

# 1.0

## ALCHEMY TRAINING PACKAGES

The Alchemy Professions presented in the Treasure Companion, while comprehensive and balanced, lack a certain appeal, which causes most players to neglect them. They are just too specialized. This may lead to a situation where all magic items in a campaign are either created by the gods or by highly specialized NPCs. If a character wants a specific magic item, even a mere potion or rune paper, he will have to seek out these beings and most often beg or do some other outrageous deed (depending on the GM) to gain their cooperation.

The Life Style Training Packages presented in this article allow these aspiring characters to reserve some of their self-dignity and attempt to study the arts of Alchemy and create magic items by themselves.

Of course, the characters would still have to beg some being to teach them this training package, so the GM is not deprived of any fun in the long run.

Each realm of magic has its own TP, followed by the options available upon learning the TP. Amateur Alchemists of the Essence realm can opt to be Potioners, Power Smiths or Magical Crafters. Holy Creators of the Channeling realm can choose between Brewer, Holy-Smith and Holy Crafter. Eccentrics of the Mentalism realm can specialize as Apothecaries, Imbedders and Molders. The spell lists referred to in the TPs are presented in the Treasure Companion as Alchemist base lists.

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### 1.0.1

#### AMATEUR ALCHEMIST(L)

Every spell-caster wants to leave something behind, after he has shuffled off to the next dimension of existence. Some of them make a habit out of creating magical trinkets that will establish their legacy.

Others just want to make a quick gold piece by selling their modest creations.

The Amateur Alchemist specializes in a specific aspect of magic item crafting. A character can take this TP several times, each time opting to learn a different secret art of alchemy. These arts differ by name, spell lists and craft skills—see the option list below.

*"Well, it **should** have turned you into a beautiful damsel. Now, now, stop barking so I can concentrate on concocting a remedy."*

**Time to Acquire:** 62 Months

**Starting Money:** +1d10 silver pieces.

#### Special:

Tools of the trade (+15 non-magic to one craft).....	50
Magic item (character's "graduation" project)*.....	50
Lore Book (+10 non-magic).....	40
Higher Level magic item (gift from tutor)** .....	30
+1d10 Gold pieces (item sold).....	40
Good tools (+10 non-magic to specific craft).....	40
Spell adder (+2).....	30
Lore Book (+10 non-magic).....	40
Guild Membership or	
+5 non-magic tools to specific craft*** .....	0

\* This item was created by the character, using the spells learned while training for this TP. It is presumed that the character's mentor has helped this creation process, thus the time to acquire the TP does not change from character to character. Moreover, if a character cannot yet create any magic items after taking this TP (due to spell rank distribution), assume that his mentor's help was less subtle and let the character have the item anyway. In order to keep balance between the TPs, a GM may give 2 items for Potioners and Magical Crafters.

\*\* This item was a gift from the being that taught the TP to the character. The item should be of a similar nature as the character's "graduation" project, but of a higher level. Use a table from Treasure Companion commensurate with the level of the teacher; usually one or two tables better than the character could create. E.g., if the character could create a +5 broadsword, pick an item from the Weapons Table II (T-14.50) as the mentor's gift. Use the same balancing discretion as with the character's created items.

\*\*\* Guild Membership availability is entirely up to the GM's world. The GM instead may give the character friendly contacts (everybody likes an Alchemist), favor from an important person (to whom the character gave a magic item), or a contract with a rich individual for further creations. On the other hand, the GM may just give the character the +5 crafting tools.

Category or Skill	# of ranks
Crafts skill category.....	n/a
Choice of up to 3 skills†.....	3
Lore•Magical skill category.....	2
Artifact Lore.....	2
Choice of 1 skill.....	1
Lore•Technical skill category.....	2
Choice of 1 skill†.....	2
Power Awareness skill category.....	2
Attunement.....	2
Choice of 1 skill.....	1
Science/Analytic•Specialized skill category.....	n/a
Alchemy.....	1
Spells•Own Realm TP skill category.....	n/a
Choice of up to 3 spell lists†.....	6
Technical/Trade•Vocational skill category.....	n/a
Choice of 1 skill†.....	1

†Amateur Alchemists are divided into three sub-groups of specialization, each with different skill options as indicated below. Regardless of specialization, all Amateur Alchemists gain the Own Realm Imbedding and Other Realm Imbedding spell lists as TP lists, even if they didn't add any ranks to these lists upon gaining the TP. Any future development of these lists will be as Own Realm TP lists. The subgroups are:

#### Potioner

*Typical Craft skills:* Cooking is vital, but Glass-blower and Potter might help with fashioning the required tools.

*Lore•Technical skill:* Herb Lore or Poison Lore.

*Available Spell Lists:* Liquid/Gas Skills.

*Tech/Trade•Vocational skill:* Prepare Herbs or Prepare Poisons.

#### Power Smith

These Amateur Alchemists can become either Power Weapon Smiths or Power Armorers. Skills are accordingly distributed:

*Typical Craft skills:* Metal-Crafts (specialization in Armorer or Weapon Smith); Leather-Crafts (for Power Armorers); Wood-Crafts (for Power Weapon Smiths).

*Lore•Technical skill:* Metal Lore.

*Available Spell Lists:* Inorganic Skills, Organic Skills, Armor Enchantments (for Power Armorers), Weapon Enchantments (for Power Weapon Smiths).

*Tech/Trade•Vocational skill:* Evaluate Armor or Evaluate Weapon.

#### Magical Crafter

*Typical Craft skills:* Wood-Crafts; Leather-Crafts; Paper making; anything else the player can think of.

*Lore•Technical skill:* Metal Lore, Stone Lore, etc. (GM's or player's choice).

*Available Spell Lists:* Inorganic Skills, Organic Skills, General Enchantments.

*Tech/Trade•Vocational skill:* Appraisal.

**Life Style Skills:** Artifact Lore, relevant Craft skills, relevant Lore•Technical skills.

**Stat Gains:** none.

### COST BY PROFESSION

Fighter.....	51	Ranger.....	45
Thief.....	49	Paladin.....	46
Rogue.....	49	Mythic.....	45
Warrior Monk.....	51	Monk.....	42
Layman.....	46	Taoist Monk.....	42
Healer.....	35	Dabbler.....	39
Mystic.....	35	Warrior Mage.....	39
Warlock.....	35	Bard.....	39
Sorcerer.....	35	Magent.....	42
Runemage.....	32	Zen Monk.....	42
Summoner.....	35	Chaotic.....	39
Magician.....	32	Magehunter.....	38
Illusionist.....	32	Seer.....	34
Essence Alchemist.....	31	Astrologer.....	35
Mana Molder.....	32	Enchanter.....	35
Cleric.....	35	Armsmaster.....	44
Animist.....	35	Barbarian.....	51
Channeling Alchemist..	35	Outrider.....	49
Priest.....	35	Sage.....	46
Mentalist.....	35	Swashbuckler.....	49
Lay Healer.....	35	Elementalist.....	34
Mentalism Alchemist....	35	Elemental Priest.....	35
Arcanist.....	32	Elemental Champion..	39
Wizard.....	32	Arcane Elementalist..	34

## 1.0.2

### HOLY CREATOR (L)

People sometimes have curious reactions. When that vampire jumps out of the night to eat your soul, the most common instinct is to grab hold of the nearest holy symbol and press it to the undead's face – no matter what logic dictates, you put your life in the hands of faith. But where do these holy symbols come from? Sometimes making a cross with your two fingers just doesn't cut it!

Holy Creators, among other things, fill this role in society. They give on to the world items infused with the power of immortal beings, holy creations that will help the faithful defeat their wretched foes.

These Holy Creators are highly respected and admired in their church, often called upon for advice and remedies. Conversely, some less noble individuals, revering deities of hate and destruction, strive to fill the world with their blasphemous devices, wreaking chaos wherever possible.

Holy Creators dedicate themselves to one aspect of item creation, as explained in the notes below the skill list. If a character takes this TP more than once he may pursue the same specialization or instead learn a new art of holy crafting each time.

*"Ahh, the ceremony is complete! Now the puny people of Mechla Island will taste the power of our God! The Sword of Rashna, imbued with the true power of the Inferno, will spread death among their ranks!"*

**Time to Acquire:** 62 Months

**Starting Money:** +1d10 silver pieces.

**Special:**

Tools of the trade (+15 non-magic to one craft).....	50
Magic item (character's "graduation" project)*.....	50
Lore Book (+10 non-magic).....	40
Higher Level magic item (gift from tutor)**.....	30
Favor owed by high-ranking church member.....	40
Well-known reputation.....	30
Good tools (+10 non-magic to specific craft).....	40
Lore Book (+10 non-magic).....	40
Special rank in church or	
+5 non-magic tools to specific craft***.....	0

\* This item was created by the character, using the spells learned while training for this TP. It is presumed that the character's mentor has helped this creation process, thus the time to acquire the TP does not change from character to character. Moreover, if a character cannot yet create any magic items after taking this TP (due to spell rank distribution), assume that his mentor's help was less subtle and let the character have the item anyway. In order to keep balance between the TPs, a GM may give 2 items for Brewers and Holy Crafters.

\*\* This item was a gift from the being that taught the TP to the character. The item should be of a similar nature as the character's "graduation" project, but of a higher level. For further explanation see "\*\*\*" in the specials notes of the Amateur Alchemist.

\*\*\* Special rank in church is entirely up to the GM's world. The rank should symbolize the prestige of Holy Creators. The GM instead may give the character friendly contacts in the church or the community, favor from an important person (to whom the character gave a magic item), or a special item creation project the character is currently involved in. On the other hand, the GM may just give the character the +5 crafting tools.

Category or Skill	# of ranks
Crafts skill category.....	n/a
Choice of up to 3 skills†.....	3
Lore•General skill category.....	2
Religion Lore.....	2
Lore•Magical skill category.....	1
Artifact Lore.....	1
Lore•Technical skill category.....	2
Choice of 1 skill†.....	2
Power Awareness skill category.....	2
Choice of up to 2 skills.....	2
Science/Analytic•Specialized skill category.....	n/a
Alchemy.....	1
Spells•Own Realm TP skill category.....	n/a
Choice of up to 3 spell lists†.....	6
Technical/Trade•Vocational skill category.....	n/a
Choice of 1 skill†.....	1

**Life Style Skills:** Religion, relevant Craft and Lore•Technical.  
**Stat Gains:** none.

†Three subgroups exist of Holy Creators. Each subgroup focuses on a different set of skills as indicated below. Regardless of focus, all Holy Creators gain the Own Realm Imbedding and Other Realm Imbedding spell lists as TP lists, even if they didn't add any ranks to these lists upon gaining the TP. Any future development of these lists will be as Own Realm TP lists. The subgroups are:

**Brewer**

*Typical Craft skills:* Cooking is vital, but Glass-blower and Potter might help with fashioning the required tools.

*Lore•Technical skill:* Herb Lore or Poison Lore.

*Available Spell Lists:* Liquid/Gas Skills.

*Tech/Trade•Vocational skill:* Prepare Herbs or Prepare Poisons.

**Holy Smith**

Similar in concept to the Power Smith, these Holy Creators can become either Holy Weapon Smiths or Holy Armorers. Skill distribution:

*Typical Craft skills:* Metal-Crafts (specialization in Armorer or Weapon Smith); Leather-Crafts (for Holy Armorers); Wood-Crafts (for Holy Weapon Smiths).

*Lore•Technical skill:* Metal Lore.

*Available Spell Lists:* Inorganic Skills, Holy Works, Holy Armoring (for Holy Armorers), Holy Weapons (for Holy Weapon Smiths).

*Tech/Trade•Vocational skill:* Evaluate Armor or Evaluate Weapon.

**Holy Crafter**

*Typical Craft skills:* Wood-Crafts; Leather-Crafts; anything else the player can think of.

*Lore•Technical skill:* Metal Lore, Stone Lore, etc. (GM's choice).

*Available Spell Lists:* Inorganic Skills, Holy Works, Holy Office.

*Tech/Trade•Vocational skill:* Appraisal.

## COST BY PROFESSION

Fighter.....	49	Ranger.....	42
Thief.....	47	Paladin.....	43
Rogue.....	47	Mythic.....	42
Warrior Monk.....	49	Monk.....	40
Layman.....	45	Taoist Monk.....	40
Healer.....	34	Dabbler.....	38
Mystic.....	34	Warrior Mage.....	38
Warlock.....	34	Bard.....	39
Sorcerer.....	34	Magent.....	40
Runemage.....	32	Zen Monk.....	40
Summoner.....	34	Chaotic.....	37
Magician.....	32	Magehunter.....	37
Illusionist.....	32	Seer.....	33
Essence Alchemist.....	31	Astrologer.....	34
Mana Molder.....	32	Enchanter.....	34
Cleric.....	34	Armsmaster.....	41
Animist.....	34	Barbarian.....	49
Channeling Alchemist.....	34	Outrider.....	47
Priest.....	34	Sage.....	44
Mentalist.....	34	Swashbuckler.....	47
Lay Healer.....	34	Elementalist.....	33
Mentalism Alchemist.....	34	Elemental Priest.....	34
Arcanist.....	32	Elemental Champion....	38
Wizard.....	32	Arcane Elementalist....	33

## 1.0.3 ECCENTRIC (L)

The most mysterious arts of alchemy belong to the Eccentrics. They hold the power to expose their inner Essence and imbue some of its power in an object. This skill is often feared and ridiculed by the Alchemists of other realms, who never manage to grasp the sense of it. Nevertheless, the Eccentric carries on the secret tradition of his trade, producing some of the most esoteric items in the world.

As it is with the previous two TPs, Eccentrics also belong to three distinct groups, each concentrating on different abilities. These groups are detailed below the skill list.

".....  
.....< silence>.....  
.....  
...the potion is complete."

**Time to Acquire:** 62 months.

**Starting Money:** +1d10 silver pieces.

### Special:

Tools of the trade (+15 non-magic to one craft).... 50  
Magic item (character's "graduation" project)\*..... 50  
Lore Book (+10 non-magic)..... 40  
Higher Level magic item (gift from tutor)\*\*..... 30  
Secret friends with local person of importance..... 40  
Local reputation of some peculiarity (witch, demon, alien, hermit; GM's choice)..... 40  
Good tools (+10 non-magic to specific craft)..... 40  
Lore Book (+10 non-magic)..... 40  
Loyal mentor or  
+5 non-magic tools to specific craft\*\*\*..... 0

\* This item was created by the character, using the spells learned while training for this TP. It is presumed that the character's mentor has helped this creation process, thus the time to acquire the TP does not change from character to character. Moreover, if a character cannot yet create any magic items after taking this TP (due to spell rank distribution), assume that his mentor's help was less subtle and let the character have the item anyway. In order to keep balance between the TPs, a GM may give 2 items for Apothecaries and Molders.

\*\* This item was a gift from the being that taught the TP to the character. The item should be of a similar nature as the character's "graduation" project, but of a higher level. For further explanation see '\*' in the specials notes of the Amateur Alchemist.

\*\*\* Again, this is up to the GM's world. The mentor might be replaced by a guild of Eccentrics. This special bonus should balance out the benefits of the church/guild of the previous TPs. As always, the GM may give the character +5 crafting tools instead.

Category or Skill	# of ranks
Crafts skill category.....	n/a
Choice of up to 3 skills†.....	3
Lore•Magical skill category.....	1
Artifact Lore.....	1
Lore•Technical skill category.....	2
Choice of 1 skill†.....	2
Power Awareness skill category.....	2
Choice of up to 2 skills.....	2
Science/Analytic•Specialized skill category.....	n/a
Alchemy.....	1
Self Control skill category.....	1
Meditation.....	1
Spells•Own Realm TP skill category.....	n/a
Choice of up to 3 spell lists†.....	6
Technical/Trade•Vocational skill category.....	n/a
Choice of 1 skill†.....	1

**Life Style Skills:** Meditation, relevant Craft skills, relevant Lore•Technical skills.

**Stat Gains:** none.

†There are, as with Amateur Alchemists and Holy Creators, three subgroups of Eccentrics, each with its own skill focus. All subgroups of Eccentrics gain the Own Realm Imbedding and Other Realm Imbedding spell lists as TP lists, even if they didn't add any ranks to these lists upon gaining the TP. Any future development of these lists will be as Own Realm TP lists. The subgroups are:

### Apothecary

*Typical Craft skills:* Cooking is vital, but Glass-blower and Potter might help with fashioning the required tools.

*Lore•Technical skill:* Herb Lore or Poison Lore.

*Available Spell Lists:* Liquid/Gas Skills.

*Tech/Trade•Vocational skill:* Prepare Herbs or Prepare Poisons.

### Imbedder

These are the Smiths of the Mentalism realm. Each Imbedder can specialize as either a Weapon Imbedder or an Armor Imbedder. Skills are distributed as such:

*Typical Craft skills:* Metal-Crafts (specialization in Armorer or Weapon Smith); Leather-Crafts (for Armor Imbedders); Wood-Crafts (for Weapon Imbedders).

*Lore•Technical skill:* Metal Lore.

*Available Spell Lists:* Inorganic Skills, External Concentration, Attack Mastery (for Weapon Imbedders), Defense Mastery (for Armor Imbedders).

*Tech/Trade•Vocational skill:* Evaluate Armor or Evaluate Weapon.

### Molder

These Eccentrics, much like the Magical Crafter and the Holy Crafter, dedicate themselves to the creation of general magic items, as well as staves, wands and rods.

*Typical Craft skills:* Wood-Crafts; Leather-Crafts; anything else the player can think of.

*Lore•Technical skill:* Metal Lore, Stone Lore, etc. (GM's or player's choice).

*Available Spell Lists:* Inorganic Skills, External Concentration, Understanding Mastery.

*Tech/Trade•Vocational skill:* Appraisal.

## COST BY PROFESSION

Fighter.....	47	Ranger.....	40
Thief.....	45	Paladin.....	41
Rogue.....	46	Mythic.....	40
Warrior Monk.....	46	Monk.....	37
Layman.....	42	Taoist Monk.....	37
Healer.....	32	Dabbler.....	36
Mystic.....	34	Warrior Mage.....	36
Warlock.....	34	Bard.....	36
Sorcerer.....	34	Magent.....	37
Runemage.....	33	Zen Monk.....	37
Summoner.....	35	Chaotic.....	38
Magician.....	33	Magehunter.....	35
Illusionist.....	33	Seer.....	32
Essence Alchemist.....	33	Astrologer.....	34
Mana Molder.....	33	Enchanter.....	34
Cleric.....	34	Armsmaster.....	39
Animist.....	34	Barbarian.....	47
Channeling Alchemist..	34	Outrider.....	46
Priest.....	34	Sage.....	43
Mentalist.....	33	Swashbuckler.....	46
Lay Healer.....	33	Elementalist.....	33
Mentalism Alchemist...	33	Elemental Priest.....	34
Arcanist.....	32	Elemental Champion..	36
Wizard.....	32	Arcane Elementalist...	33