease. Anyone eating it gains a +4 alchemical bonus to saving throws to avoid becoming diseased. It does not aid in saving throws against the ongoing effects of a disease once it is contracted. This effect lasts for 24 hours. Eating the soup takes 1 minute if it's hot, and 1 minute plus a successful DC 10 Fortitude save (to choke down the congealed blobs of spiced grease) if it's cold. Iron soup is often stored in a brazier mug (presented elsewhere in this product).

Itching Dust: Itching dust it a concoction of mildly poisonous herbs, dried and ground into powder then mixed with a few minerals and a bit of tar. This alchemical combination is normally stored in bags of waxed paper that burst apart when thrown (with a range increment of 10 feet). This creates a 5-foot diameter cloud of itching powder. Any creature with working, animal-based biology (excluding constructs, elementals, plants, oozes, and undead) that enters the cloud must make a DC 15 Fortitude save. On a failed save, the target suffers terribly itching for 1d6 minutes. During this time the target takes a –2 penalty to all attack, damage, skill and ability checks, and –4 to all concentration checks. The cloud lasts for 1d4 +1 rounds.

Landvines: These wooden devices take the material used in a tanglefoot bag and, instead of a bag, bind it into a series of small disks that remain stable until they are broken (which normally happens when they are stepped on). One bag of landvines covers a 5-foot square. The first time a creature enters this square (or performs energetic activity within the square, such as fighting) the landvines make a melee touch attack roll with a +0 attack bonus. Creatures lacking shoes or hard foot coverings gain a +2 bonus to their AC (as they are less likely to crush the landvine disks). On a successful attack, the target is affected as if he'd been hit with a tanglefoot bag.

Greater landvines are bound into disks under greater pressure and make their melee touch attack with a +5 attack bonus. They otherwise function identically to normal landvines.

Mage Candle: A mage candle is a specially treated length of wax, very close in appearance to a candle that has no wick. It reacts to spells that generate light. A *light* or *daylight* spell cast on a mage candle has its duration multiplied by 6. As the spell duration passes, the wax melts until the candle is gone at the end of the spell's duration.

Mummy Leaches: Mummy leaches are actually dead (though, despite the name, not undead), but have been alchemically preserved in such good condition they can still be used. When applied to a wound as a standard action, a mummy leach has enough alchemical strength within it to suck any impurities out of the injury. This grants a +4 bonus to any Fortitude save required as the result of the wound (such as saves against disease and poison). After working once, the leach bloats and becomes inert.

Nightglow Candle: A nightglow candle is made from the fat of creatures with natural abilities to create *darkness* (such as the darkmantle). It creates a strange, bluish-black glow in a sixty-foot radius. This has no effect on normal or low-light vision, but creatures with darkvision can see clearly anything in this radius they have line of sight to, even if it is beyond their normal darkvision range. (Thus a dwarf looking at a nightglow candle from 100 feet away can see things in its radius, even though his own darkvision goes only 60 feet.) A nightglow candle burns for only 10 minutes.

Salves: Salves are herbs and other natural ingredients with healing properties that have been brought to peak potency within alchemical infusions, forming a topically applied paste. All salves have a shelf life of three months—
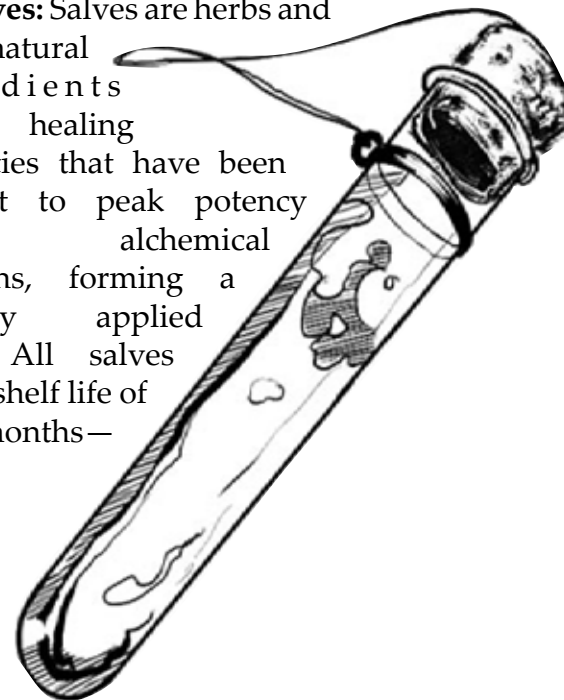
after that they lose efficacy. In additional to all normal methods for identifying alchemical items, salves can be identified with a DC 10 Heal check.

Blue Salve: Made from a combination of waxes and animal additives, blue salve is a topical treatment for burns. An application of blue salve heals 1d4 hp of acid or fire damage to a living creature. An individual can recover a maximum of 4 hp of fire or acid damage per day from blue salve applications.

Golden Salve: Made from a combination of purified oils and crushed herbs, golden salve is a topical treatment for damage caused by freezing temperatures. An application of the salve heals 1d4 hp of cold damage to a living creature. An individual can recover a maximum of 4 hp of cold damage per day from red salve applications.

Red Salve: A thick unguent made from plant sap and the ash of various animal hides. It grants a +5 alchemical bonus to any Heal check made to stabilize a target that is bleeding to death.

White Salve: White salve is a tincture of plant essences designed to restore sight to damaged eyes. If a creature is blinded by spell or injury and receives a dose of white salve within 24 hours, he may attempt a Fortitude save (same DC as the effect that blinded him, or DC 20 if the original effect had no DC). If this save is successful, eyesight is restored 2d12 hours later. On a failed save, the white salve has no effect (and neither will future doses of the material).

Shocklash: A shocklash is a masterwork whip that has a hollow handle lined in copper and has copper wires braided into the length of the weapon. By itself, a shocklash is nothing more than a masterwork whip that can hold one potion in its handle (though magic *+1 shocking shocklashes* are fairly common magic weapons).

However, a shocklash is designed to contain a charge flask, an alchemical device that can be fitted into the shocklash's handle. The charge flask contains acids and metals that can generate a single electric charge. When a shocklash successfully hits a target (even if it does no damage) the wielder may squeeze the handle in a way that empties the charge flask's electricity into the struck target, dealing 1d4 lightning damage. If the shocklash takes even a single hp of damage, any charge flask in the handle is damaged, loses its charge, and ceases to work until it is repaired (a charge flask has hardness 0 and 10 hp). If a wielder rolls a natural 1 on an attack roll with a shocklash, the charge flask's electric charge is accidentally lost, harming no one.

An amber coil is often sold with a shocklash and charge flask. Consisting of a coil of copper lined with ground amber, and a large fur matt, the amber coil can be wrapped around a spent charge flask, and rubbed with the fur. Doing this for 10 minutes reloads the charge flask's single electric charge.

Shadow Paste: Shadow paste is a dark, smoky material that can be applied to the skin, clothes, or armor of a subject (a process which takes one minute). For one hour, the shadow paste covers the subject with shifting patches of color that match the surrounding landscape, breaking up visual lines and making the wearer harder to spot. An application of shadow paste grants a +4 alchemical bonus to Stealth checks for 1 hour and allows the wearer to make Stealth checks even in normal or bright light (though not when he is already observed).

Slickback: Slickback is a slippy grease designed to be spread over the skin of a wrestler. The grease lasts for 2d4 hours during which time, if the wrestler is wearing sparse clothing (no armor and nothing more covering than a loincloth and boots), he gains a +6 alchemical bonus to all Escape Artist checks and his CMD against grapple maneuvers.

Spiderbane Pot: A spiderbane pot contains a candle made from tallow and infused with plant extracts that produce scents vermin find distasteful. It takes a standard action to light a spiderbane pot, which then affects a surrounding area twenty feet in radius. Vermin of 2 HD or less do not enter this area unless physically forced to, and are shaken while inside the radius if forced in. Vermin with more than 2 HD must make a DC 15 Fort save to enter the area, though they suffer no ill affects once they do so. A typical spiderbane pot burns for 6 hours.

Thundernet: A thundernet is a military net that has been seeded with dozens of tiny thunderstones. It functions as a net, except that the first time it is successfully used to entangle a target it also releases the powers of the thunderstones (all focused inward on the target). This has the same effect as a single thunderstone, but the save DC is 18.

Once used, a thundernet still functions as a normal net but cannot be reloaded to regain the thunderstone effect.

Wayfarer Loaf: Wayfarer loaf is a compact food made from dried fruits, grains, nuts, and heavy doses of thick, sweet saps. The result is a dark-tasting, sticky cross between bread and candy. While many consumers note that it's not particularly appetizing after a meal or two, the wayfarer loaf is filling enough that just a few bites keeps most humanoids going for hours. As a result, it is lighter and less bulky than an equal number of servings of normal travel rations. It also has a shelf-life of three years, allowing groups carrying it to go great distances without buying fresh supplies (or to keep some in reserve for emergencies).

Different cultures have different shapes and names for wayfarer loaves. For example, in halfling communities it often tastes a bit sweeter and is called a waymuffin, while dwarves bake it into hard, tasteless squares called irontack.

Unholy Water: Also known as "sin wine," unholy water is infused with the power of evil and selfishness. It damages good dragons, good outsiders, and good-aligned characters with the aura or aura of good class features in the same way holy water damages all undead and evil outsiders.

Unholy water is made by defiling a vial of holy water with alchemical materials tied to the philosophic concepts of sin, pain, and darkness. While it takes a Craft (alchemy) check to turn holy water into unholy water, the alchemist must begin with the original holy water (created by the *bless water* spell) to craft this material.

In most cities the creation, sale, or possession of unholy water is illegal, or at least highly regulated by the local temples. (In rare cases, good and neutral temples feel they need to have unholy water to train their inquisitors in detecting and resisting such materials.) Only the most debased and corrupt society allows the open trade of unholy water, though it can sometimes be found in a huge bazaars where commerce and profit are considered more important than morality.
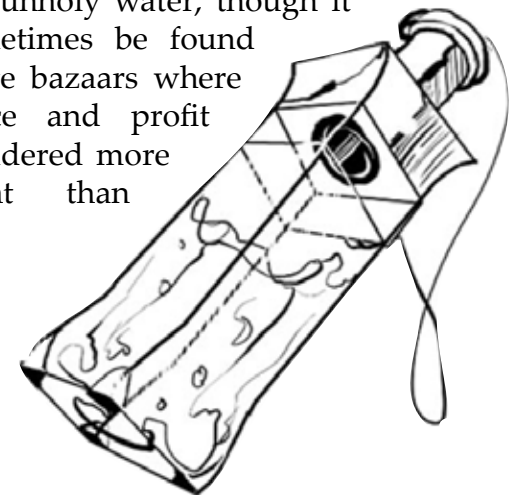
WE ERR ON THE SIDE OF AWESOME!

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