

Alchemy & Herbalists

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"While all sentients seek the secrets of the worlds and the universe, we all approach it differently. Clerics and paladins look to the gods and their faiths, and wizards and sages look to their magics to teach them the secrets. Gods and sorceries are one way—we choose another. Alchemy teaches the secrets of the universe grudgingly and laboriously, but honestly and truly. We may arrive at the same answers as those who use spells or prayers, but we gain the satisfaction of having gained our knowledge of the universe without resorting to anything but our own brains and bodies."

Saragun the Wise, alchemist

What is alchemy? The knee-jerk definition of alchemy is "a buncha guys trying to turn lead into gold," right? While that's partly true, there's so much more to learn. Stick around and you'll discover everything you'll need to know about the Hermetic Arts, or at least the alchemical arts you choose to adapt and unleash upon your fantasy game worlds.

What is alchemy? It's the quest for perfection, pure and simple. That can be perfection in matter, the much-vaunted turning the basest of metals—lead—into the purest—gold. It can also mean perfection in ourselves by seeking immortality. These are the ultimate paths and goals of alchemy, though they are not the only ones, and there is much to learn along the way.

What is alchemy? It is as many questions as answers, as many truths as lies. It is undefinable to those outside its mysteries, just like magic or the rituals of each individual faith. The shortest definition would be "the medieval equivalent of chemistry and chemical research." Another way of looking at it is the Art of Transformation without Magic. To most players of d20 worlds, that's enough. For those who want to know the whole truth (or truths)—read on.

Alchemy at its d20 Basic

Alchemy, as paraphrased from the *Player's Handbook*, allows those with knowledge and skill to combine strange ingredients in order to create marvelous substances, identify unknown materials, and make nonmagical but special items. As far as the *Player's Handbook* and the core rules are concerned, alchemy can help you identify potions and other substances, make acids or poisons, and create a small repertoire of items, all of which are defined in the *PHB*.

The given understanding within this book is that the Craft (Alchemy) skill—while important and linked to all other levels

of the craft—is the base minimum under which most "alchemists" work, using those core DCs and costs to fill that small gap between wizards with their Wondrous Items and NPC Craftsmen with their more common nonmagical items. The skill doesn't provide understanding of the greater philosophies argued among the more learned alchemists, nor does it grant any expanded knowledge of individual substances or types of materials.

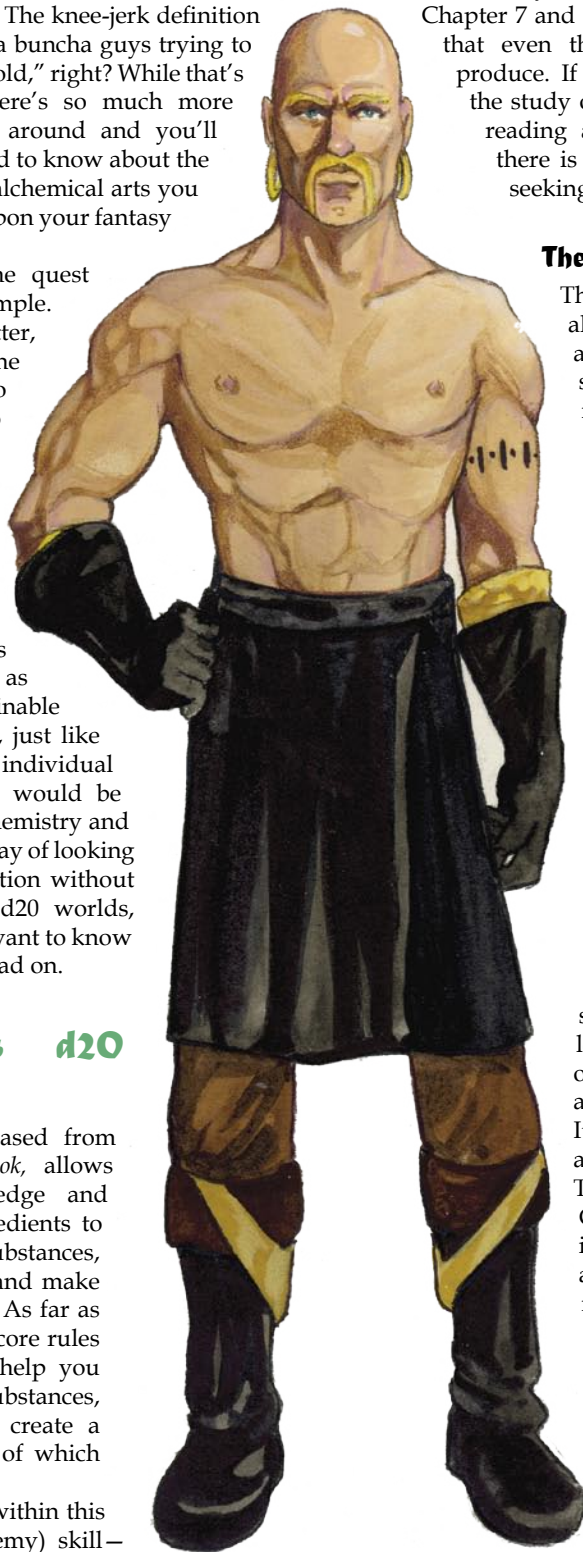
The Craft (Alchemy) skill basically allows you the chance to make anything that lists it as the minimum prerequisite. If all you want is more special stuff for those basic alchemy skill-users to have, skip ahead to Chapter 7 and start looking at all the new stuff that even the meanest potion-pusher can produce. If you want to learn more about the study of alchemy itself, however, keep reading and discover how much more there is than simply making potions or seeking to turn lead into gold....

The Generic Alchemist

This work assumes that a general alchemist—meaning anyone with a few ranks in alchemy—is a self-taught or singularly taught individual who learns things haphazardly or piecemeal. Sure, anyone with a rank or two in Craft (Alchemy) can take a stab at identifying potions and substances, or creating inks and acids, poisons and purgatives. But what else can you expect out of them? How far does their knowledge extend? That's the purpose of this book—to show how far chymical knowledge reaches and what specialists and those committed to the alchemical arts—as opposed to mere dabblers—can really do.

While it is possible to add a few bits of alchemical knowledge to any character and allow them the basics mentioned above, alchemy is more than simple knowledge. Alchemy leads to a greater understanding of the world and the universe and all life and matter within it. It's a way of life fully embraced and made a life's work and focus. That's how the prestige classes in Chapter 2 approach alchemy—it's not just another thing for a wizard or ranger to learn so much as a new philosophy and perspective on life.

Obviously, this approach is problematic from a game play perspective—the other player characters can't simply mill around while Argus takes six years to immerse himself in studies at Saragun's Alcheminary.



That's unreasonable for an adventure game. What this book presents is every facet of alchemy (and herbalism, in alternating chapters) so that the GM and players can either build a character who uses the basics or create one who embraces every aspect of alchemy possible. If you've got a character who dabbles in alchemy (adding ranks every few levels or so), he probably knows the names of some famous alchemists (the creators of the named items in Chapter 7 or listed within the glossary of Appendix One), though whether he's familiar with their theories and studies is questionable.

Those are the only differences between an alchemist built strictly from the core books (the core alchemy skill) and one developed with this book—the level of detail and the options for role-playing. Just remember—if it's in this book, alchemists can learn it, but there's no guarantee that they know all the details and minutia and knowledge available unless they're full-fledged prestige-class characters in their field of study.

How Alchemy Can Be Learned and Taught

Alchemists in our world learned by trial and error, self-teaching from books, and perhaps some overlap with the burgeoning sciences of their days. Alchemy can be learned that way in d20 worlds as well, simply by taking a rank or three in Craft (Alchemy) with no further study or additional feats. That's one way to learn the hermetic arts, haphazard and incomplete though it may be (and such characters can only work with the limited DCs and substances noted in the core books). It's all alchemy, but it's barely scratching the surface of the art's potential. It's alchemy as a hobby.

A more effective method is to find a mentor—another alchemist who will train you in the alchemical arts. (This sometimes occurs among wizards, who beseech the local alchemist to teach them some mysteries in exchange for reciprocal information or magic.) While this still reflects the simple use of the skill and its ranks, having a teacher to direct (and correct) one's studies adds some focus to learning alchemy. Also, assuming the mentor has the feats, the student alchemist can gain directed knowledge on specific substances and materials by learning some of the alchemical or herbal Item Creation feats. The student is, however, limited to the feats known by the teacher.

A third way, and one discussed at length in Chapter 2, is to find a school where alchemy is taught. Learning alchemy from a variety of other alchemists is the most comprehensive method. The learning is organized to indoctrinate the student into alchemy as an approach to life as much as a future trade (or subskill to one's wizardry). It also provides the broadest chances for alchemists to focus their studies on a path toward understanding some great universal and material secrets, whether they choose to embrace the paths toward immortality or those toward perfection of matter. Only this third method provides access to the major works and philosophies that lead to the Create Greater Alchana feat and its products—the Five Stones and the Elixir of Life.

Alchemy as a Profession

Most campaigns will use alchemists in the background—NPC Experts who know their way around an alchemical lab. For the most part, this is the standard sort of alchemist

in campaigns—a nonadventuring thinker who creates spell components and various and sundry creations for use by adventures and monarchs alike.

Look at the limitations and strictures of the NPC Expert class to determine just how powerful an alchemist you'll be able to generate for your games. Unlike the generic skill-driven alchemist, Experts can and may adopt the alchemical Item Creation feats within this book, provided their skills and abilities meet the prerequisites.

As noted above, being a professional alchemist is more of a commitment, and it requires that you have a mentor or teacher for at least part of your education. The main distinction between professionals and amateurs is the knowledge of any alchemical Item Creation feats.

Of course, any PC who chooses to take the prerequisite skill ranks in Craft (Alchemy) can acquire the new Item Creation feats. However, it is unlikely they'll choose to do so, given all the highly specialized and useful adventuring-type feats they can take instead. That's why a PC with a profession as an alchemist is a rare thing, unless we're seeing a retired adventurer.

Alchemy as a Calling

Finally, those who truly see alchemy on the grander scale—as a philosophy and a calling to another life—embrace it and all the study and knowledge it entails. These folk can be highly focused NPC Experts with few skills outside of alchemical training, but more likely they're characters using one of the three alchemist prestige classes. Still, accepting the call of the Hermetic Arts is a tough decision for many adventurers.

The education of a true and fully-educated alchemist comes only from a dedicated school of alchemy and a commitment to the arts through the adoption of one of the prestige classes found in this book. This is a viable and powerful option by which you can expand your PC's powers and abilities, but it is time-consuming and costly, since the experiences (and XP) have to come from a certain amount of laboratory work and experimentation, not going off adventuring. After all, saving a kingdom is admirable, but it doesn't help you gain the understanding of immortality, the spirits of all matter, or how to hurdle that last step to creating a Mystic's Stone.


Attitude and Roleplaying

Just like it can among magic-users, the existence of specialization muddies the waters a bit for those not in the know. Relf the warrior might consider Praan an alchemist for being able to identify a potion, but Praan is considered a half-witted oil salesman by some of his neighbors in the Alchemists' Guild.

In short, the stratification of knowledge leads to a similar stratification and social stigmatization based on the level of alchemical knowledge one has. It happens in magecraft, with specialist wizards touting their superiority of spellcraft over common mages, and mages doing the same to sorcerers. Alchemists can act similarly, sneering at those who dabble in alchemy while they've learned the secrets of unguents and toxins. Likewise, a Black Alchemist can show off his Philosopher's Stone and show them all that he's superior for having unlocked the great arcana of all alchemists.

This is the part that we most often forget in our roleplaying—school rivalries and the judgments based on education. There should be an elitism among those who





know far more about alchemy than those who've just learned the basic skills and how to make tindertwigs. It also allows you as a DM to have internal arguments among equals and NPCs, their differing philosophies as Black and White Alchemists sparking feuds and wars that can keep the PCs busy for ages. As for school rivalries, you'll see Saragun's Alcheminary next chapter (and Tarasta's School of Herbalism in Chapter 4), but there are probably others....and the rivalries between them and Saragun's could be akin to snobbery over Ivy League vs. university schooling...or it could be as savage as the rivalries among football teams....

The Essentials

Welcome to the section on "What Every Alchemist Worth his Salt Knows." Whether you're just a dabbler with a few ranks of Alchemy, an Expert with some knowledge of Chymicals or Unguents, or a full-fledged student of the Stonequest, you're all going to share many of these basic traits.

Basic Abilities

As expected, all alchemists need to have at least the Craft (Alchemy) skill, at any rank up to their class- and level-driven maximums. These alchemists have the innate ability to both combine and separate substances, to analyze them and find out what they are, and to create new substances that seem magical to the uninitiated and simple. To do any more than this (and anything beyond the immediate scope of the *PHB*) requires either Item Creation feats or prestige classes, both of which take your alchemist well beyond "basic abilities."

Basic Equipment

The core books generically lump alchemical equipment into a single Alchemist's Lab (*Player's Handbook*, Chapter 7), and that's fine for the hobbyist or for expediency's sake to keep the game moving. For those of you who are adopting the alchemists' life, however, you'll want to know more about what you're working with beyond "beakers, bottles, and a miscellany of chemicals and substances."

Alchemists' Kit, Traveling: This provides the alchemist in the field a +1 circumstance bonus for concocting substances on the fly. This is mandatory for the use of the Crisis Creation Feat (see Chapter 6), and its chymicals and solvents are exhausted after 5 uses. In all other ways, treat it as a Healer's Kit (detailed in the *Player's Handbook*).

Alembic: This glass device is important for the distillation and separation of liquids and spirits. It consists of the pear-shaped curcubit or holding bell topped by a screw-on venting hood. Various tubes attach to the hood and empty its heated vapors into a waiting receptacle. Alembics come on ceramic or metal stands to be placed over a heat source. Most laboratories carry three or four alembics, though the minimal two required are in the Alchemist's Lab (and one in the Alchemists' Kit).

Aquas: Defined more fully later (see Chapter 7—Chymicals), each alchemist's lab comes with four 2 oz. doses each of the four basic solvents: aqua fortis, aqua metallorum, aqua permanens, and aqua vitae. These base liquids are used for making most simple concoctions. Full, non-traveling laboratories would stock at least a gallon of each, rather than small bottles.

Balance & Scales: Necessary for accurate measuring of weights and amounts, these steel or bronze balancing scales (also called merchants' scales in the *PHB*) provide precise readings from 1/12 oz. to 60 pounds. At least one of these is necessary for a complete laboratory, though they do not come in traveling alchemists' labs.

Base Chymicals: The bare minimum of reactive chymicals is provided in each Alchemists' Kit, roughly two useful doses each of a handful of chymicals and commonly used substances (for making the things found in the core books). The labs come pre-stocked with about 10 oz. of each.

Braziers: Each lab comes with one small brazier for heating an individual beaker or bottle, and one large brazier for heating the lab room itself. Braziers can be loaded with candles or charcoal, depending on the size and degree of control the flames need for the work.

Burettes & Pipettes: A highly specialized piece of glassware, burettes are thin glass tubes blown into long cylinders and graduated by alchemists and glaziers for exact measurements from 1/10 ounce up to a full ounce. One comes with each laboratory (complete with a cork stopper and a stand on which to rest it) but never with the kit. For a fully stocked lab ready for all emergencies, three burettes would not be unreasonable.

Corks: Each lab comes with two-score corks of various sizes to stopper any containers, from glass vials and beakers to ceramic jars. The kit simply secures every bottle and jar with a regular stopper. Specialized corks have holes drilled in them so tubes and coils can be connected to heated beakers or alembics for distillations.

Crucible: A porcelain or ceramic vessel in which things are heated to high temperatures. A large and small crucible each are found in the Alchemists' Lab, but the kit's size limits it to the small one only. Most alchemists prefer two of each size per lab.

Cupel: This is a shallow, porous, heat-resistant vessel used to separate precious metals from more base elements, usually within an oven or kiln but sometimes directly over a brazier or crucible. Cupels are used commonly for silver refining, but alchemists use them in many operations. One comes with the kit, three of graduated sizes come in the lab, and most fully stocked laboratories have at least five.

Distilling Coil: While technically glassware, this specialized piece of equipment allows vaporous condensation. Vapors rise from a crucible or alembic into the coil, and those vapors condense back into a new liquid by radiating away heat as the vapor moves down the coil to collect in a condensation beaker.

Glassware: Each laboratory comes complete with small, medium, and large pieces of glassware, two each (small and large) of the following types—beakers, tubes, vials, jars, bottles, and cups. The first three types tend to be clear or at least translucent, but the cups are dark, opaque glass to protect what they hold from light. A full lab prefers at least four of each type.

Kiln or Oven: Iron ovens and charcoal-heated ceramic kilns are a necessity, and the small oven provided with the alchemist's lab is enough to make one potion or substance at a time. Kilns are necessary for the creation of powders and the higher-end alchana, and you'll probably want much larger ovens than the minimum.

Mortar and Pestle: These crushing implements of stone, wood, or ceramic are as necessary as the individual chymicals, giving the alchemist an object in which to crush and combine ingredients for compounds and whatnot. A small hand-sized mortar and pestle comes in the kit, with

one slightly larger in the basic lab. Many alchemists find it useful to have two, if only to give their apprentices constant work grinding things.

Protective Clothes: While not provided in the kit or the lab, it's a good idea to have a number of aprons, kerchiefs, and gloves while working. These protect you and your regular clothes from any alchemical mishaps.

Retort: This glass alembic is made of a single piece of glass, molded or blown with sealable openings at both ends. Like the standard alembic, it's used for distillation of liquids.

Unfortunately, we don't have the space or the knowledge to do a full catalog of all the possible chymicals, solvents, and substances that might be found among an alchemist's things. A good rule of thumb is if you or your players need or want something specific in the lab (especially if it's for the sake of the game), then it's present—provided it could have been prepared by medieval methods (no plutonium or argon or things that require more advanced technology to isolate, identify, and use).

Basic Philosophy

While going into the deep philosophies spouted by Paracelsus, Roger Bacon or others would take pages, there are some basic beliefs that all alchemists have adhered to:

- Alchemists always seek the ultimate perfection and purity of matter. In our world, eastern alchemists sought that goal in personal purification and perfection—immortality via the Elixir of Life. Western alchemists sought material perfection and purification—the Philosopher's Stone and its ability to turn lead to gold.
- Gold, silver, and other precious metals were perceived to be "pure forms" and were the goals many an alchemist tried to make from baser metals.
- All matter is inherently the same at the basic level and can be transformed or altered cosmetically.

For more philosophical discussions of alchemy, check out the books in the bibliography on the Bastion Press website. For our purposes here, these three basic ideas encompass the lines upon which we build new advanced d20 rules for alchemy.

Alchemical Processes

Regardless of how one learns alchemy, there are elementary segments of knowledge that all alchemists share. This knowledge (at least in our world) formed some of the underpinnings for scientific theory and our basic understanding of how our world and matter work. While there are other, more arcane processes with far more adventurous results, alchemists need to understand the fundamentals before taking their first steps toward making elixirs. The following methods are used for every alchemical goal, from identifying an unknown substance to creating an Emerald Tablet. Exactly which processes go into the makings of which substances is left up to the DM. The following explanations should give DMs descriptive hooks for players and their characters when entering an alchemist's shop or when they're trying to create something themselves.

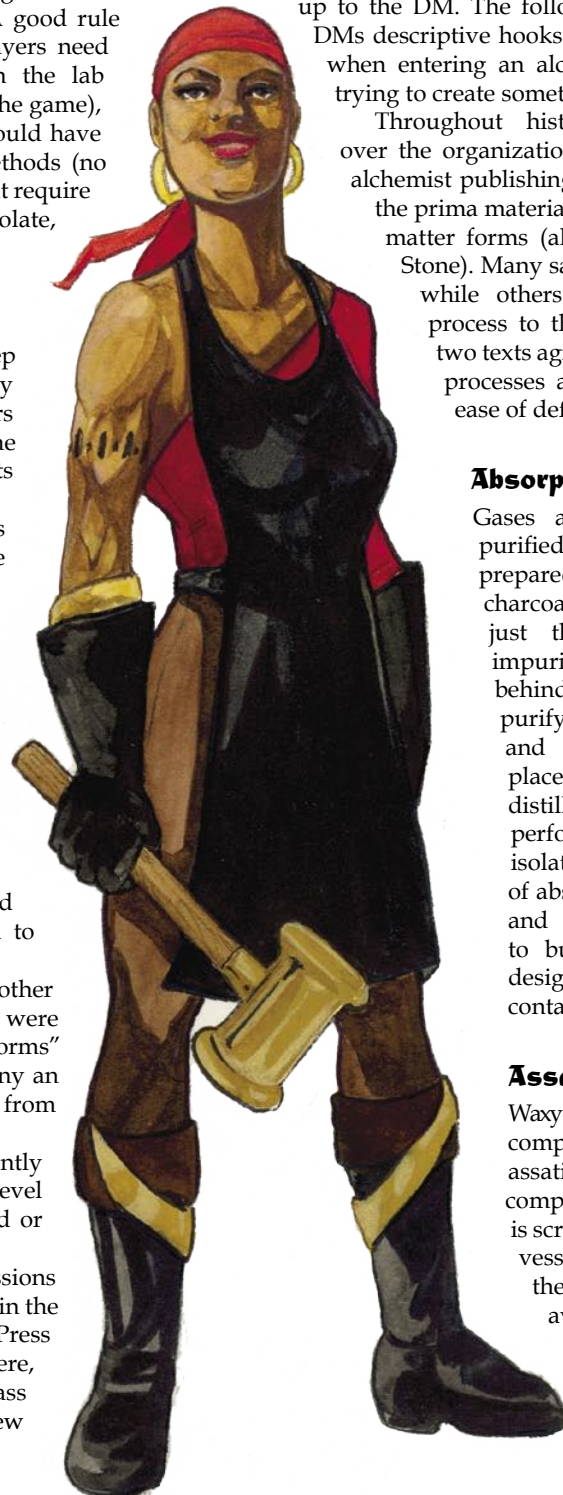
Throughout history alchemists have argued over the organization of alchemical processes, each alchemist publishing his ideas of which steps led to the prima materia, or "first matter" from which all matter forms (also known as the Philosopher's Stone). Many said seven processes were crucial, while others said twelve, and linked the process to the astrological zodiac. Since no two texts agree on the proper series, the basic processes are organized alphabetically for ease of definition and use.

Absorption

Gases and vaporous liquids can be purified by filtration. Most often, prepared cheesecloth treated with charcoal and some potion (or sometimes just the charcoal) help filter out impurities—any contaminants are left behind on the charcoal and the cloth, purifying the vapors for condensation and use. These filters are usually placed in glass globes within the distillation tubes, and the process is performed under pressurized and isolated conditions. Other methods of absorbing impurities out of vapors and gases include forcing them to bubble up or through a liquid designed to remove particulates and contaminants.

Assation

Waxy substances, unguents, and compounds are often subjected to assation to purify or isolate key components of materials. The material is scraped or placed into a heavy glass vessel and dried over hot ashes or at the edge of a brazier. If an oven is available, the material is more evenly and cleanly cooked and reduced to crystals and dust in an oven.



Calcination

Alchemists use calcination to overheat a metal or other hard solid and reduce it to a friable, powdered material. This process allows them to purify metals and reduce them to workable forms without losing their innate merits or usefulness. This also causes many metals and substances to take on a crystalline form.

Calcination also works by crushing and pulverizing the solid metals or minerals ahead of time and then overheating them to crystallize the matter.

The result of either method was called calx, a semi-crystalline form of material used in many alchemical creations, including potions.

Chromatography

Some substances can be tested by look and color using chromatography. The unknown sample is dissolved in water or some other solvent and then the suspension is poured through a burette or tube lined with paper or

papyrus. Different components and elements within the unknown substance move through the filtering paper and tube at different speeds, and the colors line up like bands along the paper. A knowledgeable alchemist can often identify substances with this method, though it is rarely used in isolation—usually chromatography is used only to back up the findings of other identification methods.

Cupellation

This technique for refining metals has been in use among alchemists for thousands of years, and is seen as an early stage of the metal's purification. The metals (or other materials) to be refined are placed in a cupel and heated to extreme temperatures until all impurities are either absorbed into the cupel and crucible or bled off and evaporated.



Distillation

This process is actually a series of reactions, detailed below step-by-step.

Evaporation occurs first, when the alchemist heats up liquids in an alembic or retort and boils away the liquid into vapors.

Descension or condensation occurs next, as the vapors rise through a distillation coil. They cool as they travel farther from the heat source, finally becoming liquid again.

Distillation, while often used to describe the whole process, is the last step of reincorporation from vaporous to liquid stage. The distilled liquid—often changed into a higher state or at least a different state—drips out of the coil and collects in a beaker or another container.

Insuration

This stage requires the alchemist to saturate a substance with liquids of various kinds (depending on the need and process at hand) in order to dissolve it. In some works, insuration helps purification of a substance. Another type of insuration saturates the substance with a desiccant (such as salt) and thoroughly dries out the substance before the process of sublimation.

Sublimation

Similar but more extreme than cupellation, this process quickly vaporizes a solid under extreme heat, then just as quickly condenses and returns the vaporized solid to a different solid form. Very often, alchemists use ceramic and porcelain retorts to withstand the great temperatures, and pack ice (or use cooling magics) around the distillation coils to swiftly reduce the temperature of the vapor to liquid and back again to solid.

Alchemists' Activities

Now that you've been shown what the alchemist has in his lab and what he does with it, what does it all mean? In the game-world sense, what can an alchemist do every day, whether your PCs are around or not? What's the typical daily activity of Mhur the Alchemist?

Component Preparation

The most obvious and common expectation of alchemists in d20 worlds is their creation and preparation of magical spell components. Every alchemist worth his salt learns how to prepare, collect, and preserve spell components, whether he ever uses them or not. This is one of the cornerstones of an alchemist's trade, especially if he lives in a city and is the affiliated supplier of a mage's guild.

In recent centuries, alchemists versed in spellcraft and casting have tried isolating the active and necessary ingredients out of distasteful but traditional components. If the GM so chooses, spell components could be more alchemical for your game world, and wizards could use powders and gels and pastes rather than bat guano or powdered bones. This is optional, but it does make the alchemist and his skills more useful to those games (not to mention making it less disgusting to shake hands with a wizard after a spell battle). If adopted, the costs of material spell components might be raised from negligible and unlisted to perhaps 1 cp/spell level.

Alchemists continue, on all d20 worlds, to perfect spell components (for their own use or for sale). Ideas for further expansion could be alchemically enhanced spell components that work like Metamagic feats to boost or reduce effects and so forth. These plans are the future of alchemy in many worlds, and could change many more things, from simple colors to types of damage to changing the spell's area of effect. After all, even alchemists need some pure research—and altering spells merely by changing components is a challenge they want to take on.

Analysis & Identification

Every now and again, people need mysterious substances identified, and that's an unsung talent of the alchemist. Without significantly depleting the item's effect or impact (in the case of a potion or other consumable substance), alchemists can analyze magical substances and (if they're capable of making it) identify them for clients.

Bear in mind that this applies only to an alchemist telling PCs what the item is made of (in the case of many magical items), although he can fully identify any items an alchemist can create. In fact, even if he cannot create such an item, his basic training in alchemy taught him what many items and potions should look like or how they should react. However, if you've given an alchemist something new and unfamiliar, you might find someone willing to take the item off your hands—and there's another adventure in unscrupulous alchemists giving clients fake potions after analysis, and keeping the real samples to study and possibly duplicate.

The DC for analyzing an unknown substance, whether it's to identify the type of metal in a sword or the stuff that's dripping off the blade, is based on its rarity and power levels (using the core system standard of minor, medium, and major items).

- Every alchemist who has learned about potions can automatically identify all potions by taste, even before noting any effects of the potion by making a Craft (Alchemy) skill check. The identification of potions by an alchemist is a DC 25 without doing more than looking at the bottle and its contents, DC 20 with smelling, and DC 15 by tasting (the taste is too small to reduce the potion by any discernible amount).
- The identification of unknown minor items (or any nonmagical inorganic substance) is a DC 25.
- The identification of unknown medium items (or any nonmagical organic substance) is a DC 30.
- The identification of unknown major items (or any magical substance) is a DC 40.
- Distinguishing what craft or creator made an item (i.e. wizard-made or alchemist-made, etc.) is a DC 40.
- Reverse-engineering an item—taking an existing potion or item, breaking it down to components, and studying its structure—reduces the DC for future creation of said item by -5 (though this process destroys the analyzed sample).

Other Common Deeds

Although the two activities mentioned above are the most common interface between player characters and NPC alchemists, these people regularly perform other tasks for themselves and for non-adventuring customers:





- Alchemists prepare and make many substances that we take for granted, but which are in large demand among the commoners. If it cannot be found in nature and is not necessarily made by magic, chances are it's made by an alchemist. They can prepare glues, inks, clothing dyes, paints, and all sorts of other mundane items. Other craftsmen can make such things also, but alchemists can charge more for higher quality workmanship (especially if they know the related Craft skill and chose to make it with alchemy instead of stock methods).
- As it's always important to keep good relations, alchemists also tend to help their immediate neighbors. Alchemists can often be found helping repair a wagon wheel (whether by enhancing the wood's strength or simply holding up the wagon until the wheel's back on), teaching local kids how to read and write, or even sprinkling some special dusts outside a baker's window to keep the neighborhood cats and dogs (and the sewer rats) from jumping up and stealing pies cooling on the sill. These aren't heroic actions, nor are they costly or profitable—they're life, and that's an activity in which every character should always be involved, instead of just waiting around for the forces of evil to show up again.
- White alchemists (see Chapter 2) might try creating remedies and curatives for administering to the sick beyond their immediate circles of friends and family.
- Black alchemists and those skilled in alchana can create temperate baths to enhance and repair items; this is uncommon due to the large amount of materials the baths use, and is either done with a great deal of pre-planning or on emergency rush-jobs.
- Alchemists are sometimes involved in the secrets trade, as they can prepare special inks or wax seals or other substances to keep secrets out of spies' hands without delaying important messages from delivery.

Special Dealings

Creating fine or special items falls among the more uncommon activities for an alchemist. Not done every day or perhaps even more than once a month, alchemists can make a wide variety of time-saving items or near-magical creations. Examples of special deeds for alchemists of any stripe are:

- Making alchemical creations (most of those in Chapter 7); these are the sorts of things alchemists either make for special orders or for themselves. They are not items one can stock in a shop, given their peculiar natures and usefulness only to adventurers or other specific groups.
- Among the rarest of activities for alchemists would be large-scale works, using alchemy in the building and repair of siege engines, iron golems, or even buildings and castles themselves.
- Even larger-scale works would be for an alchemist to help build a castle from the start. This would be rewarding for alchemist and client alike, as new methods and enhancements could be custom-designed as needed and incorporated into mortars or infused in stone or metals before and during building. Given a large enough budget, an alchemist could treat city streets to not allow undead to walk upon them, make the mix for mud bricks nearly as strong as solid stone once set, etc.
- The rarest—and most important—activity for alchemists are the Stonequests, spending all their time cooped up and focused on creating the greater alchana.

Extraordinary Activities

Finally, some alchemical activities, methods, and substances have such complexity and scope as to be extraordinarily rare. Some alchemists might perform these deeds only once, if ever, while others take them on with the knowledge that they can become rich if they succeed.

Chapter 2: "Saragun's Alcheminary"

This chapter provides a setting and a school where anyone can learn alchemy from its most basic classes to its most advanced heights. While not prone to boasting, the faculty claims that more than one of each type of Alchana Stone has been crafted here, a fact not challenged by any other site or school.

We'll explore the castle and lands on which the alcheminary rests, take a tour of the campus, and then explore the coursework and studies expected of all students of the transformative arts. Finally, there are three prestige classes at the chapter's end, which reflect the three ways to learn advanced alchemy here at the Alcheminary.

Ready to learn more hands-on knowledge of alchemy? First, a history lesson:

Tors Vhurinness

Nobody uses this old term anymore, preferring to call the whole complex "Saragun's" or "the Alcheminary." The ancient name links the three baronies of Lhyndess—Vhural, Rinnath, and Soress—and made this the seat of power from which the Counts of Lhyndess ruled with an iron fist. They ruled for generations, until the appearance of Truth's Arms one hundred and seventeen years ago. The adventuring company—Saragun the wizard, Tarasta the druid-sorcerer, Ikarn the rogue-ranger, Khalq the barbarian warrior, and Aden the paladin—rose from the local villages of Howling Mill and Wheatsford to oppose and defeat the evil Count Barrick and his three corrupt barons.

Saragun and his friends took up residence here (and in the baronial villas, one of which is detailed as Tarasta's School of Herbalism in Chapter 4) but decided not to rename the castle. The jet black stone of the castle starkly contrasts with the lush green pines and other plants of the high foothills it looks down upon. The stone was mined from quarries in the low mountains, less than a mile away, and dragged here stone by stone as a monument to the power of Lhyndess and its count. The five towers represented the three baronies, the county, and the count, so it was fitting that the Count's tower and one of the barony towers fell during the siege of Tors Vhurinness and Barrick's defeat.

The five towers now stand tall once again, but as a monument to alchemy and goodness. The castle commands the crest of a high foothill and looks down upon cleared hills for four hundred yards until the forest's edge to the south. Behind the castle and to its west are the rough rocky hills and lower mountains of the Jhaanspeaks, while the eastern walls look upon a loop of the River Thyrch. Unlike the woods surrounding Tarasta's, no druids or centaurs occupy the sector of the Thyrilbane Woods surrounding the Alcheminary. However, the guards of Saragun's do have two wandering patrols (one mounted on the road, one on foot among the trees and hills) keeping the approaches to the castle safe at all times.

Approaching the high-walled castle is still intimidating, given its grim black stone walls, though colorful banners of a red lion, a black eagle, and a white phoenix adorn the outer walls over the gate, and flags with those designs fly from various towers as well. The black is also broken by sunlight reflected off silver shingling on the keep roof, and

by various decorative statues placed haphazardly along the walls. There is an outer guard post near the forest's edge, manned by five guards at all times; hidden just inside the treeline, these guards watch the roads and flank any riders from behind before they approach within three hundred yards of the castle. Most often, these guards simply extend greetings and escort new students or old friends to the Alcheminary without incident, but all five are armed with weapons, numerous alchemical items, and horns to sound the alarm should any undesirables darken the alchemists' doorstep.

Upon first glance, Saragun's seems smaller than it actually is, because of the sizable clearing around it. That is merely an optical illusion, however. The castle walls are at least ninety yards on each side. Its exterior curtain wall is massive—two-and-a-half stories high and forty feet thick—and would be a formidable defense even without the crenelated battlements and the gatehouse. The gates are still impressive, but since the Count's fall they are closed. The road comes straight out of the forest then loops east, toward the river, and around to the gatehouse on the eastern wall.

Gatehouse & Guards

The gatehouse is the primary defense for the Alcheminary, and its only known entry or exit (unless you can fly). The three-story high gatehouse has two sets of portcullis, an exterior and interior set of doors (with beams for barring), and many arrow loops, murder holes, and dead drops to ensure that those who enter with open malice will not reach the inner courtyard. The third floor of the gatehouse is the guard officers' quarters, while the bulk of the guard are billeted in barracks within the southeastern wall.

In all, there are 60 guards here with eight senior officers, led by Jaurm Adenson, who is a paladin like his famous father [LG hm Paladin12]. Aside from a few officers, the guards are first to fourth level NPC Warriors. Two patrols of five men each act as sentries over the road and the surrounding hills, operating on eight-hour shifts around the clock. The guards have access to well-made arms and armor, but only the officers (or the senior staff of the alcheminary) can provide them with special items from one of three Alchemories—where the alchemical weapons are kept. The smallest of these is on the second floor of the gatehouse, along with murder hole drop rooms.

Many guards grow bored of the rather lax duties, as Saragun's hasn't come under attack for more than a decade, but locals who wish to become warriors or guards in other places endure a mandatory service here of three years. After that time, each is gifted with armor and a weapon, alchemically strengthened and thus a worthy prize. The other duty the guards fulfill is to act as escorts for the biannual caravans of alchemical supplies or crafts, taken to the spring and harvest festivals in the riverside city of Thyrchport to the northeast.

The Walls

The block-like walls are massive, constructed to repel the many enemies made by the counts of Lhyndess over the years. Luckily, Saragun and his friends and students have found many uses for the overbuilt castle's defenses.





Despite any other notes, guards still man the battlements at all times, roughly one guard per hundred feet of wall, and the small chambers directly beneath the battlements are still for guards, shallow five-foot deep rooms with arrow loops and pour spouts for siege defense. An eight-foot wide corridor runs between the outer defense rooms and the rooms on the inner walls, which are fifteen feet deep. The outer wall itself is four feet thick.

The guards' main armory is on the ground floor of the central keep, while much smaller secondary armories occupy at least one room in each of the walls and in the gatehouse. These only contain normal arms and armor, while the Alchemories hold the special equipment (and are found in the keep, the gatehouse, and the north tower).

The Black Wing—the School of Transformation and the focal point for black alchemy—takes up the interior of the entire western wall, opposite the gates. The classrooms

are on the ground floor and dormitories are on the second floor.

The northern and southern walls have various military or scholastic purposes. There are numerous rooms used for storage, others for temporary quarters (or for requested isolation), and still others for reception areas or rooms for school guests.

The Central Keep

Resting amid its more striking corner towers, the five-sided keep shares no walls with the exterior curtain wall—a mark of the former counts' paranoia as well as their excessive spending. The keep rises three levels high, while its corner towers rise two levels above the keep's silvered gables. Within this massive building lies the kitchens, pantries, and common rooms used by all



within Saragun's walls, heartily lit and heated by massive braziers at all times.

The central common rooms and four separate libraries dominate the first floor. One common room has tables and equipment for low-level experiments, while the second common room is arranged as a lecture hall and with many chairs set up around a small central space and podium. The libraries are open to all students, though the books cannot be removed at any time. They are organized by subject: the Past and Peoples Library contains Histories, Biographies, and Dynasties; the World Library covers Geography and Geology; the Life Library handles Nature and Fauna; and "The Library" is the General Library Alchemica (and busier than all the rest combined).

The second floor houses the kitchens, the larders and pantries, and the apartments of the common staff, from the maids and chamberlains to the cooks and librarians.

The third floor contains the school's massive dining halls—one large utilitarian one for everyday meals, a formal dining hall (called the Great Hall) for special occasions and important visitors, and a smaller dining hall for the senior staff only. Wide corridors lined with artworks and sculptures, either commissioned by the Alcheminary or left after the count's fall, separate these halls.

The Towers

The five towers of the keep have both internal and external entries and stairwells, so they can be independent or part of the keep as needed. All are the same jet-black stone as the rest of the keep and castle complex, though two stand out as different (see below). All share these characteristics: multiple floors, windows limited to arrow loops below the third level, and the top two floors used as personal quarters of some kind. There may also be alchemical treatments integrated into their walls (see Chapter 7—Alchemortars), but which ones and where are unknown.

The most striking of the five is The White Tower—home to the School of Enlightenment and the center for white alchemy—as it contrasts its fellow towers. The tower is built of the same stone as the rest of the castle, but its color was alchemically changed to white after the Alcheminary's founding, to suit the new school. The former Count's tower, the lower floors are classrooms, with two floors of dormitory cells for students, and the top floor holds the apartments of the White Mistress and her family. The White Tower is the northeastern tower, to the right of the keep's gate, and near its base is the Infirmary.

The tower at the back of the castle—The Red Tower—is also distinct, though not as sharply. Its stone was also transformed by early red alchemists, turned deep crimson as dried blood to highlight its use as the home of the Lions' School—the Lion is the symbol for a unified alchemist. This was the second tower to be rebuilt after the siege (the White Tower was the first). This northwestern tower looms near the Black Wing and their school, but the Lions keep within the tower and the central keep. The Red Master's chambers top this tower.

Star Tower is the next tower of note—its rooms serve as smaller classrooms for all the schools, but its top floor is not living quarters but an astronomical observatory. The tower's placement, directly in line with the gatehouse and set atop the high point within the partially sloping grounds, makes it the tallest of the towers. A strictly mechanical contrivance allows the shingled roof to be winched open to allow full access to the sky and stars.

The other towers are West Tower (actually the southwest tower), which offers graduate students better accommodations than underclassmen, and South Tower (actually in the southeast corner) which provides additional classrooms, bunks and common rooms for guests, and reception areas for parties not held in the Great Hall.

The Castle Grounds

The grounds are enclosed by the curtain wall, which is roughly 200 feet per side. The keep and towers dominate the grounds and take up half the available area. Still, many support buildings exist between the keep and the gatehouse (or nestled alongside the towers and keep walls for support).

In general, the castle grounds are gravel-covered and busy with foot traffic at all times of day. There are a few small gardens inside the walls for emergency use, but the majority of the Alcheminary's food is grown outside the northern wall or brought from nearby farms and villages.

Stables

Set just inside to the right of the gatehouse entry is the large stables with room for 40 horses; the stablehands live above in the loft. There are two dozen horses here at all times, all for the use of the guards. Students staying for less than a month can stable a mount here for 1 sp/day plus 3 cp/day for feed.

Thuran's Smithy

Smoke always curls about the smithy and forge, which is just to the left of the gatehouse. Three master smiths—the Brothers Dhuvan—work here, and their wares are sought after for miles around. Half the ground floor is the forge and smithy; another quarter is the sales area to show off weapons, armor, and such. The last area is merely enclosed storage for raw materials: metals, charcoal, and the like.

Thuran has long since died, but his name lives on with the smithy he founded after the end of his adventuring career as a Truth's Arms henchman. Thuran learned blacksmithing and his sons all learned alchemy to enhance the works they forged by their father's side. The current brothers are the great-grandsons of Thuran, and they continue the legacy of strong, clean metalworking begun by their ancestor. Thuran the Younger is the eldest brother, and he is the swordsmith among them [N hm NPC Expert12]. The twins Hosam [NE hm NPC Expert8] and Choll [NG hm NPC Expert9] are polar opposites—Hosam's specialty is fine work from jewelry to small easily-hidden pins, while Choll embraces the general trade (and busier work) of the blacksmith. Choll also has an apprentice—Igam [CG hem NPC Commoner2]—he hopes to train in armorsmithing to replace their recently deceased uncle Fared.

The Infirmary

The white-washed wattle-and-daub building nestled close to the White Tower is the hospital, infirmary, and apothecary for the Alcheminary. At all times, there are two trained apothecaries and two students from Tarasta's School (sent here for on-the-job training). Students of the School of Enlightenment do some work and learning here as well. The hospital has a score of beds in a long common room on the second floor, and the resident students or





practicing apothecaries have apartments on the upper floor. The ground floor is for treatment, along with herbal and medicinal supply stores.

The Chapel

Once dedicated to the evil god of dominance and corruption revered by the former counts, this chapel has been stripped of its religious reliquaries and symbols. Its grounds have been deconsecrated and purified by clerics, paladins, and alchemists alike. Now it is used as a chapel for individuals choosing to pray without formal services. Its gray marble contrasts with the castle's looming black walls, but the small chapel is only a single story and tucked into the southwest corner of the grounds. Rumors still hint at the presence of great treasures sacrificed to the dread gods the chapel once celebrated. Still, after a century no such riches have yet to be found.

Other Sites & Buildings

There are a few smaller buildings for basic storage, living quarters for support staff and faculty alike, and supplementary services. A small glaziers' kiln and shop is attached to one side of the smithy (they sometimes share the forge) for Jalk One-Eye [LN hm NPC Expert 14], the maker of all the special glassware used by the alchemists (not to mention his bright blue glass eye). A barn and fenced pens lurk within the walls in the southeastern corner, behind the glaziers' and one of the small gardens; the cows and sheep generally graze outside the walls, but they're kept here during the winter or during attacks. Unlike the herbalism school, Saragun's has to rely on external help for their pottery and other commodities such as beeswax, honey and fish. In all, there are about sixty servants and support staff within the alcheminary; about a third of them share one building in the northeastern corner of the grounds alongside the stables—a three-story building with apartments and rooms for them and their families.

The Staff and Faculty

Unlike the cozy and almost-homey quality of the villa that houses Tarasta's School (Chapter 4), Saragun's Alcheminary feels distant, scholarly, and aloof. Thus, the students rarely interact with the school heads or their professors outside of lectures and laboratories, unless said students show extraordinary ability beyond their years. Many of the senior staff and faculty are busy with their own personal experiments and studies, unless they are handling accelerated tutoring for adventurers and nobles.

There is a broad array of faculty here at the Alcheminary, and not all of them stay in residence. Thus, sections are taught by groups of professors and their lecturer-assistants. Far more is known about the assistant lecturers from personal contact with the student body, while the senior staff is known by notoriety, rumor, and reputation more than firsthand knowledge.

Lastly, some expectations simply are not fulfilled by the Alcheminary. Students sometimes expect to find professors teaching about the Alchana Stones or the greater works, but there have never been codified lessons on these topics—such advanced knowledge has always been left to individual study and research.

The Black Wing School of Transformation

Senior professors and lecturers alike respect and answer to the Black Eagle, said to be the most powerful alchemist among all those at Saragun's. Luckily he is a modest and fair man, despite his great power and accomplishments. Thaurl Rujjin crafted a Sorcerer's Stone fourteen years ago and a Philosopher's Stone only last year. He has since shared any and all benefits from them with the Alcheminary and with his lifelong friend and companion Corroldan, the Red Lion and head of the Alcheminary. Thaurl's reputation includes great acts of charity but hints at some grave errors and secrets from his youth. Aside from the Black Eagle (who rarely teaches anymore), there are only three black alchemist professors currently on hand, the others either being part-time teachers and adventurers or advisors to local rulers. The current resident professors among the senior staff include the following (their assistants noted beneath them):

- Professor of Metals and Minerals—Rautak the Brown is severe and vulture-like, and rumors of calcified internal organs explain away his cruelty to unprepared students. His specialty of locksmithing also fuels student guesses that he began his life as a thief in the streets of Thyrcport, a notoriety he neither confirms nor denies. Despite his reputation as a curmudgeon and a martinet, many former students praise his tough methods and remember everything he taught them, even decades later.
- Senior Lecturer Arluk Densmore [NE halfm Rogue 3/Wizard 6/Black Alchemist 8] works well with Rautak, as they are both severe in temper and actions. The red-haired halfling, however, also spends time sneaking around and gathering gossip and potential blackmail on students and faculty alike. Arluk sees his way of promoting alchemy and seeking perfection as rooting out imperfections in others and either using them to his advantage or exposing them to weed out those unworthy of his teaching. He does not see the dichotomy of his thinking, nor has anyone managed to gain the upper hand on him.
- Junior Lecturer Bavrim ChoarlN [LN gf Sorcerer 5/Wizard 2/Black Alchemist 4] hates Arluk for his schemes, but dares not act against him for fear of losing her position. The gnome is a fine teacher and is among the more beloved of the junior faculty, but she is most comfortable (and most often found) with her close friends at Thurán's Smithy. She is a former adventuring comrade to Burrel of Howling Mills and the pair's late-night arguments of black vs. white alchemical ideals are legendary.
- The chubby and unpleasantly morose Professor of Lesser Alchana (Augmentation and Alloys) is Orrib Haunsith, whose bronzed skin comes not from the sun but from a long-ago experiment gone wrong, leaving him partially metallicized. Orrib is constantly nervous and paranoid about his position, about what people say of him, and about making more mistakes. Thus, while he commands much ability, his own doubts and fears keep him and his classes on a very careful and conservative path. The only place he feels confidence and pride is when he has the chance to ply his old trade as an armorsmith (but his schedule rarely allows that).





Real-World Alchemy



Alchemy in our world gave rise to what we now call science and technology, and many of its methods—if not its goals or philosophies—still remain part of the scientific method. If not for the Hermetic Arts—named so after Hermes Trismegistus, the patron saint of alchemy—Isaac Newton might not have deduced the theory of gravity, Dr. John Dee might be a mere footnote rather than one of Elizabethan England's more notorious figures, and many things we take for granted, be they medicines or distilled spirits, might not have come into being.

Alchemy was, in a great sense, the first true science of our world, dating back to the pharaohs of ancient Egypt. The primary goal was always a better understanding of our world and the matter from which it was constructed. That's still true within the magical and fantastic scope of all d20 worlds, though adding magic to the mix allows us a large bit of leeway to use alchemy in its more extraordinary sense.

There are numerous deviations between the beliefs and understandings of real world alchemy and what I've written herein. Here are some of the major departures and distinctions, made either for the sake of game play or for ease of understanding:

- While there was classically only one alchemical stone of note—the Philosopher's Stone—there were five classic colors in Alchemy, as well as the eastern beliefs in the Elixir of Life as an alchemical goal. I've merged all of these concepts together so that the goal of alchemists the world over is the Five Stones. Of course, for game play, I needed other effects beyond just creating gold or immortality serums, thus the different Stones and their impacts.

- Alchemists believed the world's matter could be broken down into spirit and energy, mercury (which they believed to be a near-magical metal and close to prima material), and the four classic elements of air, earth, fire, and water.

- In our world, the greatest secrets of alchemy and the universe were arcana (or, singularly, Arcanum). For the sake of not adding confusion to the D20 game system, I've taken to calling these alchana and alchanum.

- The timing for performing alchemical processes is crucial due to the influences the planets, moons, and stars (astrology) have on the materials linked to them, as well as their effect on the base purity of all things. Since we rarely, if ever, discuss the cosmology and star patterns of our fictional d20 worlds, it is impossible to link this aspect of alchemy into our fictional work.

- While there are many books on the secrets of alchemy, many of the original texts and sources held back basic secrets. Thus, we're not certain exactly who created what, discovered what, etc. Nicholas Flamel or Frater Albertus may have created Philosopher's Stones, but we'll never know for certain, as their works (understandably) do not reveal all. In any case, where facts or histories fail, legend and fantasy can easily fill the gaps.

There are whole libraries' worth of books on alchemy in our world, and, like most topics, not all of them agree. It's an interesting study to find a few of these books and use what they say to expand the fictions written here. Look to the Bastion Press website for some supplementary reading materials, if you wish. The bibliography for both alchemy and herbalism books should provide you with hours more enjoyment and esoteric education, if that's what you're after.

- Senior Lecturer Iamar Tzrolson [CG hf NPC Noble 5/Wizard 3/Black Alchemist 7] was raised in nearby countries, a granddaughter of the exiled corrupt regime of previous years.

After her husband and brothers died attempting to reinstate the former barony, she abandoned that life and learned wizardry and then alchemy. Now Iamar seeks to restore her personal wealth through alchemical knowledge. Her ultimate goal for that wealth, however, is to help the people her family once oppressed.

- Nicknamed the Grey Lady behind her back, Aura Shesslyntyr is constantly covered with proof of her position as senior Professor of Dusts, Powders, Chymicals, and Compounds. Absent-minded both by genius and from age, she is still sharply focused on her research and whatever conundrum occupies her thoughts at the moment. Her lecturers keep her from harm, help her record her teachings, and keep her students informed. Aura was once the most beautiful woman of the three baronies, and she still retains that beauty beneath her wrinkles and grey hair.
- Senior Lecturer Lequin Sarox [CE hm Wizard 9/Black Alchemist 8] merely bides his time here, gaining knowledge and power and building contacts among the more avaricious students. While he works directly for Professor Shesslyntyr, Lequin often steals away to dredge up knowledge others might keep from him. The senior faculty is aware of Lequin's megalomania but Corroldan has convinced them that he is less dangerous here where they may keep him in check. Aura hopes that their teachings may temper his power fantasies and lead him toward the perfection his talents show is in his future.
- Junior Lecturer Carrol Stangar [CG gnm Sorcerer 3/Fighter 3/Black Alchemist 4] is the newest junior faculty, only hired this summer after rising to his current level. The diminutive gnome is often kidded by others among the junior faculty, including some halflings taller than him. While this is a sore point for him, his love of alchemy and learning has helped alleviate the temper that drove him to be a furious warrior a decade ago. He also sees the quest for material perfection as one which can counteract his lack of height.
- At various times the Black Wing also has professors and lecturers on the following topics: Chromatics and Colors; Heat, Temperature, and Altered States of Matter; Magical Materials and Alchemical Antidotes; Poisons and Toxins; Brewing Commonalities, from Ales to Waxes; and others.

The White Tower School of Enlightenment

The Phoenix is her official title, though most call her the White Mistress. Ashaer Dovesfriend has a public persona as a peaceful, calm graceful human who heals the sick and has made herself immortal. The latter is true, and the Healer's Stone affixed to the silver-chain belt about her waist keeps her a comely woman in her mid-30s. But Ashaer shocks many students with her coarse language and matter-of-fact nature, and with her delight in dallying with guest lecturers (or even students) decades younger than her actual 94 years.

Like the School of Transformation, the faculty in residence for the White Tower is small, with only three

senior faculty including the Phoenix. Thus, the lecturers and graduate students shoulder the bulk of the teaching.

- Professor of Comparative Humanoid Biology and Life Sciences, Usael Leavesoar is the eldest of all the beings at Saragun's and has been here since a year after its founding. He prefers a philosophical life rather than one of heavy responsibility, which is why he remains in this post and not as headmaster. He shares his beliefs with his students and readers, as Usael is among the more prolific of writers on this continent. His books – eight volumes at present – on comparing the races are required reading both here at the Alcheminary and in many learning institutions worldwide. Usael's chief argument – one central to alchemy and proven in his work – is that life is life and only cosmetic differences keep us from seeing that and uniting as one. Much of his coursework, while linked to learning the alchemical secrets of the body, shows that there are far more biological and chymical similarities among the sentient races than any care to admit.
 - Kataph Quillson [N hm Cleric 3/ Sorcerer 4/White Alchemist 4], Junior Lecturer and current assistant to Usael, is handsome, highly intelligent, and immensely talented in alchemy, sorcery, and divinity studies. To his detriment, he knows all this and is among the most arrogant beings in existence. His classes, while informative and in keeping with the syllabus, often digress into self-congratulatory moments. He also has a reputation for seducing female students, resulting in embarrassing incidents for the Alcheminary (and for him, if he bothered to notice the impact of his actions). Only the Phoenix's similar peccadilloes keep him from being censured, and he counts on that to protect his behavior.
- The Professor of Curatives, Medicinals, and Health Promotions is Whelan, a graduate of Tarasta's School of Herbalism as well as one of this institution, and one of the very few who have devoted their lives to both alchemical and herbal studies. He purposely keeps to himself, even among other professors and lecturers, and offers few hints as to his personal likes and dislikes. In his classes, however, he becomes animated, helpful, and supportive in teaching every possible method of healing he can to his students. Given his highly enigmatic nature, many speculate that he's up to some secret studies and may be trying to make a Healer's Stone. The Phoenix suggests he might be a private individual save for a small handful of confidantes, and this has others wondering about her inclinations toward the distinguished and trim Whelan.
 - Senior Lecturer Burrel of Howling Mill [LG hm Paladin 7/Wizard 2/White Alchemist 7] tries to effect as private a life as his mentor Whelan, but fails due to his famous deeds as a champion who saved many from the last orc horde to pour out of the Jhaanspeaks. Despite his subsequent fall from grace (thanks to a


dryad's kiss), many see Burrel as a great hero and seek to know him, an attitude the alcheminary uses to recruit more students. Burrel shoulders this burden of fame well, but would prefer teaching the healing of battle wounds or showing the proper methods of sword forging and repair to discussing the Battle of Shalrock Pass yet again.

The Red Tower/School of Unified Alchemy

The Red Lion is the titular head of the Alcheminary as well as the head of the general alchemists' school. Corroldan has been the partner and companion of Thaurl Rujjin, the current Black Eagle, for more than 40 years, and their union keeps the peace among the three once-warring schools of the Alcheminary. Corroldan's face and fitness belie his seven decades of adventures and alchemical studies, as he seems younger than the Black Eagle, who is 9 years his junior. Some hint that he has a secret Healer's Stone along with the Alchemist's Stone he wears openly as a pendant, but Corroldan simply shrugs enigmatically whenever questioned on his health and appearance.

- Professor of Histories Alchemic and Otherwise, Chereptar the Crimson has made his reputation as one of Saragun's (and County Lhyndess') merriest and most popular of souls, despite the tragedies in his life. The former wizard and advisor to many kings – due as much to his knowledge of history and artifacts of the past as to his wizardry or alchemy – lost his legs to a remorhaz in the Phumarran Mountains 20 years ago, and has been a fixture at Saragun's Alcheminary ever since. He also acts as the primary librarian for the Alcheminary and has an encyclopedic knowledge of the books and all they contain.
 - Junior Lecturer Paltoub [LN hm Ranger 2/Wizard 4/Black Alchemist 5] is an eager, almost overzealous student and lecturer on the history of alchemy and its applied arts. A longtime illiterate among the woodsmen of his village, Paltoub learned to read from a friendly wizard's teachings and has had a deep passion for reading and for books ever since. He sees a path toward perfection in finding ways to improve books and strengthen them to avoid the problems of deteriorating paper, mildew, and rot. He hopes to learn to Perfect Materials soon enough to create steel-strong papers and books, and thus endear himself to Chereptar the librarian.
- Professor Vyrra Chelax, formerly of Thrychport, is more noted for her recently begun romance with Chereptar the Crimson than for her aptitudes as Professor of Unguents, Topicals and Potions. Her normal calm demeanor fails before the scrutiny of nosy students and fellow teachers, and only Chereptar's laughter about the matter defuses her temper. Vyrra's abilities as a cleric of a god of magic make her among the few here to argue the divine aspects of alchemy, which she only discusses outside the classrooms. Inside, her classes are noted for their efficiency despite





her insistence on allowing any and all methods to be tried (within reason and under controlled circumstances). Vyrra's main method of teaching is showing that learning comes from failures as well as successes.

- o Senior Lecturer Lex Khronson [CN hm Sorcerer 7/Black Alchemist 8] originally came to Saragun's to learn from Vyrra and in hopes that she might return the hidden affection he held for the older woman. Her current relationship with the librarian has Lex distracted, hurt, and at a loss of direction, as he saw the path to perfection in his uniting with her. Others have noticed his snappishness and a drop in his productivity, and his students bear the brunt of his temperamental outbursts, though none guess as to their true source. Lex's crisis of faith has him spending each night in prayer in the Chapel, as he debates transferring to the Red Alchemy school.
- Senior Lecturer Tara Pallyss [LE hef Wizard 9/Red Alchemist 9] should have been made a Professor more than two years ago, but personality frictions between her and Corroldan keep him from promoting her to the position, in hopes of finding another more suitable to the job as Professor of Materials and Magic Unification. Tara's restrictive classroom methods promote a very singular view on how to wed alchemy with magics, and while effective, Corroldan wants his students to remain more open to other options (a view that rankles Tara, whose single-mindedness keeps her from the rest of her family at Tarasta's School as well).
- There are numerous other professors among the Lions, far more so than any of the other schools, and their tasks, classes, and specialties often overlap with professors of the other schools. GMs are encouraged to create new NPCs for the senior and junior faculties in order to show players the sorts of academic intrigues and headaches possible among those learned souls whose opinions are a razor's edge different but worlds apart in their own minds.

Syllabus Alchemicus

Saragun established a rigorous but fair curriculum over a century ago with the alcheminary's founding, and that syllabus is still in place. In the lands that have heard of the Alcheminary, alchemists are often ranked by how many years of study they put in there before they took up the profession. After all, a working alchemist of five years' study is not going to have as comprehensive a background nor be able to answer as many questions as one more learned, even though both of them can perform the same activities for PCs. In our world's terms, you can look for alchemists with a bachelor's degree, some master's work, or perhaps track down a (more expensive) doctoral student of alchemy.

Remember that this syllabus is for beginning students, not anyone already trained in alchemy. If you enter as a general student and have a rank or more of alchemy

among your skills, you'll spend the first year or more relearning what you already know.

The only requirements for entering students is some understanding of, and respect for, working with materials. In game terms, they must have at least one of the following skills at two ranks or higher: Craft (Smith [fin smith, locksmith, whitesmith, swordsmith, or armorsmith]); Profession (Apothecary, Brewer, Herbalist, or Smith).

Students at Saragun's must also pay tuition and room and board. The fees are 600 gp per annum, plus any material costs for experiments during the first year. Each successive year adds an additional 200 gp due to expanding materials use and more expansive knowledge (800 gp second year, 1,000gp third year).

First Year

As novice students, the first year teaches apprentice-level materials and the basics of alchemy. While no ranks are gained in Craft (Alchemy) during this course of study, students do gain one rank of Knowledge (Nature) by year's end, as they learn the broad concepts of matter and life before learning how to transform and change it all.

From a professional standpoint, even the washout students of Saragun's have some use in society. Having learned the rudimentary basics of alchemical processes (see Chapter 1), any student who managed at least six months of study has one rank in Profession (Brewer). This is a balancing factor Saragun placed in the curriculum, both to maintain enough ales and beers for the alcheminary and the local village pubs and also to make sure that any student who failed to grasp alchemy still gained a trade out of his time at Saragun's.

Second Year

Second year students acquire the elementary-level teachings of alchemy, gaining their first rank of Craft (Alchemy) early in the year and a second rank by year's end.

As stated above, students gain their first ranks of Craft (Alchemy) during their second year. From a basic standpoint, they can perform any and all actions linked to the core skill in the *Player's Handbook*. Obviously, they cannot do them as well as more practiced and more learned alchemists, but they've reached the bare minimum of knowledge at which they can consider themselves alchemists (if not exactly professional alchemists).

Third Year

By third year, students begin learning more specialized knowledge of substances and expand their studies into particular paths that interest them. They can still perform and expand their general knowledge of alchemy, but most become focused on one or two types of materials for this year.

In short, this is the year students look to temporary "majors" and spend months studying only poisons and toxins, for example, until the Craft Toxins feat is learned. Then they move on to another field of study. Usually by the end of third year, students have added at least two ranks of Craft (Alchemy) and a minimum of one of the alchemical Item Creation feats, if not two.

Third year tends to be the last year for general students at Saragun's Alcheminary, and they can graduate and depart to ply their trades as alchemists (and/or brewers

with a secret). Many, however, become fascinated by the calling of alchemy and stay on (at increased costs) to learn more from the masters.

Graduate Studies & Beyond

Any students wishing to continue their schooling can do so, learning individual feats or adopting any one of the three prestige classes for which they meet the prerequisites.

PCs and NPCs alike can opt to simply learn one of the alchemical feats from the appropriate teachers here, if they meet the prerequisites. Under normal circumstances, learning any of the Item Creation feats in Chapter 6 would take about 20-30 hours (3-4 days) and cost 100 gp plus the cost of materials used in your classes.

- PCs can opt to fast-track their learning with additional private tutoring sessions and/or access to rarer works on alchemy. Accelerated learning of an Item Creation feat here costs 500 gp plus expenses (usually 1d100 gp) but you gain the feat with only 7-10 hours of class time (split over 2 days).

The Black Alchemist

Masters of all inanimate matter, the black alchemists have sacrificed much knowledge and ability to speed themselves toward their one true goal of creating the Five Great Stones of Alchemy. To them, all matter is equal, and such cosmetic differences as size, texture, hardness, liquidity, or flammability are equally malleable and changeable. A black alchemist sees no permanence in any state or structure, only change waiting to be triggered.

Black alchemists—or eagles as they sometimes call themselves—are closest to the classic alchemists, as their ultimate goals do reach toward the purification of matter to gold. However, they do not stop with that but search for the perfect form in all matter. Because they must know materials to such a degree, it is mandatory that the prospective black alchemist already have some basic respect for and knowledge of a craft that works with the materials they hope to transmute.

Requirements

To qualify to become a Black Alchemist, you must meet the following criteria:

Skills: Craft (Alchemy) 8 ranks; Craft (any one of the following: Blacksmith, Carpentry, Gemcutting, Leatherworking, Pottery, Sculpture, Stonemasonry) 4 ranks. It is also highly recommended that PCs put one or two skill points each level into their Craft (Alchemy) skill, in order to meet the prerequisites of many feats gained in this prestige class.

Feats: Skill Focus [Craft (Alchemy)]

Abilities: Ability to cast 2nd level spells

Class Skills

The Black Alchemist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (Arcana) (Int), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier

Hit Die: d6

Class Features

All of the following are class features of the black alchemist prestige class.

Weapon and Armor Proficiency: Alchemists gain no proficiency in any armor or weapons. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Spells per Day: A Black Alchemist continues to study magic at the same time he studies alchemy and gains a level in spellcasting knowledge with each level as a Black Alchemist. He does not, however, gain any other benefits a character of that class would have gained (Hit points, save bonuses, metamagic or item creation feats, and so on). For example, if Kaarva, a 5th level wizard, gains his 1st level as a Black Alchemist, she gains new spells as if she had risen to 6th level in wizard, but uses the other Black Alchemist aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making her a 6th-level wizard/1st-level Black Alchemist, she gains and casts spells as if he had risen to 7th level wizard. If a character had more than one spellcasting class before she became a Black Alchemist, she must decide which class adds to her levels of Black Alchemist for purposes of determining spells per day.

Bonus Feats: At every even level, Black Alchemists gain a bonus Item Creation feat tied to their specialties. If the character does not meet the prerequisites for the feat, it cannot be used until they are met (a character may have knowledge of Create Alchana but cannot use it until she gains Craft Wondrous Item, etc.)

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per Table 3-2: Experience and Level-Dependent Benefits from Chapter 3 of the *Player's Handbook*). The Black Alchemist is not limited to the list given here when choosing those feats.

Enhanced Spellcraft: Due to the black alchemist's deep understanding of matter and materials, he can gain benefits

in spellcasting.

- Enhanced Illusions: Illusory images of inanimate objects are more sharply defined and focused.





Table 1: The Black Alchemist

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Enhanced Illusions	+1 level to spellcasting class
2	+1	+0	+0	+3	Craft Chymicals	+1 level to spellcasting class
3	+1	+1	+1	+3	Enhanced Transmutations	+1 level to spellcasting class
4	+2	+1	+1	+4	Create Alchana	+1 level to spellcasting class
5	+2	+2	+2	+4		+1 level to spellcasting class
6	+3	+2	+2	+5	Perfect Materials	+1 level to spellcasting class
7	+3	+3	+3	+5		+1 level to spellcasting class
8	+4	+3	+3	+6	Create Greater Alchana	+1 level to spellcasting class
9	+4	+4	+4	+6		+1 level to spellcasting class
10	+5	+4	+4	+7	Craft Magic Arms & Armor	+1 level to spellcasting class

Saving throw DCs are at +5 versus an opponent's disbelief or saves.

- o Enhanced Transmutations: Due to the intensive knowledge on matter gained, the alchemist can boost the integrity of transmutations done via spells. Saving throw DCs are at +1/2 levels for all transmutation spells cast by the black alchemist. The alchemist gains a +1 insight bonus toward spell resistances in the same manner as spell DCs.

Note on Stonecrafting: Given the highly focused attention put to inanimate matter, the black alchemist can only create the following Alchana Stones using Create Greater Alchana: Alchemist's Stone, Mystic's Stone, Philosopher's Stone.

The White Alchemist

White Alchemists, like their Black counterparts, still seek purification and perfection of matter, but their focus is on living matter. To them, purity and perfection can only be achieved by a sentient rage gifting itself with immortality and purifying one's body of all imperfections. Appropriately, white alchemists have adopted the seal of the Phoenix to symbolize their quests and their belief in immortality.

The bulk of what a White Alchemist learns to create and affect ties to biology, either of sentient or nonsentient species. This knowledge eventually crosses from the animal world into plants, since they all constitute living matter. Potions, unguents, and creations that affect, change, and perfect living matter are the standard creations and foci of white alchemy. In contrast, they believe that the quest to turn base metals into gold is foolish and arbitrary and is less of a fully spiritual quest than their own.

Rumors and wild stories about White Alchemists can fuel the fires of either people seeking them out for aid or seeking to become a member. Tales of substances that enhance any and all abilities would be the most basic, leading to other tall tales of potions that render you invulnerable in battle or capable of godlike deeds. Lastly, from the commoners' standpoints, simply thinking that they might be able to help farmers regrow lost limbs or restore the eyesight of the blind would be very common—and a potential role-playing nightmare if a town assumes a PC can cure their ills and their tainted water supply.

Requirements

To qualify to become a White Alchemist, you must meet the following criteria:

Skills: Craft (Alchemy) 8 ranks, Heal 4 ranks, Profession (Apothecary or Herbalist) 8 ranks

Feats: Skill Focus [Craft (Alchemy)]

Abilities: Ability to cast 2nd level spells

Class Skills

The White Alchemist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Hit Die: d6

Class Features

All of the following are class features for the white alchemist:

Weapon and Armor Proficiency: White Alchemists gain no proficiency in any armor or weapons. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Spells per Day: A White Alchemist continues to study magic at the same time he studies alchemy and gains a level in spellcasting knowledge with each level as a White Alchemist. He does not, however, gain any other benefits a character of that class would have gained (Hit points, save bonuses, metamagic or item creation feats, and so on). For example, if Kaarva, a 5th level wizard, gains his 1st level as a White Alchemist, she gains new spells as if she had risen to 6th level in wizard, but uses the other White Alchemist aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making her a 6th-level wizard/1st-level White Alchemist, she gains and casts spells as if he had risen to 7th level wizard.

If a character had more than one spellcasting class before she became a White Alchemist, she must decide which class adds to her levels of White Alchemist for purposes of determining spells per day.

Table 2: The White Alchemist

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Craft Toxins	+1 level to spellcasting class
2	+1	+0	+0	+3		+1 level to spellcasting class
3	+1	+1	+1	+3	Brew Ingestibles	+1 level to spellcasting class
4	+2	+1	+1	+4		+1 level to spellcasting class
5	+2	+2	+2	+4	Craft Powders & Dusts	+1 level to spellcasting class
6	+3	+2	+2	+5		+1 level to spellcasting class
7	+3	+3	+3	+5	Craft Unguents	+1 level to spellcasting class
8	+4	+3	+3	+6	Enhance Medicinals	+1 level to spellcasting class
9	+4	+4	+4	+6	Craft Wondrous Items	+1 level to spellcasting class
10	+5	+4	+4	+7	Perfect Medicinals	+1 level to spellcasting class

Bonus Feats: At first level and at every odd level thereafter, White Alchemists gain a bonus Item Creation feat tied to their specialties. If the character does not meet the prerequisites for the feat, it cannot be used until they are met (a character may have knowledge of Create Alchana but cannot use it until she gains Craft Wondrous Item, etc.)

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per **Table 3-2: Experience and Level-Dependent Benefits** from Chapter 3 of the *Player's Handbook*). The White Alchemist is not limited to the list given here when choosing those feats.

Medicinals: The White Alchemist can boost the efficacy of any healing or curative substances, whether they are herbal, alchemical, or magical in nature (potions, herbal restoratives, use of the Heal skill & healer's

kit, etc.), due to expanded knowledge of healing and the body.

- **Enhance:** The curative gains a +1 per die of effectiveness for hit point restoration or it provides the victim a +1 competence bonus on an additional Fortitude save.
- **Perfect:** The curative operates at maximum efficiency and provides the best amount of healing or medicine it is designed to do (totally negate a poison, maximize a healing draught's effects, etc.).

Note on Stonecrafting: As White Alchemists are focused on adapting, perfecting, and healing organic and living matter, they can only create the following Alchana Stones (after gaining Create Greater Alchana and its prerequisites): Alchemist's Stone, Healer's Stone.

The Red Alchemist

The Eagles of black alchemy focus on metals and materials. The Phoenixes of white alchemy obsess over life, death, health, disease, rebirth, and all their ramifications to alchemy and the purity of organic matter and life. The study of red alchemy, signified by the mark of the lion, acts as a rebis—a chymical wedding of opposites—and straddles both these schools of thought. This rebis creates a third truth among alchemists and their philosophies, that there can be purity in energy and matter together. Harnessing that purity grants the lion power over the worlds of both the living and the dead.

Some view this as a three-tiered class, similar to the way bards used to learn their craft haphazardly and incrementally: acting as a black alchemist for a few levels, then a white alchemist, before integrating the teachings together. This is both true and not true. While they share the paths of their fellow alchemists for a time, the red alchemists always focus on the unity and integrity of alchemy as a way to understand the world, its species, and all matter and energy.

While students of black and white alchemy see the other side as foolish and rarely see past their own rhetoric, the lions of red alchemy know how close the two quests truly



Araguin's Alchana

PC Students of Alchemy



Player characters who choose to learn alchemy at the Alcheminary never gain status or favors among the faculty from their adventuring (although they might be badgered for stories by younger students). Like the work at Tarasta's (Chapter 4), novice students must adhere to the standard operations and procedures here at the alcheminary, which usually means a year or three, depending on the student's goals.

PCs can opt to pay a lot extra and shorten their time here with intensive work and private study with the senior staff, but only if learning advanced studies such as one of the prestige classes. These classes can be entered when the PC can choose a new level or class, and the learning is not automatic.

Private classes in advanced alchemy cost the desired level multiplied by 1500 gp. These costs offset the expenses of materials and also pad the alcheminary's coffers to help cover costs when an errant student blows up a lab.

The standard amount of time to learn the alchemical basics (for player characters and others in a hurry) is the minimum XP for the next level divided by 20 in hours. Thus, with only the loss of 50 hours (or 7-8 days of study and classwork) from normal adventuring, a character could become a 1st-level alchemist of any of the three types taught at the alcheminary.

As the information increases, so does the time. Rising from 4th to 5th levels as a black alchemist would take 500 hours (or 10-12 weeks) at Saragun's to unlock the more advanced alchana. The benefit of this is that the PC automatically gains that level when he or she has the appropriate XP amounts to rise in levels—the training must come beforehand but can only be put into play when the PC is ready to make the change in class or levels.

Courses can be even more advanced and even more rushed in emergencies (such as times of war or as a personal favor from the tutor to the PC). The absolute minimum amount of time in which a character can learn what is necessary to gain a level in one of the prestige classes equals the minimum XP for the following level divided by 50 in hours. Bear in mind that few professors can provide even the most willing student more than 5 hours of study and aid per day unless they neglect their regular students or have no active classes.

Thus, to become a 1st-level alchemist of the Alcheminary demands a drop-dead minimum 20 hours of intensive study ($1000/50=20$), or 4 days of deep study, experiments, and reading. Moving up to 2nd level would take 60 hours ($3000/50 = 60$) or 12 days of intense work with the proper tutor. While it might a long time to be absent from adventuring, a PC reaching the pinnacle of alchemical learning should be more than willing to sacrifice half a year (900 hours or 180 days) of intense study in order to learn the secrets of the greater alchana at 10th level.

The vastly accelerated learning is not automatic. The PC's player has to successfully make an Alchemy skill check vs. the difficulty of assimilating all that knowledge so swiftly. The opposed DC is 15 plus the level to be gained; no synergy bonuses can be added to this check, and if the player fails the PC has failed his exams and experiments, and cannot claim a level in that prestige class. If the roll is missed by less than 3, the PC gains one rank in Alchemy as a consolation for the time and costs. Regardless of the student's success, the alcheminary keeps the PC's gold.

Like all learning, the accelerated education only gets the character the least amount of experience in a new level, so the PC must gain XP normally and reach the next level before he or she can attempt another round of accelerated classes. Thus, the time spent in classes is the amount of time between the PC gaining the XP necessary to rise to the next level and the PC finishing said classes and successfully adding that level or class to his statistics.

are. The quest of red alchemy is the creation of all the Great Stones, and since their knowledge is not limited by types of matter or limiting dogma, red alchemists are the only alchemists capable of creating all Five Alchana Stones.

Requirements

To qualify to become a Red Alchemist, you must meet the following criteria:

Skills: Craft (Alchemy) 8 ranks, Profession (Brewer) 4 ranks, any one Craft skill 2 ranks

Feats: Skill Focus [Craft (Alchemy)]

Abilities: Ability to cast 2nd level spells

Class Skills

The red alchemist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (Geography (Int), Knowledge (Nature) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Hit Die: d6

Class Features

The following are all class features for the red alchemists:

Weapon and Armor Proficiency: Alchemists gain no proficiency in any armor or weapons. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Spells per Day: A Red Alchemist continues to study magic at the same time he studies alchemy and gains a level in spellcasting knowledge with each level as a Red Alchemist. He does not, however, gain any other benefits a character of that class would have gained (Hit points, save bonuses, metamagic or item creation feats, and so on). For example, if Kaarva, a 5th level wizard, gains his 1st level as a Red Alchemist, she gains new spells as if she had risen to 6th level in wizard, but uses the other Red Alchemist aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making her a 6th-level wizard/1st-level Red Alchemist, she gains and casts spells as if he had risen to 7th level wizard.

If a character had more than one spellcasting class before she became a Red Alchemist, she must decide which

class adds to her levels of Red Alchemist for purposes of determining spells per day.

Bonus Feats: At first level and at nearly every level thereafter, Red Alchemists gain a bonus Item Creation feat tied to their specialties. If the character does not meet the prerequisites for the feat, it cannot be used until they are met (a character may have knowledge of Create Alchana but cannot use it until she gains Craft Wondrous Item, etc.)

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per **Table 3-2: Experience and Level-Dependent Benefits** from Chapter 3 of the *Player's Handbook*). The Red Alchemist is not limited to the list given here when choosing those feats.

Item Creation Bonuses: Red Alchemists gain a competence bonus when creating an item once they have learned the alchemical methods for doing so. Thus, after gaining Craft Chymicals at 1st level with its +3 bonus for creating such items, the bonus increases every other level. In other words, Red Alchemists continue to perfect their crafting and can keep increasing the bonus given by the alchemical Item Creation feat. Red Alchemists should use the bonus as noted on Table 3 rather than the standard +3 bonus of the feat itself.

The tabulated bonuses apply for Brew Ingestibles (BI), Craft Chymicals (CC), Craft Powders & Dusts (PD), Craft Toxins (T), Craft Unguents (U), and Create Alchana (CA). There are no applicable bonuses for using the Perfect Materials or Create Greater Alchana feats.

Note on Stonecrafting: Red Alchemists, as the alchemists who study every aspect of alchemy, are the only ones capable of creating all Five Alchana Stones if and when they gain the appropriate feats and knowledge: The Alchemist's Stone, the Mystic's Stone, the Healer's Stone, the Philosopher's Stone, and the Sorcerer's Stone.



Table 3: The Red Alchemist

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Bonus Feat	BI	CC	PD	T	U	CA
1	+0	+0	+0	+2	Craft Chymicals	+0	+3	+0	+0	+0	+0
2	+1	+0	+0	+3	Craft Powders & Dusts	+0	+3	+3	+0	+0	+0
3	+1	+1	+1	+3	Craft Toxins	+0	+4	+3	+3	+0	+0
4	+2	+1	+1	+4	Brew Ingestibles	+3	+4	+4	+3	+0	+0
5	+2	+2	+2	+4	Craft Unguents	+3	+5	+4	+4	+3	+0
6	+3	+2	+2	+5		+4	+5	+5	+4	+3	+0
7	+3	+3	+3	+5	Craft Wondrous Items	+4	+6	+5	+5	+4	+0
8	+4	+3	+3	+6	Create Alchana	+5	+6	+6	+5	+4	+3
9	+4	+4	+4	+6	Perfect Materials	+5	+7	+6	+6	+5	+3
10	+5	+4	+4	+7	Create Greater Alchana	+6	+7	+7	+6	+5	+4

Chapter 3: Basics of Herbalism

What is herbalism? It's the study and knowledge of herbs and plantlife, their effects and uses both within and outside the human (or animal) body. It's also the understanding of the world and the sentient races' place among the other forms of life. Herbalism expands one's understanding of how plants and animals have grown and changed to aid each other in maintaining the crucial balances of life on any planet. But that's not what you readers want to know, is it? You're after the skinny on how to use herbs in your games, right? Read on, impatient ones, and prepare to learn....

Herbalism at its d20 Basic

There are redundancies and overlaps in terms of knowledge and skill use in the d20 system, and this is our attempt at distinguishing who knows what, when, why, and how. While originally noted under Profession as a skill, herbalism can also be learned as a Knowledge skill, though that creates limitations and distinctions among those who call themselves herbalists.

The Generic Herbalist

Without specialized training (such as that found in Chapter 4), a person with knowledge of herbs (Knowledge (Herbalism or Nature)) can only identify and find herbs. She can make the most rudimentary of poultices and curatives, and perhaps know what herbs would be good for poison antidotes—but it's unlikely she'd know how to make it, only where to find such information.

If a player chooses to take Knowledge (Nature or Herbalism), any DCs mentioned within this work and/or within the core books for the purpose of directly using herbal knowledge beyond identification of plants or herbal substances should increase by +3.

What generic herbalists don't know is how to create many of the wonderful items in Chapter 7, nor do they have a broad amount of knowledge on usage or dosage of said herbs. In short, their knowledge is strictly academic. They know of herbs and can tell you some things about them, but they don't devote their life's work to such things. Generic herbalists could grab a handful of fools' weed and stuff it into the mouth of a terrified halfling in hopes of ending some supernatural terror effect, but they'd hardly know that three small leaves are enough to do the trick.

The Professional Herbalist

Those trained in herbalism as a profession (Profession (Herbalist or Apothecary)) know as much about herbs and plants as those trained in the Knowledge skills. Where they differ is in knowing the details—professional herbalists and apothecaries know all about the herbs, the best methods for harvesting and preserving them, and their dosages both as curatives and for other uses.

Herbalists vs. Apothecaries

Both herbalists and apothecaries carry herbs useful for curing diseases and discomforts. Each scours the hillsides collecting flowers and herbs and spends the late summer drying and preserving her finds. Each contributes to the general health of her neighbors and mitigates their ailments when needed. So what's the difference between an apothecary and an herbalist?

Simply put, herbalists know of and use all manners of herbs in any and all manners, no matter what their use or form. They can prepare poisons and ointments, inks and dyes, as well as poultices and tinctures. The apothecary limits herself to the medicinal uses of herbs and plants, and usually learns only the healing methods of plants, not the study of poisons or harmful effects.

What's the Difference?

One of the confusions among players and GMs alike are the similarities in general use (both in fantasy literature and in games) among herbalists, apothecaries, botanists or naturalists, and healers who use herbs instead of divine energies. Here are the distinctions in a nutshell (along with the core skill for each subset, in parentheses after the role's name):

- An herbalist (Profession: Herbalist) has a broad range of knowledge about all plants and how to prepare herbal creations from them for a wide variety of purposes. They can prepare herbal remedies and curatives like apothecaries, but they can also create sleep powders or know which roots will calm an enraged barbarian. Lastly, herbalists don't often become active adventurers

- In contrast, a botanist (Knowledge: Herbalism) or a naturalist (Knowledge: Nature) only knows how to identify plants, what they look like, how and where they grow, and whether or not the plants are edible, poisonous, or decorative. They cannot produce any herbal remedies or potions, though they might know how to dry and preserve plants in a pinch.

- An apothecary (Profession: Apothecary) limits her herbalism knowledge to the medicinal properties and uses of all plants (as well as a few limited uses of animal products). Unlike the healer, whose skill use is tied to active healing, an apothecary's skill is in making medicines and selling them to healers.

- A healer (Heal) is someone with the Heal skill who knows how to use a Healer's Kit (*Player's Handbook*) and the materials in it to keep folks alive. They know only the most rudimentary things about the herbs, and only can only identify three to five plants they use to staunch wounds, slow or neutralize poisons, or calm a fever.

A few final comparisons to our modern world might show the distinctions for those of you still scratching your heads. Think of the herbalist as a midwife and herbalist, the botanist as a florist, the apothecary as a druggist or pharmacist, and the healer as a doctor.

The Essentials

So now that we've gotten the rules out of the way, let's talk about what someone who calls himself an herbalist would know, how he operates, what he needs to perform his duties, and the like.

Basic Abilities & Tasks

What does an herbalist do? While it's tough to reduce a profession and all its tasks to a few short sentences, here are the sorts of things an herbalist can expect to do regularly for clients:

- Be able to identify herbs by sight, smell, taste, or touch (though rarely would an herbalist be asked to know an herb by any one sense alone);
- Create and prepare herbal spell components;
- Create and prepare nonmagical medicines and substances for quick healing;
- Prepare herbal or natural components for item creation, from drying and treating wood for staves and wands to knowing the methods for preparing herbs for infusion within candles or incense; and
- Know enough about the effects of plants to identify when a person has been poisoned or affected by herbs and plants and have a sense of how to alleviate those effects before they become fatal.

Basic Equipment

While everyone's practices and skills may vary, the tools of the trade remain the same. All herbalists worth their salt have at least these basic pieces of equipment in their possession:

- A knife or set of shears for herb harvesting, made of bone, stone, or other natural materials. If metal shears are used, they can be any pure metal save iron or steel.
- A mortar and pestle, for grinding and mashing fresh or dried herbs to powder. These are preferably of a hard stone like marble, though carved wooden mortars and pestles are quite common;
- A pair of cauldrons, one a hand's span wide and another at least the span of one's forearm. These are, obviously, the vessels in which herbs will be cooked while preparing herbal creations. The only restriction on cauldrons is that they not be made of iron
- Sheets of gauze, muslin, or linen stretched over wooden frames, on which most flowers or smaller herbs can be dried. They are often constructed for maximum ventilation through the light fabric and can be stacked without hampering the air flow or the drying process.
- Jars, vials, and bottles made from clay, glass, ceramic, and other nonmetallic materials, at least a dozen of each size and shape. Of all the equipment needed by the herbalist, storage containers that protect fresh and dried herbs from sun and heat are both the most important and the most numerous.
- A supply of beeswax, animal fats and lard, and olive oil, for mixing into ointments or to seal jars and herbal concoctions for extended periods.

- A small set of scales and measuring cups to determine proper amounts of herbs or dosages of an herbal medicine.

Of course, the quality and quantity of these pieces of equipment may vary. Herbalists may also swap in other pieces of equipment carried in from other skills they know, whether it be ovens and kilns for pottery or cooking, alchemical glassware for distillation of tinctures and spirits, or perhaps even censers and braziers from the church for whom they serve as priests. Regardless of any other devices or how high-priced the items might be, the above tools serve each and every herbalist well.

Growing Herbs

Obviously, any character with a window box or a garden can grow his or her own herbs under controlled conditions, and that saves a lot of time in finding or harvesting said herbs. Of course, the conditions for this herb garden have to match its native environment or else the herb will not grow well, and its potency may be affected.

As expected, wild-grown herbs are the best plants to use in herbal and alchemical concoctions. Despite centuries of study, herbalists are at a loss as to why this is true, though druids and rangers immediately suggest the blessings of nature (and then list the appropriate gods to thank).

If an herbalist chooses to create a greenhouse or an isolated garden in which to grow his plants, the reduction in potency demands that 50% more be harvested and prepared than the standard amount of wild herb. For example, if Jharul's Ointment of Noncorruption needs the oil from four wild mistletoe berries, you'd need to crush six garden-grown berries to get the oil necessary for the ointment to be viable.

Harvesting Herbs

The methods by which an herbalist harvests her herbs are as varied as the people who learn hercraft. Those with a druidic or wilderness background take a more spiritual path and ask the blessings of the nature gods before either going out to harvest or before they cut the living plant (and some even commune with the spirit of the plant itself, asking its permission to be harvested). Those of a more secular bent simply go find the plants and take whatever amount is needed when they find it.

In general, most herbs are harvested in summer before or after the plants have flowered. Seeds and bark get harvested in early autumn, while roots might be dug up either in early autumn or in spring. There are also some evergreen herbs that can have their leaves collected year-round, like sage, rosemary, thyme, or fools' weed. However, all herbalists take certain precautions and adhere to particular guidelines, regardless of their focus or beliefs, when harvesting herbs:

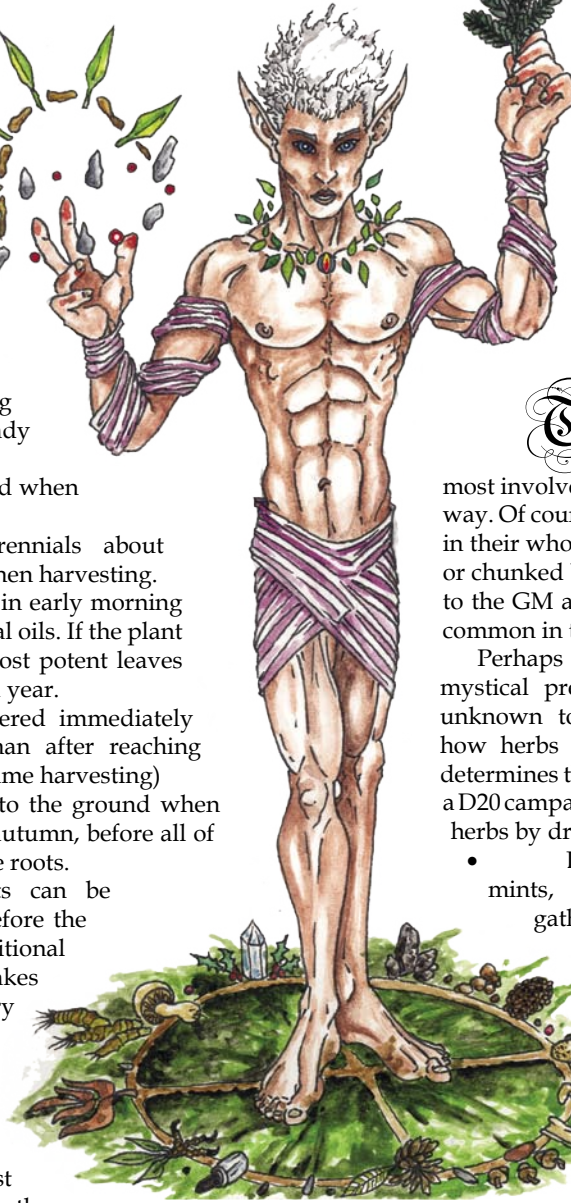
- All herbs should be collected during dry weather and after the morning dew has evaporated from them.
- For the best harvesting, use bone or stone knives, or something of the natural world.
- Never use steel or iron implements to cut the living plants, only silver or gold shears or knives (plated may work fine, though pure metals are better). The iron or steel robs the plant of its





vitality and can corrupt some of the oils and essences in an instant.

- Never take more than you need, and always leave at least as much behind as you take away with you.
- Herbs should not come into contact with anything but natural fibers for the first hours after harvest, so cloth bags—a separate bag for each type of herb—are best for collecting and storing herbs until they are ready for preservation or use.
- Cut annuals to the ground when harvesting.
- Cut biennials and perennials about halfway to the ground when harvesting.
- Leaves should be pulled in early morning to maximize their essential oils. If the plant is a biennial, the best, most potent leaves are gathered in its second year.
- Flowers should be gathered immediately upon opening rather than after reaching their full bloom. (Springtime harvesting)
- Plant stalks may be cut to the ground when harvesting them in mid-autumn, before all of the sap has receded to the roots.
- While most plant roots can be pulled in early spring before the plant flowers, the additional moisture in the soil makes them more difficult to dry than if pulled in autumn after the main plant has died down (or been harvested).
 - If the plant is an annual, it is best to pull the roots in the spring, just before the plant flowers.
 - Biennial plant roots are best pulled in autumn after the first year vegetation falls away.
 - Perennial plant roots can be gathered either in spring or autumn.
- Gather plant bulbs after the new bulbs are perfected, usually just before the leaves have fully died off the plant above ground.
- Various herbs and plants produce sap which should be gathered by slicing the succulent (moisture-holding) plant leaves and scraping the gel into a container.
- Plant barks should only be harvested in late autumn when the sap of the plant is falling toward the roots, to avoid major damage or destruction to the plant. As with other harvesting, never take too much, like stripping a tree fully of bark. Choose one side (the north side tends towards denser bark). Also, it's best to only do this to



plants more than two years old, to ensure their survival.

- Lastly, seed cones and nuts can be harvested whenever they are found falling from their plants. The same goes for twigs and deadfall branches. In fact, there are uses for even the hulls of hard nuts, so very few plantstuffs are ever wasted when harvested properly.

Preserving Herbs

There are a variety of methods on how to preserve herbs, though most involve drying out the herbs in some way. Of course, the herbs can be preserved in their whole forms or they can be cut up or chunked before or after drying—it's up to the GM as to which methods are more common in their worlds.

Perhaps druids and rangers know of mystical preservation methods that are unknown to herbalists, but in general, how herbs are prepared and preserved determines their standard form as found in a D20 campaign world. Herbalists preserve herbs by drying with these methods:

- Long-stemmed herbs (like mints, yarrow, and the like) are gathered into small bunches with their ends tied together, the bundles hung upside down in an airy place away from direct sunlight or moisture. These herbs may be stored this way for up to six months, though they should be fully dried inside of a month.
- Smaller herbs, leaves, and flowers are often laid out in a single layer on a drying tray (as described above under Basic Equipment) away from direct light or any moisture. After 2-6 days, they should be fully dry, crisp and brittle to the touch. The faster the flowers and herbs dry, the brighter and more colorful they remain.
- Flowers are dried as whole flowerheads if at all possible, though petals can be dried en masse if so desired.
- Depending on the size and thickness of the specimen, plant roots can be cleaned of mud and dried whole or cut lengthwise to expose more parts of the root to the air. This method also helps prevent mold (which ruins the root's usefulness), as the moisture in the root dries away before it spoils the plant matter.

- Plant bark takes an inordinate amount of time to fully dry—no less than one year and preferably two years.
- Roots, berries, and many nuts benefit from a brief heating to speed up the drying process. Like the standard drying racks noted above, such plants are laid out in one layer on a pan and set at the edge of a fire or just inside the mouth of an open oven for no more than 4 hours.
- Once dried, raw herbs should be stored away from sunlight and usually in an airtight container if possible.

Shelf-Life of Preserved Herbs

A final note on preserved herbs—most dried herbs lose their potency and their usefulness after a year of storage, though herbs used only for cooking can be kept up to two years before they must be replaced. The only exception to this is preserved bark—given the long drying time, many barks prove to have a shelf life of up to 4 years after drying (but no more than 5 after its original harvest).

Suffice it to say, unless the plant is magically preserved, there'll be no treasure stores of herbs found in the dungeons of a d20 world—at least none worth the trouble of finding. Finding the ancient lore of dwarven herbalism might be interesting for learning how to preserve and use mushrooms and other fungi, but the chances of drastically extending the shelf-life of herbs is pretty slim.

Creating Herbal Concoctions

Es, there is much more to herbalism than simply picking flowers and hanging them to dry in your shed. The main reasons people take up herbcraft—other than to spice up otherwise bland meals—are to create medicinals, teas or any variety of substances derived from the plants. While the making of such creations is left for other chapters, certain essential steps and processes are used by all herbalists, whether creating Denharil's Oil or simply making a cup of tea.

We'll skip over the obvious use of some plants and herbs as spell components, as that's a given in any d20 world. What we're discussing below are the more mundane uses for herbs and plants. This is not to say that these mundane methods can't lead to magical uses later, however.

Infusions

The most common form of herbal infusion is hot tea. Infusion is simply the pouring of water—hot or cold—over an herb so that the water becomes infused with the oils and essences of the herb. Cold infusions can also use lighter oils made from nuts, fruits, seeds, or vegetables such as olive, walnut, sesame, or peanut oil.

Infusions work best with leaves, flowers, and more delicate plant material, either in fresh or dried quantities.

The shelf life of infusions really depends on the usage and what herbs you've infused. In general, assume

that infusions have less than four days' shelf life unless otherwise stated (teas can be made and placed in a bottle for travel, but it's probably best to just bring the herbs separately and then infuse them when needed). Infusions can have extended shelf lives (of up to two weeks) if made stronger than normal—three times as much herb—and mixed with a 25% alcohol solution, though this then needs to be diluted in water for use.

Macerations

While technically a form of infusion, maceration is a longer process that produces different results and more lasting effects, in some ways. Cold maceration involves placing fresh or dried herbs into a jar or container, covering them entirely with an oil of choice, and then sealing up the container and placing it in a cool, dark place for a period of time.

If fresh herbs were used, eight weeks is a good benchmark before the oils and essences of the herbs fully seep into and saturate the oil. For dried herbs, don't bother to check the jar for at least four months. In either case, the maceration is not ready until the color and smell of the oil takes on the tint and scent of the herbs. Leaving the herbs in the oil for longer than the minimum time only creates a stronger oil, which is hardly a problem. The final step is to separate the oil and the herbs by straining through cheesecloth or other methods, saving the macerated oil as the final product.

Maceration works best with dried herbs, as the long percolation time in the oil pulls the essence out of the dried plant matter. Fresh herb macerations should be checked more frequently and can become problematic—the moisture content in a fresh herb can introduce mold into the maceration if not carefully monitored.

Another benefit from the slow process of cold maceration is the shelf life of the oils. Barring any problems of mold or rancidity from fresh herbs or sunlight, macerated oils can remain viable for 2d4 years.

Decoctions

Decoctions are very similar to infusions, though they always involve hot water rather than cold water. The herbs are placed into cold water and heated slowly. The herbal mixture is simmered anywhere from thirty minutes to a full hour (or until the amount of water reduces by a third through evaporation) to fully percolate the herbs' oils into the water.

Decoctions obviously work best (and are necessary) when using tougher herbal parts such as barks, stalks, berries, and roots. If using fresh ingredients, they should be sliced before entering the water, while dried components are best if crushed or powdered.

Decoctions have a slightly longer shelf life than infusions and can remain viable for up to ten days if kept cool and out of sunlight. Like infusions, it might be best for travelers to simply take the necessary herbs with them and plan on boiling out the decoction when needed.



Chapter 4: Tarasta's School of Herbalism



Like Saragun's Alcheminary in Chapter 2, Tarasta's School of Herbalism is a place that can be dropped into any campaign. It can stand on its own as a place of learning or it can be incorporated into a wizards' college. More so than the Alcheminary, it can also be placed in a religious context, such as a druidic order's enclave. In any case, we've constructed Tarasta's school for GM ease of use, with only its philosophies necessary to create and support the prestige classes it visits upon your campaigns.

GMs are encouraged to adopt as much or as little as they like of the background and details of Tarasta's school. The details serve only to give more color and depth to herbalism and its practitioners, as well as to help others understand the thoughts and work behind hercraft. While unmapped, Tarasta's has enough details in this chapter to be used as a setting in game campaigns, should you choose to incorporate it into your world.

Again, the game rules remain the same, regardless of how much or how little color and detail is adopted, so if nothing else, GMs and players alike can learn a bit more about what they can gain from the plant world and how it might be incorporated into your games.

Situated atop a low hill, a walled villa with an odd collection of buildings plays host to Tarasta's School of Herbalism, named after its founder. While it is affiliated with a wizards' college in the nearby castle higher in the foothills, the school operates somewhat independently and has equal ties with the local druids in the surrounding forests.

Almost twelve decades ago, Tarasta came to this place as an adventurer with four comrades, one of whom perished removing a local tyrant from the five-towered castle. The four survivors—Tarasta the sorcerer and druid, Khalq the warrior, Aden the paladin, and Saragun the wizard and alchemist—occupied the holdings as a reward for freeing the countryside from the corrupt count and his ruthless barons, turning them into the schools that now bear their names.

The school—once known collectively as Lhyndessanth, the estate of the Count of Lhyndess—is the only noteworthy building for three miles. (The castle and the rest of the wizards' college is four miles up into the hills and mountains—a morning's ride if necessary.) What many don't realize is that any who approach within two miles of the villa come under close watch by agents of a local druids' circle and close friends of the school. The villa has a two-hundred yard clearance around its stone walls, the trees long ago felled and used in its interior buildings.

Those who travel to Tarasta's, hoping to join its students or its faculty, learn a few things quickly. First, any who travel with horses should be prepared to sell them in the closest town—the village of Howling Mill—and walk to the school; only the senior faculty and the guard contingent may keep horses in the small stables there. Secondly, if you are prepared to join Tarasta's, your tuition is paid both in coin and work—it costs 800 gp plus any expenses incurred by research and materials per year, and students are expected to tend the gardens and help

out around the school (some more than others, to reduce the aforementioned tuition).

If you enter the walls of Tarasta's school, prepare to remain inside those walls—barring fieldwork expeditions or emergencies—for the entirety of your education. The typical stay at Tarasta's is three years for basic students, five years for advanced studies (prestige classes), and indefinite stays for those who become faculty. The school is not indifferent to helping those in need or aiding weary travelers, though outsiders are only allowed into the inn located near the outer gatehouse.

The Campus

Our first view of Tarasta's School may be uninspiring. The moderately sized villa is nondescript, its highest towers reaching only four stories. Still, for the area, it is a major architectural landmark.

Inn of the Hamadryad

The first building you'll find is the Inn of the Hamadryad, a two-story thatched-roof building about a hundred yards out from the school's gatehouse and an equal length of open space from the forest's edge. It's the place where anyone from the school meets family or others, and it's as far as any student can stray from the school until studies are complete. The comfortable taproom seats about seventy-five and is cozy, with booths lining one wall, the bar dominating the back wall, and tables filling up the remainder of the floor. Half of the upper level is taken by

Creation Times

In previous chapters we discussed who could create which items. Now here's how long it generally takes to create each item:

$$\text{Creation Time} = [\text{Caster Level} \times \text{Difficulty Class (to Create)}] \text{ hours}$$

Example: Creating a tanglefoot bag (CL 2; DC 25) takes 50 hours total, or about 6-10 days of work for the alchemist. The creation work does not have to be done in exclusion to all other tasks or activities.

There are some exceptions to this rule at the high end of the crafts—crafting Greater Alchana and Greater Erlcana items (from erlmantles and the Erlixirs to Emerald Tablets and the Alchana Stones) must be done in exclusion to all other activities save a 6-hour rest period each day. Alchemists usually have a heavily stocked pantry on hand before they begin a major work, knowing they cannot remove themselves at all until it is completed.

Example: Creating a cocoon swathe will take an herbalist at least 720 hours (40 DC \times 18 CL) or 40 complete days of uninterrupted work. If the herbalist is ever away from the creation for more than six hours, the process is delayed by hours equal to the creation DC of the item. If away for more than nine hours at any time, the creation is ruined and the process must begin again.

the owner, his wife, and their two sons, while the other half is a wide common room with straw pallets for guests.

Hallack Brewson's father Gharn built the inn more than forty years ago, settling here when he was cast out of Howling Mill for having the plague. He and a few others came to Tarasta's, were healed, and built the inn to aid the school by providing for guests without inconveniencing students or staff. Hallack married a student of the school and began brewing beer and ale and making wine with the skills he knew and those he learned from his wife. The vineyards and hops growing around the walls of the school and along the hills in this clearing, in fact, are the result of Hallack's hard work and that of his two sons Reic and Arlen.

Ikarn's Keep

The largest building in the school is Ikarn's Keep, a three-towered castle attached to the back corner of the curtain wall surrounding the school campus. Formerly a baronial manor (though it's named for Tarasta's husband, who died taking it); its three squat towers and three levels of rooms connecting said towers hold the college classrooms, the dormitories for all the students and staff, and the school's extensive library on herbs, plant lore, and herbalists' tomes. The closest tower to the gatehouse is the first of two students' towers (the second being the westernmost tower), each floor acting as the dormitory for first- through third-year students; fourth-year or advanced students sleep in the west tower above the guard barracks.

The Infirmary & Apothecary

One of the five mid-sized buildings within the keep's curtain wall is the two-story squat rectangular building that houses the infirmary and the apothecary. While classes for apothecaries are still held among the school's normal rooms, the specialized laboratories are in the east wing of this building. The west wing contains the infirmary and hospital for patients, be they injured students or patients from outside.

The Gardens

As would be expected, there are gardens within the grounds of the school. Normally, gardens serve to provide food, and these gardens definitely fill that role for the school. However, they also serve to grow the plants and herbs studied herein. Unlike an illustration in a book, students can also learn what the plant smells, feels, and tastes like—a better education that merely reading about them.

Unlike most garden-grown herbs, these do not suffer the usual drawbacks of nonwild herbs (see *Growing Herbs* in Chapter 3). The local druids bless the gardens habitually and while they meet few other requirements of a druids' grove, the lands herein and in the adjoining hothouse produce some of the best herbs and plants possible.

The Grotto

The only important part of the school that lies outside the villa walls is The Grotto. It is a cavern of bare stone walls on the far eastern side of the clearing, about a half-mile from the school. This is where classes are held to test the more explosive concoctions or to mix things that



would be dangerous around too many people. It rests alongside a small stream, one of many that provide water to supplement the school's central well.

Other Sites & Buildings

There are a few other buildings within the walls of the school, all either utilitarian storage or a necessary subsidiary of school life. There is a blacksmith on hand for the guards' weapons and armor repair as well as all other metalwork around the school. A potter and his wife (the glass-blower and glazier) occupy the other half of the smith's forge, and the two families split the living quarters above that long working area. Stables for the small number of horses are nestled near the gatehouse, and there are pantries and granaries for storage of food for the winter.

Last but not least, there are a few small buildings outside the walls beyond the Inn. Some are home to the school's cooking or cleaning staff, while others are the family homes of the higher-ranked guards. Resting near the western wall of the villa is a small hut, the home of Urvam the beekeeper. His beehives cluster among the branches of the trees to the west of the school, and he provides all of the school's beeswax and honey. All of these folk are welcomed inside the school walls if they have need of protection from raiders or other problems.

The Staff and Faculty

There are five principal characters comprising the senior staff, and seven junior faculty assist them. All gained their herbal training here, which explains the preponderance of druidic knowledge among them—Tarasta insisted early that everyone join the nearby druid's circle for at least a season before entering the school, and that tradition remains as a prerequisite for learning the prestige classes here (unless one is already trained as a druid).

Professor of Potions, Poisons, Purgatives, and Toxins, Shalmyss Stenth [NG hm Druid 10/Herbalist 10] has been at Tarasta's for more than 50 years and was one of its earliest students. A seemingly harmless bow-backed old man, his students think him more owl than human with his nocturnal classes and his bald head nearly always covered by a mantle.

Actually, he simply enjoys the moonlight and chooses to keep his students up late. His single assistant is his granddaughter, Lecturer Yurilys Stenth [NG hf Druid 1/Herbalist 9]. Not present in his title is Shalmyss' status as senior trainer of the junior faculty and teacher of many alchana, and it is among these more learned classes that Shalmyss comes alive with interest.

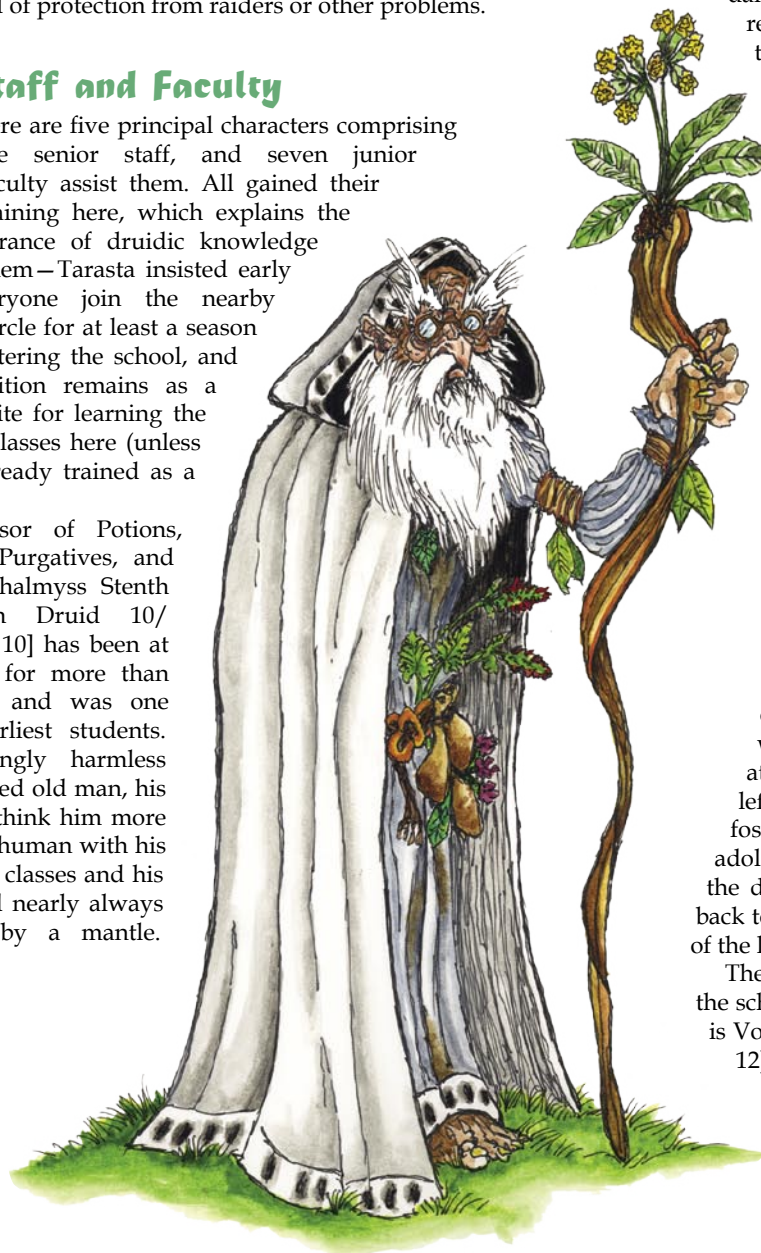
Phoram Pallyss [LN e*m Bard13/Druid 2/Herbalist 5] is the Professor of Herbs, Gardening, Harvesting, and Botanical Knowledge. This elf stands out among his fellows here, as his hair is a long growth of mosses and ivies down his back, his skin a tawny bark. Phoram is often the first kin o' the green (see Appendix Two) most folk meet, but his gentle ways and soft-spoken teachings make his first-year-students forget his status as both a plant and a sentient mammal. Phoram's two assistants are his half-elven sons, Undal [NG hem Ranger 4; P: Herbalist 9] and Phoram the Younger [LN hem Bard 5/Druid 2/Herbalist 5].

Professor of Medicinals, Curatives, and Apothecaries is the title of Saonar [LN halfm Sorcerer 12/Druid 1/Herbalist 7], though most of his students call this much-scarred man Seven Fingers behind his back, and he knows it. While he knows enough to remove the remnants of past damage, Saonar keeps his scars as reminders to himself and his students that no amount of knowledge or training can prevent all harm.

Professor of Ingestibles, senior chef and mistress of the kitchens, Uama Pallyss [LN h*f Ranger 8/Druid 1/Herbalist 10] is also a kin o' the green like her husband, though she has only recently undergone the Greengift and seems fully human aside from rock violets sprouting at all times in her black and silver tresses. Uama still has little patience, despite twenty-two years alongside her elf husband, and woe to those students late for either her classes or her meals.

The Professor of Chymicals, Unguents, Powders & Dusts, and also the senior Professor and Headmistress of the school, Charyn Eyesharp [NG hf Druid 10/Herbalist 10] is the youngest headmistress of the school, with only forty-five winters. Chosen by Tarasta herself at Greendell, Charyn was a foundling left at the Inn of the Hamadryad and fostered at the school. She spent her adolescence and early adulthood among the druids until Tarasta herself sent her back to the school to lead it after the death of the last mistress.

The other high-ranking person within the school walls but not among the faculty is Vorym [LG hm Ranger 14/Apothecary 12], captain of the guard. He commands a contingent of eighteen warriors, fighters, and rangers, but can also



PC Students of Herbalism



layer characters who choose to learn herbalism at Tarasta's do not gain any special favors from their adventuring status (although they might be asked to join the guard rather than the usual duties ascribed to students in the kitchens or gardens). Still, the question you've got in your mind is "How do I get to incorporate this knowledge and this place into my campaign without Bob's character being removed from the game for a year or so?"

Simply put, if Bob's character has entered Tarasta's to learn herbalism as a novice (i.e. less than three ranks of Profession: Herbalist), he cannot do more than attend the school as a regular student. Tarasta's is not a school open to correspondence classes or to students who only attend classes when they choose to do so. The school's attitude on that is final—attend fully or find your information on herbalism elsewhere.

If the PC is attempting to learn advanced knowledge—any of the prestige classes in this chapter or simply Profession: Herbalist ranks beyond nine—he or she can attend private and intensified courses with the appropriate professor. This decision must be made when the player character can choose a new class or level. There are, of course, time and money factors to take into account:

- Private classes for learning to be an herbalist or apothecary cost at least double the norm, if not more. Costs are determined by taking the level to be reached and multiplying that by 1000 gp. The only benefit of these increased costs is that the school no longer charges for incidental expenditures for research materials.

- The standard amount of time to learn the basics of the herbalist or apothecary (for player characters and others in a hurry) is the minimum XP for the next level divided by 20 in hours. Thus, with only the loss of 50 hours (or 7-8 days of study and 7 hours of classwork) from normal adventuring, a character could become a 1st-level Tarastan herbalist.

As the knowledge increases, so does the time. Rising from 4th to 5th level as an apothecary would take 500 hours (or 10 weeks to 3 months) at Tarasta's to unlock the secrets. The benefit of this time spent is that the PC automatically gains the next level when he or she has the appropriate XP amounts to rise in levels (and the GM can decide when the PC takes time to attend the school either before or immediately after the change in levels).

- The absolute minimum amount of time in which a character can learn what is necessary to gain a level in one of the prestige classes equals the minimum XP for the following level divided by 50 in hours. Bear in mind that few professors will provide even the most exceptional student more than 5-6 hours of study and aid per day unless they neglect their regular students (which they might do for additional monies or favors or items from adventurers).

Thus, to become a 1st-level herbalist at Tarasta's requires an absolute minimum 20 hours of intensive study (1000/50=20), or 4 days of heavy cramming sessions, study, and experimentation. To gain the knowledge of a 2nd level herbalist would take 60 hours (3000/50 = 60) or 12 days of intense study under the appropriate tutor. And while it seems a long time to be absent from adventuring, a PC reaching the heights of herbalism should be more than willing to sacrifice half a year (900 hours or 180 days) of intense study in order to learn the secrets of the greater *erlcana* at 10th level.

- The vastly-accelerated gain of information and skills is not automatic—like any good education, there are examinations and tests. The student PC must successfully make a Profession: Herbalist check vs. the difficulty of assimilating all that knowledge so swiftly. The opposed DC is 15 plus the level to be gained; no synergy bonuses are applicable to this check, and if the player fails the PC has failed his exams and experiments, and cannot claim a level in that prestige class. If the roll is missed by less than 3, the PC gains one rank in Profession: Herbalist or Apothecary as a consolation for the time and gp costs. Regardless of the student's success, the school keeps the PC's gold.

- After successfully gaining the accelerated level of knowledge, the herbalist is free to go out and adventure, use the skills learned, and spread the word of Tarasta's School. However, the accelerated education only gets the character the least amount of experience in that level, so the PC must gain experience normally and reaches the cusp of the next level before he or she can attempt another round of accelerated classes. Thus, the time spent in classes is the amount of time between the PC gaining the XP necessary to rise to the next level and the PC finishing said classes and successfully finishing that level's education.

call on aid from a tribe of centaurs within the forest to defend the school from attacks.

Lastly, Tarasta, while no longer headmistress or actually at the school, remains a presence in her teachings—and the fact that she has rooted herself only seven miles away from the school, inside the forest. She was among the first to create and accept the Elixir of Greengifting ninety years ago, and she quickly took root in the forest at the site now called Greendell. Since then, she has grown tall as a majestic elm covered, oddly, in wild grape vines and holly. It takes much—usually the attendance of a high-ranking druid—to break her away from her reverie with nature, though if anything cataclysmic happens in the area Tarasta will immediately head toward the school. She can act as a treant in her current form or grow another body more akin to her old one, in which she can wield most

of her old abilities [NG h*f Sorcerer 6/Druid 4/Herbalist 10].

Learning the Craft

Like many schools, one cannot simply approach its gates and expect to gain an education without any foreknowledge or without showing any aptitude for the work to come. Thus, most entrants need to have at least two ranks of Profession (Herbalist) before they are even considered for entrance into Tarasta's School.

Once a student here, you start with the basics, relearning everything about herbs in order to learn the philosophy engendered by Tarasta: nature has feelings, honor, life, and respect for the balance between flora, fauna, and the other worlds of the gods. There are other philosophies, many of which are first taught by the druids





Crisis Creations

In an emergency or “out in the field,” there might be reasons for an adventuring herbalist to know how to do makeshift preparations without all the official and time-consuming processes to guarantee success. Tarasta’s school does teach this feat as a special class to fourth-year students or graduates, as preparation for active lives beyond the school and also as a test to see how well those students react and work under stress and pressure.

Bear in mind that these shortcuts are meant for emergencies, and only under duress would any self-respecting herbalist use such methods outside of a crisis. This should also be a lesson to those who expect anyone with herbalism to be able to grab a clump of moss, stuff it into someone’s wound, and help heal it—to think twice. Nothing good is ever that simple, unless one already had the properly prepared materials. And that’s not what we’re discussing here. Think of this as Emergency Herbalism.

The following are not specific and proscribed methods for the use of the Crisis Creation feat, but they’re examples of the sorts of short-cuts taught at Tarasta’s by the primary tutor, Saonar Seven-Fingered:

Flash dry herbs using arcane spells like burning hands and the like. Do not use campfires to dry herbs, as the smoke permeates and ruins the herbs.

If forced to approach and harvest herbs in a hurry, it is often better to use your hands and rip loose what you need than to use improper tools.

With practice, the combination of mage hand and prestidigitation can grind, pulp, and mash herbs into a quick poultice or prepare them for further changes and assimilation into other herbal creations.

For total and immediate pulping, cast ray of frost then shatter on the herbs in question, following up with prestidigitation to mix the herbs into the concoction.

These steps and methods are taught for use in an emergency, but only by taking the Crisis Creation feat do you avoid taking a -2 circumstance penalty for each short cut or improper tool used to create anything.

of the Pine Circle outside the school walls, but suffice to say that Tarasta’s primary philosophy is this: “Respect Nature and the Balance of Plant to Animal, and Ye Shall Gain its Respect and the Rewards Therein.”

Those seeking advanced knowledge (such as the Herbalist prestige class) need to have at least one level of Druid for entry. They are not retaught the basics, though they are tested thoroughly as to the level of their knowledge, and usually are not accepted for advanced studies without a high degree of herbalist knowledge (hence the prerequisites for the prestige classes).

The Year Structures

Tarasta’s follows a time-honored curriculum pattern that has served it well for over a century. The curriculum is as follows:

Year 1: Students learn the basics in plant identification, understanding how to find herbs, grow them, etc. They also learn the strictures and methods for harvesting and

preserving herbs, along with the creation of basic infusions and ingestibles.

Year 2: Students choose between specialties in apothecary and medical knowledge or continuing their herbalist studies. Both student tracks expand their general knowledge of plants, their uses in other concoctions, and their basic medicinal uses. They also learn poisons and antidotes, more infusions and ingestibles, and unguents.

Year 3: By year’s end, every student is a full-fledged herbalist or apothecary; some claim they can now identify many herbal creations by scent alone (though a skill check vs. a DC of 18 would be required of them). Before graduation, students learn the preparations of dusts and powders, the final knowledge on herbal restoratives, and the history of erlcana and the major works of herbalism.

Regardless of the particulars being taught, each student gains one rank in Profession (Herbalist) every nine months spent studying here and working the grounds.

Extended studies and learning are available at Tarasta’s, though any who stay beyond three years are expected to become temporary staff and teach a few students themselves. Advanced learning consists of studying and understanding the high-end herbal erlcana, studying herbcraft as a prestige class, or completely embracing the craft of the apothecary. As stated above, acceptance for advanced study requires that a person have one level of druid among their repertoire of skills to fast-track them past the basics and into the higher levels of learning.

Growing & Harvesting Methods

As noted above in The Gardens, growing herbs for study and use is easily accomplished at the school. What the budding herbalists learn at Tarasta’s is which plants should be planted where, so as to keep all the plants and the soil in balance. The gardens are arranged for ease of study and all plants with like uses (either as medicinals, dyes, perfumes or others) are grouped together in beds and arranged for maximum health and the least impact on each other. However, in order to force students to appreciate and understand nature’s ways, at least one external trip a season takes the current class out into the local wilderness to find and study many of the same herbs in their natural environments.

Harvesting methods are as noted in Chapter 3, albeit with one major difference: all students at Tarasta’s learn harvesting as she learned it from her tutors. Thus, “in an effort to help you understand both the hardiness of the plant and the flow of life around it, harvest the plant only clad with air.” Harvesting plants in the nude becomes a private ceremony for the bashful, though even the boldest do not see this method as anything but contemplative to their work. It simply puts the sentient being on a level with the plant and teaches respect for all the influences the plant withstands, from wind or rain to biting insects or the blazing sun.

Specialized Herbal Knowledge

After the first year (or the 4th rank of Profession (Herbalist)), students must decide whether to continue with the general course of study or to specialize. The sole specialization taught at Tarasta’s is to focus knowledge on the medicinal uses of herbs, allowing students to become full apothecaries. Once this choice is made, the student begins learning the new skill Profession (Apothecary) and spends the rest of her time at Tarasta’s building on

Table 4: The Tarastan Herbalist

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Craft Toxins	
2	+1	+0	+0	+3		+1 level to current spellcasting class
3	+1	+1	+1	+3	Craft Herbal Restoratives	
4	+2	+1	+1	+4	Bloomagic	+1 level to current spellcasting class
5	+2	+2	+2	+4	Craft Powders & Dust	
6	+3	+2	+2	+5	Flourish Spell	+1 level to current spellcasting class
7	+3	+3	+3	+5	Grow Swathe	
8	+4	+3	+3	+6		+1 level to current spellcasting class
9	+4	+4	+4	+6	Create Ercana	
10	+5	+4	+4	+7		+1 level to current spellcasting class

that skill. (The student graduates from Tarasta's after two more years with 3 ranks in Profession (Apothecary).)

The Tarastan Herbalist

This prestige class directly reflects the teachings and standards of Tarasta's School. While not always embracing the religious nature of druidism, Tarastan herbalists have a sharply honed respect for nature and a broad knowledge and understanding of nature, its cycles, and the balances between plants and animals.

Tarastan Herbalists are neither common herbalists nor common students of the school—they are the advanced students who carry Tarasta's message of Nature's Gifts in Balance throughout the world. They are also learned in secrets of erlcana beyond the grasp of most self-taught or tutored herbalists (meaning NPC Experts or those with random ranks of herbalist).

Requirements

To qualify to become a Tarastan Herbalist, you must meet the following criteria:

Skills: Profession (Herbalist) 8 ranks. (It is highly recommended that players place one or two skill points each level into their Profession (Herbalist) skill in order to meet the prerequisites of many feats gained in this prestige class.)

Feats: Skill Focus [Profession (Herbalist)]

Abilities: Nature Sense (Druid ability), Ability to cast 2nd level spells

Saves: Fortitude save +2

Class Skills

The Tarastan Herbalist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Hit Die: d4

Class Features

All of the following are class features of the Tarastan Herbalist prestige class.

Weapon and Armor Proficiency: Herbalists gain no proficiency in any armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble. They do gain proficiency with one weapon—the sickle.

Spells per Day: An Herbalist continues to study magic at the same time he studies herbalism, as all Tarastan herbalists are spellcasters to some degree. However, he only gains an additional level of spellcasting mastery every even level gained as an Herbalist. He does not gain any other benefits a character of that class would have gained (Hit points, save bonuses, metamagic or item creation feats, and so on). This essentially means he adds half the levels gained as an Herbalist (rounding down) to the level of some other spellcasting class the character has, and then determines spells per day and caster level accordingly. For example, if Nyush, a 5th level druid, gains his 1st level in Herbalist, he gains new spells as if he had risen to 6th level in druid, but uses the other Herbalist aspects of level progression such as attack bonus and save bonus. If he next gains a level of druid, making him a 6th-level druid/1st-level Herbalist, he gains and casts spells as if he had risen to 7th level druid. If a character had more than one spellcasting class before he became an Herbalist, he must decide which class gains half his Herbalist levels for purposes of determining spells per day.

Bonus Feats: At first level and at every odd level thereafter, Tarastan Herbalists gain a bonus Item Creation feat tied to their herbal specialties. Tarasta's school is quite explicit in teaching the feats in a specific order. An Herbalist must still meet all prerequisites for a feat to use it.

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per Table 3-2: Experience and Level-Dependent Benefits from Chapter 3 of the *Player's Handbook*). The Herbalist is not limited to the list given here when choosing those feats.

Bloomagic: At 4th level, Herbalists gain a unique ability to heal plants using spell energies. They can cast any 0th- or 1st-level spell but negate its normal effects or abilities in favor of using the energies to restore plant life. This is a lesser version of the Flourish Spell feat or ability, though





unlike that ability, the *bloomagic* talent allows the Herbalist to do any one of the following with said energies:

- Restore preserved herbs or plants to their healthiest, freshest state;
- Heal any nonmagical damage to a plant that can be touched directly (a broken stalk, trampled leaves and body, stripped bark, etc.) and encompassed entirely by the Herbalist's hands. (Equivalent to a *mending* spell.)

Flourish Spell: At 6th level, Tarastan herbalists gain the spell-like ability Flourish Spell, allowing them to use spell energies (either arcane or divine) to heal or affect the growth of plants. See Flourish Spell in Chapter 6 under the New Feats section for more details on this ability's use. The only difference between that feat and the Herbalist ability is that Flourish Spell can be used twice a day at will.

Tarastan Apothecary

The Tarastan Apothecary reflects the teachings and priorities of Tarasta's School just as the Herbalist does, sharing a respect for both the herbs themselves and those to whom the herbs are administered. Where the Apothecary differs is simply the tight focus on healing and the production, distribution, and use of medicines.

Tarastan Apothecaries start out as herbalists, but this class grants them a focus and a new profession with skills beyond the grasp of NPC Experts or those who learned their skills via self-teaching or a lone tutor.

Requirements

To qualify to become a Tarastan Apothecary, you must meet the following criteria:

Abilities: Wisdom 12 (minimum for casting limited spell repertoire)

Skills: Heal 1 rank; Profession (Herbalist) 4 ranks, Profession (Apothecary) 8 ranks.

Class Skills

The Tarastan Apothecary's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Hit Die: d4

Class Features

All of the following are class features of the Tarastan apothecary prestige class.

Weapon and Armor Proficiency: Apothecaries gain no proficiency in any armor or weapons. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble.

Spells: An Apothecary does not necessarily know magic before beginning this prestige class. She does gain some small knowledge of natural magics and learns some limited magics normally available to druids, but she uses them more in the manner of a sorcerer, not learning by memorization so much as learning and using by gut instinct and a close connection to the healing powers of nature.

The Spells noted on Table 5 are marked with two numbers divided by a slash. The first number is how many spells the Apothecary knows from her potential spell list. The second number is how many times per day she can actually cast any spells of that level.

The Apothecary's spell list is designed to be very restricted and linked to her knowledge and understanding of plants and herbs and healing, and very little else.

- **0-level:** *create water, cure minor wounds, detect poison, purify food and drink, virtue.*
- **1st-level:** *calm animals, cure light wounds, goodberry.*
- **2nd-level:** *delay poison, lesser restoration.*

If a character had a spellcasting class before she became a Tarastan Apothecary, she foregoes advancement in that class while she studies and walks the path of the Apothecary.

Bonus Feats: At first level and at every level thereafter, Tarastan apothecaries gain a bonus feat tied to their talents. Tarasta's school is quite explicit in teaching the feats in a specific order, but an Apothecary must still meet all feat prerequisites to use it.

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per **Table 3-2: Experience and Level-Dependent Benefits** in Chapter 3 of the *Player's Handbook*). The Apothecary is not limited to the list given here when choosing those feats.

Skill Restrictions: Any skill points earned while learning this prestige class go first to Profession (Apothecary) and then to Heal. Those two skills must be at the maximum allowed per level before skill points can be placed among other skills.

Table 5: The Tarastan Apothecary

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells 0	Spells 1	Spells 2
1	+0	+0	+0	+2	Skill Focus (Profession: Apothecary)	0	0	0
2	+1	+0	+0	+3	Craft Herbal Restoratives	2/1	0	0
3	+1	+1	+1	+3	Bodily Awareness	3/1	1/1	0
4	+2	+1	+1	+4	Diagnosis	4/2	2/1	1/1
5	+2	+1	+1	+4	Craft Toxins	5/3	3/2	2/1

Chapter 5: Herbal Catalog

There are thousands upon thousands of herbs, plants, mosses and lichens that have some use, either common or esoteric, in both real and fictional worlds. As we have certain space considerations in this book, we've provided some of the more useful and exciting plants and herbs in this catalog as a good baseline for understanding herbs and their uses in fantasy game worlds.

Herbal Definitions

All the herbs have set classifications of Rarity, Environment, and Harvest. The definitions of these are set below within the Herbal Template.

Herbal Rarity

Rarity is set at four stages:

- Common herbs are easily found, though a DC 10 in Spot is needed to recognize them from a general description (while those who know plants need no check, assuming they're in an area where the plant can grow);
- Uncommon are still relatively common but only if you know where to look – they take a DC 15 in Spot to recognize or find, though anyone skilled in herbalism (either as Profession or Craft), Survival, or other skills focused on finding natural items in the environment can find them with a DC 10;
- Rare plants and herbs are only found in very particular environments and are difficult even for the skilled seeker (DC 20 for unskilled persons to Spot; DC 15 for skilled persons);
- Some plants and herbs are extremely rare, and may be unique to one particular area, rather than a general environment (in which case, look at the plant's terrain type and limit its presence to one or two particular areas in your campaign world that match that terrain). Finding such plants blindly in the wild is almost impossible (Spot DC 35 unskilled; DC 30 for skilled persons), and even if you're in the place where the herb is known to grow, Spot DCs only improve to 25/20. The herbs may also be raised in a controlled environment. This makes them easier to spot when seeking them, but if that specimen is inside the greenhouse or gardens of Tor Ruthless, your ability to find said herb is just as problematic.

Herbal Environments

Environment follows the standards used for monsters and for general grading of environments within all D20 game worlds. However, some herbs can be found only under particular climate conditions, and that is marked under Environment as well. Thus, a scrub pine that is found in many mountains and foothills would be marked as Hill/Mountain, but the Ice Berry vine is found only in Cold (Arctic/Sub-Arctic) Hills and Mountains.

Herbal Harvests

Harvest classifications are not terribly varied but do affect the price and availability of herbs. If various parts of a plant can be used, harvest times are noted for different times to catch all useful parts of a plant.

- Annuals (or autumnals), like many food crops, take a full season to grow and should not be harvested until their full growth in autumn. (Please note that some autumnals have earlier harvest times, depending on when they are planted, and are noted under each entry)
- Perennials are herbs that do not need reseeding and regrow every year with little difficulty. They have very set patterns of when they bud and bloom (if they do) and equally set patterns as to when the plant matures and begins to die each season. In general, midsummer is the best time for harvesting perennials.
- Biennials are plants that require two growing seasons to fully mature and produce their fruits, flowers, and seeds. These herbs are generally harvested every second Midsummer, barring any separate details under their entries.

Herbal Template

Below is the template for all herbs useful for alchemists, herbalists, natural healers, apothecaries, and others. Following that is the full catalog. Note that there are a few herbs within the catalog with italicized names – these are fictional herbs, and will not be found in other sources.

WARNING: Finally, despite the many uses and comments on the herbs within this catalog, DO NOT attempt to use these herbs for the purposes and uses listed herein in real life unless its use is deemed safe by other true books on herbalism. In fiction, these herbs can be made to do many things that will not translate to the real world, and real experts, not game designers, should corroborate even those uses that do overlap. Cumin, fennel, garlic, and echinacea can be found at health food stores and elsewhere, but that doesn't mean you should try and concoct some herbal poultice or potion during or for your games – these uses are hypothetical and meant for game use, not kitchen- or herbalist-tested for safety. In short, DON'T TRY THIS AT HOME except verbally and within your games.

Herb Name

Rarity: [Defined above as common, uncommon, and rare]

Environment: [Areas where grown]

Harvest: [Growth cycle: Annual, Perennial, Biennial]

Cost: [Baseline price for the herb in its preserved and prepared state, as well as a note on the size and arrangement of said sample]

Game Use: [Noted in uses as Component (Item or Spell), Decoration (perfume, incense, or dried flowers), Dye/Ink, Herb (Food, Spice, or Tea), Medicine (with immediate health uses although not always a discernible game effect), or Special (with a note on immediate game effects from poisons to magical benefits or drawbacks for this particular herb)]





The general text on the herb is broken down as follows:

- The 1st sentence always provides a brief description of the herb.
- The 2nd sentence lists its general use, its common purpose among unskilled or commoner NPCs, whether as a spice for cooking or for some folklore uses.
- The 3rd sentence gives the herb's uncommon purposes/uses among the skilled NPCs, whether they are herbalists, alchemists, or PC wizards and the like.
- The 4th sentence begins a 2nd paragraph and covers any special circumstances for collecting the herb and not reducing its usefulness while doing so.
- The next sentence lists any special methods for the preservation of said herb.
- The final lines in most herbal entries briefly mention the types of items in which it would be used as a component and perhaps list a few magical items that would use the herb in construction and empowerment.

The Herbs

Acacia

Rarity: Rare

Environment: Warm lands

Harvest: Annual

Cost: 4 gp/oz. dried flowers or leaves; 6 gp/oz. sap; 10gp/pound of wood chips

Game Use: Component (Item), Decoration/Incense (Inhaling acacia smoke as incense adds +1 to any Will saves for 1 hour.), Dye/Ink

Acacia is a smallish tree with thin bark, rounded compound leaves, and clusters of small yellow-and-white flowers. Its bark is most commonly used as an incense, thrown directly onto fires, and its yellow flowers make a subtle dye. The viscous sap flows easily out of the tree when the bark is scored, and many collect it for a variety of uses.

Collecting and preserving acacia flowers, leaves, and bark takes no special methods, though the gummy sap can only be tapped after midsummer and must be stored in airtight jars to prevent its drying to a hard crusty lump. Acacia gum is a primary component for many ointments and salves.

Aconite (Wolfsbane)

Rarity: Uncommon

Environment: Any Temperate

Harvest: Perennial

Cost: 5 sp/palm-sized sprig or oz. of seeds; 1 gp/syrup decoction

Game Use: Component (Spell), Medicine (antidote vs. animal-based poisons, +1 to Fort saves), Poison, Special (Eat within an hour of a lycanthrope's attack to gain a Fort save (DC 20) to shake off effects of lycanthropic curse).

Wolfsbane grows as erect green stems covered by glossy dark green leaves with white undersides, and clusters of dark blue to purple flowers shaped like a monk's hood (thus giving one of its other names—monkshood). It is mildly poisonous to the touch when fresh (inducing

a mild rash) and highly poisonous if decocted or infused into food or drink (DC 13 to avoid nausea for 1d4 rounds, then vomiting and 1d4 Str loss). Despite these dangers, it is often kept at hand to prevent the spread of lycanthropy and as a component for invisibility spells.

Wolfsbane is always harvested by itself (no harvest of other herbs that day) and the herbalist must wash carefully after said harvest to prevent aconite poisoning beyond the rash from touching the plant. While chewing on dried or fresh aconite can induce the special properties vs. "the werewolf's curse," most imbibe a decoction of wolfsbane in a syrup form to disguise the unpleasant taste.

Agrimony

Rarity: Common

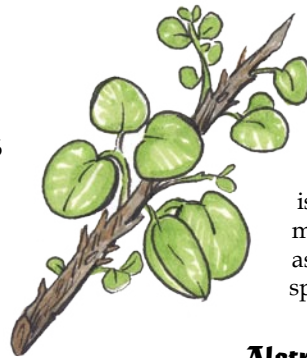
Environment: Temperate hills

Harvest: Perennial

Cost: 5 cp/oz. of dried flowers and leaves

Game Use: Component (Spell), Decoration/Scent

This unassuming plant grows quickly, its twisted rhizomes spreading over low walls and other barriers and its downy serrated leaves sprouting all along its length and sometimes erupting in spikes covered with clusters of tiny five-petaled golden flowers. The plant is pleasingly aromatic and is kept in tangles to mask bad odors. It also finds use among wizards as a component for counterspells and abjuration spells.



Aletris

Rarity: Rare

Environment: Any temperate hills

Harvest: Annual

Cost: 2 gp/oz. of dried flowers

Game Use: Component (Item, Spell)

Aletris is a low-growing plant with triangular fan-shaped leaves and stalk-growing clusters of pale blue-violet to white flowers. Its uses are limited to a spell component for various abjuration spells and part of the incense for many priestly rituals.

Amaranth

Rarity: Uncommon

Environment: Temperate hills and mountains

Harvest: Perennial

Cost: 5 sp/oz. of dried leaves and flowers

Game Use: Component (Spells), Dye, Herb/Tea, Medicine (stops bleeding and hp loss when applied to wound as either fresh poultice or dried and taken internally as a tea)

Maroon to purple flowers grow on the amaranth's green



stalks, and those stalks redden as they approach their roots, as do the green leaves with reddish undersides. Dried and crushed leaf-and-petal mixtures are a standard tea to cure many stomach ailments or flux, although the flowers and seeds are more frequently crushed and then turned into a bright, unfading maroon to purple dye for clothing or paints.

Amaranth seeds must be collected by drying the flowers over a sheet and periodically shaking the stalks to loosen the seeds. Amaranth flowers, seeds, and leaves can be used as components in many abjuration and enchantment spells alike.



Balm of Gilead

Rarity: Rare

Environment: Warm plains and hills

Harvest: Biennial

Cost: 4 gp/oz. of dried bark/root or per bud/seed or per 1 oz. resin

Game Use: Component (Item, Spell)

This aromatic evergreen buds in late spring and has no common uses. Its buds, resin, bark, and roots are useful to alchemists and spellcasters alike, the latter for assation and sublimation into various creations. The resin is a base for ingestibles and unguents, and the buds are potent components for charm and enchantment spells.

Barley

Rarity: Common

Environment: Temperate plains and hills

Harvest: Annual

Cost: 5 cp/1 oz. of sprouted seeds or ground meal

Game Use: Herb/Food, Medicine (boil dose with water and imbibe for immediate reduction of subdual damage by 1 point).

This low-grade cereal crop is common and grows chest-high for most human farmers; it is used in breads and suspended and fermented in water to make beers and ales. Apothecaries and midwives also use barley-laced water as a medicinal.

Basil

Rarity: Common

Environment: Any Temperate

Harvest: Annual

Cost: 5 cp/oz. of leaves, dried or fresh

Game Use: Herb/Food & Spice & Tea, Medicine (stuff 5 fresh leaves into a poisoned wound to gain an immediate Fort Save vs. poison)

A common herb found in nearly every garden, basil's rounded leaves and aromatic scent are easily recognized by most folk. It is used most regularly as a cooking spice, but it also works in a hot infusion as a medicine versus internal discomforts.

Belladonna

Rarity: Rare

Environment: Temperate forests

Harvest: Perennial

Cost: 5 gp/oz. of dried leaves and flowers, stalks, or root or 1 oz. of berry juice (12 berries)

Game Use: Poison (DC 15 Nausea/1d8 hp damage per dose ingested), Special (Eat within an hour of a lycanthrope's attack to gain a DC 20 Fort save to resist lycanthropic curse).

This plant, the largest of the nightshades, has reddish stalks, bright green leaves with red ribs, and dull purple berries and flowers. Belladonna is highly poisonous and generally only harvested by those creating toxins and poisons. Despite its dangers, belladonna is also used by adepts and some religions in an infusion (either ingested or dropped into the eyes) to aid with visions and auguries in a ritual setting.

Little effort need be made to preserve belladonna beyond the normal methods of preservation. Macerated oils of belladonna have the unique distinction of being virulent poisons whether used as a contact poison, injury poison, or ingested poison.

Betony (Wood)

Rarity: Common

Environment: Temperate forests and wooded marshlands

Harvest: Perennial

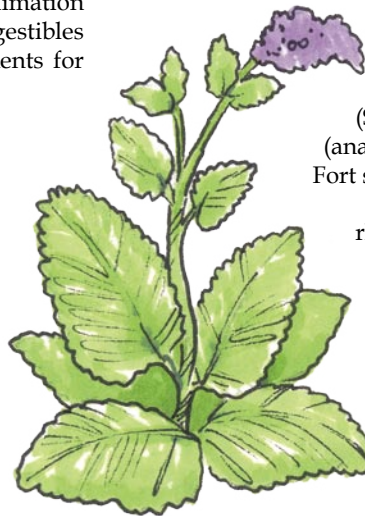
Cost: 5 cp/1/2 oz. of leaves or flowers; 1 gp/oz. tincture.

Game Use: Components (Spells), Decoration, Medicine (analgesic, curative for colds; +1 on Fort save vs. diseases if required)

Betony grows in a crawling rhizome from which erect stems extend up to two feet in height, covered with ragged-edged leaves in opposed pairs along the vine and stalks. The stems end in a cluster of pink to crimson flowers at the top.

Most apothecaries use this in infusions to relieve head congestion, in concoctions to combat headaches, and in a hot poultice with red wine to prevent scarring and to aid in wound closure.

Wood betony should be harvested as a whole plant and dried hanging upside-down in loose bunches. The roots should be discarded after drying and the seeds and flowers stored in airtight containers separate from the leaves. The most commonly used form of preserved betony is as a tincture, one drop per pint of heated water. The stalks and leaves are always components to aid the barrier effects of any *wall* spells.



Blackthorn

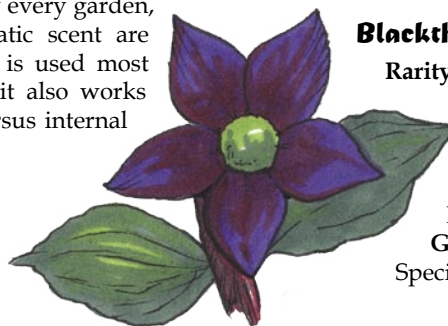
Rarity: Uncommon

Environment: Any forests

Harvest: Annual

Cost: 5 sp/oz. of berries (roughly 1 oz. berry juice) or 2 oz. dried bark; 1 gp/8" length of wood

Game Use: Components (Item/Spells), Special (Just as garlic is anathema to vampires)



and they will not enter areas laced with it, blackthorn hedges and areas strewn with this herb are anathema to evil outsiders and demons in particular.)

Blackthorn is a tough, woody bush that grows in tight, impenetrable thickets and hedges, its ovular leaves and tiny white flowers eventually revealing bright blue berries in summer. These berries, when mashed and decocted and preserved as a paste, are used as a medicinal purgative or as a component of herbal restoratives. It is also used for various spells across numerous schools and foci.

This herb needs no special preparations or preservations. Blackthorn is a highly adaptable wood and oft-used for wands or, on the rare occasions that it grows large enough and straight enough, staves.

Borage

Rarity: Common

Environment: Plains and marshlands

Harvest: Annual

Cost: 5 cp/ 10 fresh leaves (food) or 1 oz. of dried leaves (component)

Game Use: Component (Item/Spell), Herb/Food, Medicine (fresh leaves and flowers pulped and decocted for breaking fevers or waking unconscious victims, especially those made so by poisons—gain a Fort save to fight off illness or poison effects early)

Borage is among the more hardy of annuals, its hairy oval leaves and blue flowers growing up to 18 inches in height along their stems. The leaves and roots are often chewed when suffering colds or fevers, and waters infused with borage help heal injured or sore eyes.

Borage is only used in preserved forms of macerated oils made from fresh leaves, or in dried leaves either for teas or as components in charm and many mind-affecting spells.



Bryony

Rarity: Uncommon

Environment: Any marshlands or fresh water coastlands and riverbanks

Harvest: Perennial

Cost: 5 sp/ 9 berries (fresh or as 1 oz. maceration)

Game Use: Component, Poison (DC Variable; Nausea/1d3 Str +1d2 Con)

Bryony is a thick-rooted and fast-growing plant that climbs and clambers over most things in its path or along its rootpath, its brittle stems shooting up from the base with hairy leaves

and greenish flowers (that become orange berries

in early summer). All parts of this plant

are poisonous, some more than others:

stalks or root, DC 14,

leaves and flowers DC 16; berries DC 17 to resist effects above.

Special measures are taken only when preserving bryony for spell components,

and then it is only to crush together all

parts of a ripe vine, then macerate it in oil to be used as components for numerous necromancy and transmutation spells.



Breem

Rarity: Uncommon

Environment: Any forests and seacoasts

Harvest: Perennial

Cost: 5 sp/oz. of powdered bark or dried flowers, 1 gp/

Game Use: Component (Item), Herb/Food, Special (tossing a handful of dried bark onto a fire emits a cloud of smoke that turns undead in a 10'-diameter for 1d4 minutes as a 1st level cleric)

Breem is a tough shrub suited for soft sandy soils, where its roots help toughen the ground. The plant produces strong, straight fibrous to woody stalks, bright yellow flowers, and seed pods that pop when ripe. Its wood is used as thatch where it grows in abundance, as well as for brooms or woven into baskets. If carefully prepared while still freshly



Buchu

Rarity: Rare

Environment: Any temperate

Harvest: Biennial

Cost: 5 gp/oz. of leaves or bark, dried and powdered

Game Use: Components (Item/Spell)

Buchu is a small shrub-like herb with diamond-shaped leaves, growing in branching woody vines from a central stalk. It has no common uses, save as a random weed used in thatch if nearby. Among seers, diviners, adepts, and spellcasters, buchu is a definite boon in divinations and visions.

In order for buchu to retain its properties after harvesting, the plant must only be cut at night and only with



silver or blessed tools. Similarly, its crushing into powder can only be done with purified or blessed mortars and pestles. Once powdered and ingested or sprinkled with olibanus on a fire, buchu acts to Maximize the potential of any divinations.

Caranator

Rarity: Rare

Environment: Any mountain forests

Harvest: Biennial

Cost: 12 gp/ 1 oz. of root, dried, 20 gp for whole root, fresh

Game Use: Component (Item/Spells), Special (chew a thumb-sized piece of root to gain a Will save vs. any charms or enchantments immediately)

An ugly weed by all accounts, caranator is a tough rhizome that crawls and clambers at great speeds, its dark green heart-shaped leaves with black ribs and undersides hardly brightening the plant. While it can spread over a 5-foot-wide area, caranator's only useful part is its tuberous central root—caranator root, when chewed, helps clear the mind and allows many enchantments to be fought and possibly overcome.

The root, if cut and dried and powdered, is more easily distributed (by dissolving it into wine or water). It also becomes highly useful as a component for illusions and enchantments.

Cloth of Gold

Rarity: Rare

Environment: Temperate to warm hills and mountains

Harvest: Perennial

Cost: 5 gp/oz. of dried seeds (as spice) or by stalk (as dye) or by flower head

Game Use: Component (Spells), Dye, Herb/Spice, Special (chewing on a flower/six petals as a free action provides a one-round *Speak with Animals* effect for imbiber)

This rare plant grows low to the ground with a tough, variegated stalk of gold and green, tough protective leaves forming a tight sheath on the stalk, and ending in a six-petaled star-shaped flower of white and gold. The stalks and leaves are boiled down to pulpy masses and crushed to release a strong yellow to gold-colored dye, and the flowers and seeds are crushed and dried as a potent and highly desired spice for cooking. Among the most esoteric uses for the flower are its ability to temporarily expand the mind and allow brief communication with animals and its use as a component of evocations.

The seeds must be extracted from the flower-heads, which are dried flat, by tipping the flowers upside-down after drying to shake the seeds loose. Dyes can only be extracted from the stalks within a month of harvesting, after which they are too dry to be useful.

Coriander

Rarity: Common

Environment: Any hills and mountains

Harvest: Annual

Cost: 5 cp/oz. of seeds

Game Use: Components (Item/Spells), Herb/Food & Spice, Medicine (analgesic)

Coriander is an aromatic herb of tiny cloud-shaped leaves that can grow on stiff stalks up to 3 feet in height. Infused into water, coriander is a mild restorative and healing agent used by apothecaries, but is most commonly used to spice up food.

Coriander seeds are best used as components in spells involving the mind and intellect or as part of a love potion or spell.

Cowslip

Rarity: Common

Environment: Any temperate hills, plains, and forests

Harvest: Perennial

Cost: 5 cp/oz. of flowers, dried or root, dried

Game Use: Component (Spell), Herb/Food, Medicine (Analgesic, Relaxant)

Cowslip is a short plant with a rosette of wrinkled leaves (velvety on the underside) at the base, from which grows a slim leafless stem that produces a side-canted yellow blossom with a red center. Midwives and apothecaries use cowslip in a bath for relief of aching joints and wounds, and it also can be infused in a tea to induce sleep. Lastly, it can be fermented into a mild white wine that travels and stores well. Spellcasters use cowslip to increase the chances of summoning fey creatures.

All parts of the plant can be dried and stored together, though only the flowers are useful as spell components. Used with summoning spells, cowslip increases the chances of summoning a fey creature (perhaps even adding an equivalent monster to the summoning lists that might not normally be there).

Damiana

Rarity: Rare

Environment: Any desert or warm plains

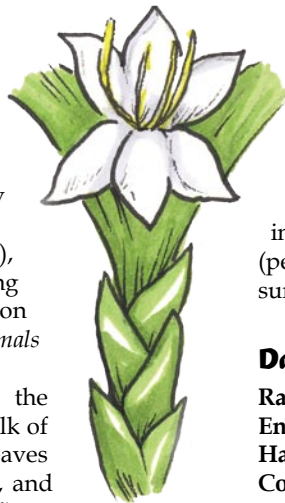
Harvest: Annual

Cost: 6 gp/oz. of damiana, ground or cut sprigs

Game Use: Component (Items/Spells), Decoration/Incense

Damiana is a tough, skinny ground-hugging shrub that grows in warm climes along the edges of deserts, its grayish-green stalks and dark green leaves only producing tiny white flowers in the early spring. Having no commonplace uses, the stalks and leaves are dried, chopped, and mixed together for use as an incense or as a spell component.

The flowers and seeds drop off soon after blooming, but that isn't much help—only the leaves and stalks are harvested. Dried and ground to powder, damiana becomes a primary component of many philters and also sees use in



illusions and in emotion-affecting spells. As an incense, it enhances the emotions and personal charismas of those people within its vapors (Cha +1 for 1 hour), but does not have any other game effects unless combined with other herbs to induce hallucinatory visions.

Dittany (of Crete)

Rarity: Uncommon
Environment: Any temperate
Harvest: Annual

Cost: 5 sp/oz. of dried flowers, buds, or leaves and stalks
Game Use: Component (Spell), Medicine (decocted in ale or wine to clear the head or help resist lingering effects of poisons—regain 1d3 hp of subdual damage caused by poison or intoxication)

Dittany of Crete grows only 8 inches high with squarish stalks, velvety round leaves, and seed buds that bloom into tiny purple flowers in late summer.

Midwives decoct the plant into wine to ease and speed deliveries, though the same medicines are used to aid in the flushing of poisons from the system. Spellcasters use dittany as a prime component for divinations, either directly using it in casting or burning it in a censer or brazier to manifest spirits and their spells.



Dobhran

Rarity: Common
Environment: Temperate wetlands and swamps
Harvest: Perennial
Cost: 5 cp/oz. of leaves and roots
Game Use: Component (Item), Dye/Ink.

The dobhran leaves grow in large clumps from a central stalk, like rhubarb or very tall, broad lettuce, and are easily noticeable as waxy, rounded leaves of deep green with white ribs. The central root and the inside of the leaves contain an oily sap used as an insect repellent and for waterproofing light leathers and canvas.

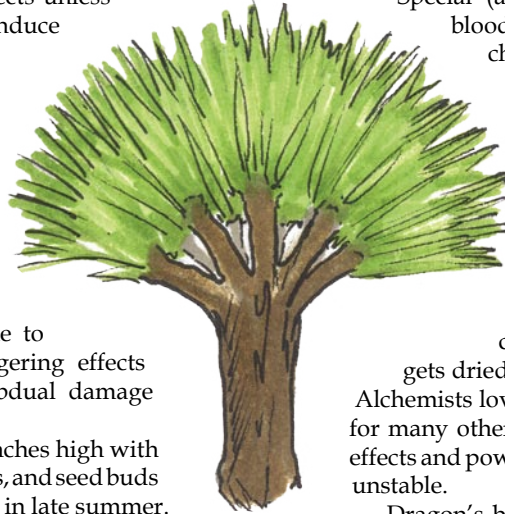
The leaves and root can be pressed to remove the sap, and if reduced by heating, the sap becomes a brilliant blue ink. If the leaves are harvested and allowed to dry flattened under a muslin cloth, their fibers can be twisted together to make cords as strong as hemp or woven together to create clothes or rugs. While having no innate magical potential itself, dobhran inks and fibers are excellent at retaining magic and thus become useful in spellbooks or miscellaneous items.

Dragon's Blood

Rarity: Rare
Environment: Warm plains and marshlands
Harvest: Annual

Cost: 6 gp/oz. of resin (liquid) or 1 oz. dried resin or 2 oz. dried bark

Game Use: Component (Items), Decoration/Incense, Special (adding a pinch of dried dragon's blood resin to any ingestible has a 50% chance of increasing its effectiveness by +1 per die of effect).



Dragon's blood is an evergreen palm tree of small to average height, with tough stringy bark that can be peeled off in strips and a thick amber to crimson resin that can be tapped in early autumn. The bark can be twisted into a rough cord similar to twine, though it also gets dried in small chunks for use as incense.

Alchemists love dragon's blood resin as a reagent for many other substances and it enhances many effects and powers without making the concoctions unstable.

Dragon's blood bark can be peeled off nearly year-round, though a tree should never be stripped beyond one side of its trunk. The resin, if kept out of sunlight, can keep for up to eight months without losing its potency. It can also be spread on wooden trays and kept in the sun, so that it dries into hard translucent amber-colored lumps. Both the dried and liquid forms of resin are used in many magical and alchemical or herbal items to enhance minor properties of other ingredients.

Dryad's Tears

Rarity: Uncommon
Environment: Any temperate
Harvest: Annual

Cost: 5 sp/1 pound of berries or 4 oz. fresh leaves; 1 gp/bottle of Dryad's tears wine

Game Use: Dye, Herb/Food & Spice, Special (odor repels lycanthropes like blackthorn with outsiders and garlic with vampires).

This berry-laden plant is a climbing, clinging vine with triangular, waxy leaves and thick, succulent stalks with tiny white flowers that turn to bright blue berries that look like tears. Most commoners simply harvest the berries to make easily-stored jams or ferment them into wines, as well as drying and boiling out the essential oils of the fresh leaves in autumn to make a rich blue dye. Spellcasters do much the same with them, though they allow the vines to grow unchecked around their homes to protect them from werewolves and other lycanthropes who can hardly bear the sweet scent of the vines.

Echinacea

Rarity: Uncommon
Environment: Any temperate plains
Harvest: Perennial

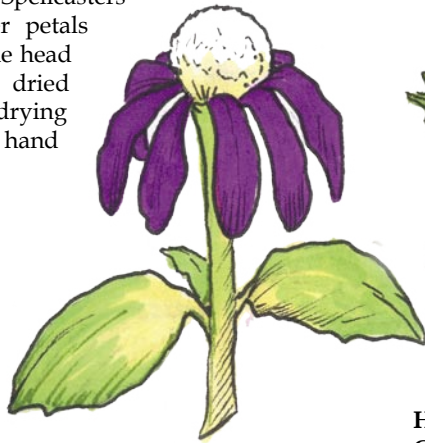
Cost: 8 sp/oz. of dried petals or dried root

Game Use: Component (Spells), Medicine (aids in preventing illnesses)

Echinacea, also known as coneflower, grows with a smooth stem up to five feet high, leaves ranging from ovate toothed leaves at the base to smoother spear-shaped leaves higher up. The coneflower has a large head, with many small petals ranging from pale orange through red to purple, that blooms for most of the summer. Most

chew the raw or dried echinacea root to prevent infections or to help resist any rampant illnesses. Esoteric uses for echinacea tap their strengthening abilities to maintain the health of a spellcaster using transmutation spells.

The echinacea root should be dried in long, thin slices to dry out quickly and retain much of its healing potential. Spellcasters use the dried flower petals and seed heads, so the head of the coneflower is dried whole and flat on a drying rack, then crushed by hand when casting spells.



Euphorbia

Rarity: Uncommon

Environment: Any temperate

Harvest: Biennial

Cost: 15 sp/1 oz. of euphorbia "milk" or 3 oz. dried leaves

Game Use: Components (Items), Poison (DC 12; Nausea/1d3 Str), Special (rub fresh leaves against skin to severely irritate and cause rash and weeping blisters)

This taprooted herbaceous plant grows on an erect hollow stem covered with lance-shaped leaves, flowering in summer with clusters of two to six white blooms. The

skin of the fleshy stems can be cut to collect the milky juice from the plant, which is used as a purgative and poison. Beggars have long used the oily leaves of euphorbia to give themselves rashes and blisters, in order to gain more alms out of pity. The milky sap and the plant itself are used in numerous ointments and balms and polishes, despite its mildly poisonous nature.

The sap can be collected (roughly 1/20 oz. per plant) and

stored in an airtight container out of the sun for up to nine months. The uses of the plant matter stretch far longer, and the milk is highly useful after distillation in many potions.



Eyebright

Rarity: Common

Environment: Any hills and plains

Harvest: Annual

Cost: 5 cp/oz. of flowers, dried or fresh or in macerated oil

Game Use: Component (Item/Spell), Herb/Tea, Medicine (infusions used as eyewashes and aids vs. blindness)

Never growing more than a foot and inches above their woody roots, eyebright plants creep along the ground, their jagged deep green leaves and purple-veined lilac-and-white flowers helping their stems stand out from the



grass. As per its name, eyebright has its uses in clearing clouded eyes or helping wash out injured eyes. Drunk as a tea infusion from the flowers, eyebright is a stimulant and helps focus the mind (at least according to wizards and other spellcasters).

Eyebright needs little preparation or special treatment for preservation, save to macerate the flowers to keep them more than a few weeks. This herb also goes into many spells and items that affect the mind, specifically those that heighten or sharpen the mind's clarity or focus.

Firesnap

Rarity: Uncommon

Environment: Any temperate forests

Harvest: Biennial

Cost: 3 gp/ 1 oz. of dried root

Game Use: Component (Spells), Special (Snap this root beneath the nose of an unconscious person (or slip a sliver of the dried root beneath the tongue) to give him a temporary hit point for 1 minute in order to move him out of danger).

Remarkable only for its strong scent and its spiraling shoots that wrap around nearby objects, firesnap appears ordinary above ground—its tiny spade shaped leaves clinging along thin grasping vines, all in a ruddy red-brown. The root—the only useful part of the plant for most—is blood red and stronger in scent than onions. Often kept dried in long pieces, firesnap has been useful in reviving fainting princesses for centuries. However, this root has no effect on conscious individuals other than their reactions to the sharp, pungent odor.

Dried in eighths, as the root tends to be as large around as a tuber or potato, firesnap is only useful in pieces longer than it is wide, so that it can be snapped and its scent released easily. Dried and ground root loses much of its odor, but firesnap is an effective component for evocation spells as well.

Fools' Weed

Rarity: Uncommon

Environment: Any marshlands and riverbanks

Harvest: Perennial

Cost: 5 cp/oz. of leaves or flowers, dried or fresh

Game Use: Component (spells), Herb/Food, Special (Chewing on 5 fresh leaves or an ounce of dried leaves provides a calming effect and allows a Will save to help end any fear or rage effects, including barbarian rages)

These fernlike weeds have small hollow stalks that end in seed fronds, and the leaves cluster in trios along the stalk, resembling the three-pronged jester's cap and giving the plant its name. The leaves and stalks are commonly eaten as a leafy snack or lettuce of sorts, but fools' weed is most often used by commoners as an infused tea to help them sleep. Adventurers soon learned that it had beneficial anti-psychotic properties and proved useful against fear and rage and other emotional powers and effects.

No major harvesting or drying methods are required for fools' weed. Spellcasters prize this plant as a component in illusions or enchantments, and its effects survive



decoction into potions and unguents. If macerated down to a tincture, one drop would induce a Will save against any mental effects.

Galangal

Rarity: Rare

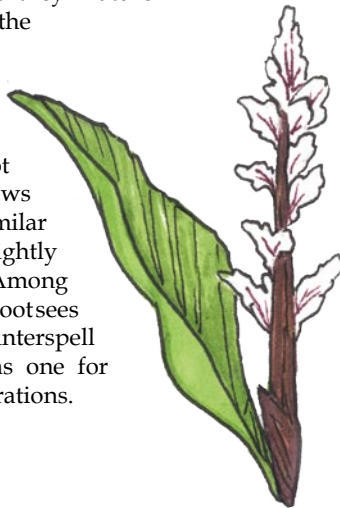
Environment: Any hills or plains

Harvest: Annual

Cost: 3 gp/oz. of dried galangal root or 1 oz. of stems, dried and crushed

Game Use: Component (Spells), Herb/Spice, Medicine (Analgesic)

Galangal grows on an erect hollow stem like numerous other herbs, and its leaves reinforce the stem before growing beyond the sheathe and becoming spear-shaped leaves of green with a whitish underside. The plant crowns itself with a seed bud that rarely flowers, though winds carry off the light seeds as they mature and separate from the bud. Commoners boil the mild stems in milk to relieve colicky babies and crumble the dried root over meats and stews to add a flavor similar to ginger with a slightly nuttier aftertaste. Among spellcasters, the dried root sees use as an effective counterspell component as well as one for abjurations and conjurations.



Hawthorn

Rarity: Common

Environment: Any temperate

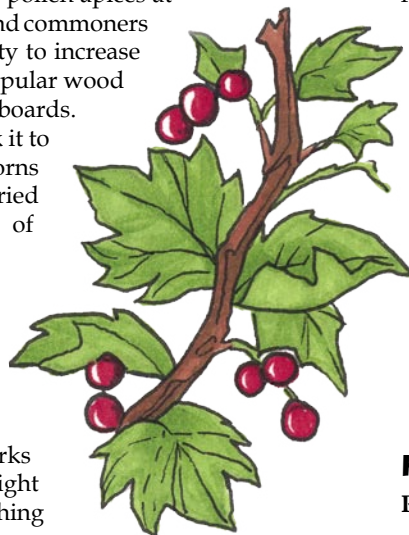
Harvest: Perennial (Deciduous shrub/tree)

Cost: 5 cp/ 1 oz. of dried blossoms or 3 oz. of twigs/wood

Game Use: Components (Items), Special (sprinkling the fresh pollen from the fronds of the hawthorn blossoms into the eyes allows anyone to see faeries and fey creatures, despite any *invisibility* on their part, for up to an hour)

Hawthorns are quick-growing wood trees that can reach 30 feet in height unless kept as brambles and hedgerows, filled with their strong-smelling five-petaled white flowers with red pollen apices at the center. Midwives and commoners tell of the wood's ability to increase fertility, making it a popular wood to work into bed headboards. Popular fables also link it to witches, saying hawthorns grew when witches tried to imitate the powers of druids and dryads.

No special arrangements or methods are needed to harvest or preserve hawthorn, though the pollen's effects on the eyes only works with fresh pollen straight off a tree, not anything



stored or used later. Hawthorn branches and twigs make excellent wands and staves (and is the primary wood used in the mythical *staff of thunder and lightning*). Lastly, few beyond herbalists know this but holy symbols carved from hawthorn wood repel ghosts as if the cleric were a level stronger in his faith. At the very least, a house with hawthorn wood doors or trim never suffers the trespasses of ghosts.

Hemlock

Rarity: Uncommon

Environment: Any temperate forests or marshlands

Harvest: Biennial

Cost: 15 sp/oz. of juice or per 4 oz. of dried leaves and roots

Game Use: Component (Spells), Medicine (cure-all), Poison (DC 15, Paralysis for 1d2 hours/1d2 Con +1d4 Str)

A malodorous scent defines hemlock before you see the erect plant with a smooth woody stalk and feathery brush-like leaves and tiny white flowers. Commoners use this plant's juices, highly diluted in salves or mixed in wine, as an analgesic and sedative, knowing full well that its full-strength juice is an intense poison. Esoteric uses for the herb fall under the darker magics, as befits its virulence.

Hemlock must be harvested at night and the whole plant—leaves, flowers or berries, roots, and stems—must be mashed into pulp and crushed to drain the juices. Hemlock juice exposed to sunlight evaporates quickly, so it is rarely used directly but is a main ingredient in many oil-based poisons. The only use for the plant remnants after removing the juice is as dried spell components for many necromancy spells.

Holly

Rarity: Uncommon

Environment: Any forests or light woods

Harvest: Biennial

Cost: 57sp/oz. of berries or leaves (dried or fresh)

Game Use: Components (Items/Spells), Medicine (leaf tea to fight fevers)

Holly's spined waxy leaves and white or red berries are easily spotted when it is found, growing anywhere from small evergreen shrubs up to a 50-foot high bush or hedgerow. Of all the herbs in existence, there are more folklore remedies and tales tied to holly than any other herb. Carrying it brings everything from good luck for children to protection from lightning or mischievous sorcerers. Brewing leaves into a tea increases body temperatures but also breaks fevers. Spellcasters and learned individuals do find many uses for the herb as a spell and item component.

A hardy plant, holly's powers are great only if no metals are used in harvesting (i.e. bone or stone knives). Berries and leaves must be dried separately, and the remaining stems are discarded (and macerating the dried berries creates a base used for poisons and curatives alike). Among spellcasters, holly leaves and berries are used for abjuration spells or anything designed for protection.

Hops

Rarity: Common

Environment: Any temperate

Harvest: Perennial

Cost: 1 cp/ 12 buds

Game Use: Herb/Food, Medicine (Chewing on a bud acts as a sedative and calms down a person, as does an infusion of crumbled buds).

This climbing herbaceous plant grows easily and quickly, its thick roots sending out shoots of climbing tendrils that wind in clockwise patterns around anything within reach of its heart-shaped leaves. After the flowers bloom in late spring, the catkins at their centers mature into the tough buds used by brewers to help preserve their beers. Thus, hops are found all over any d20 worlds and used heavily by brewers, with, alas, no esoteric uses whatsoever, save for a wizard's own beer supplies.

Hyssop

Rarity: Common

Environment: Any temperate

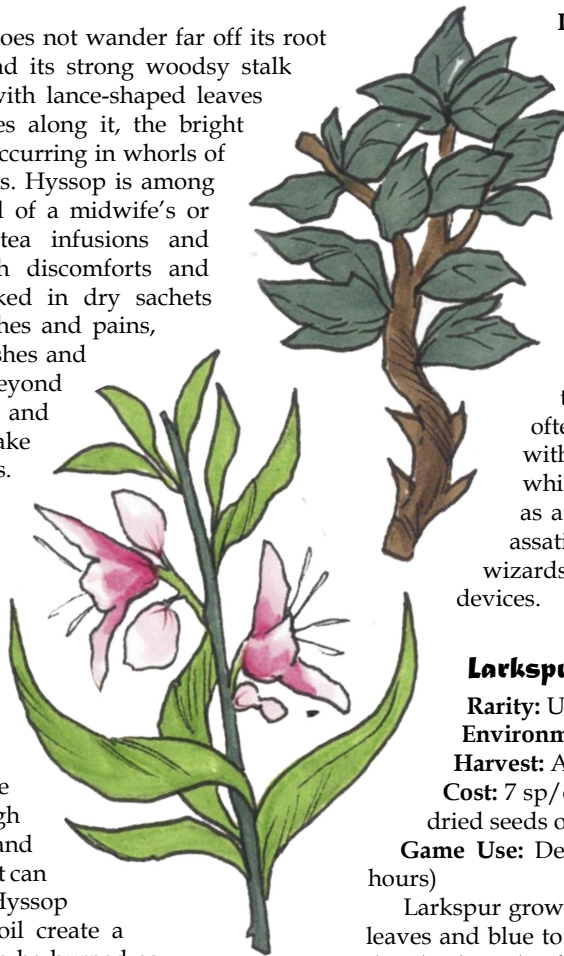
Harvest: Perennial

Cost: 5 cp/ 4 oz. of leaves or 2 full stalks of leaves or 3 bunches of flowers

Game Use: Component (Spells), Decoration/Incense, Dye, Medicines (various)

This shrub-like herb does not wander far off its root stem like other herbs, and its strong woody stalk grows straight and tall with lance-shaped leaves growing every few inches along it, the bright blue flowers of summer occurring in whorls of a dozen or more blossoms. Hyssop is among the most commonly used of a midwife's or apothecary's herbs—in tea infusions and gargles to calm stomach discomforts and soothe raw throats, soaked in dry sachets in baths to help body aches and pains, and as an unguent vs. rashes and bug bites and stings. Beyond medicinals, the flowers and roots can be boiled to make deep blue dyes and paints. Esoteric uses see it as the most common incense or smudging herb for purification rites and cleansing of areas and items.

Tied in bunches and dried immediately after midsummer, the hyssop blossoms don't fade in color. The leaves are usually just dried, though macerating them in oil and beeswax makes a balm that can be easily stored for years. Hyssop blossoms and leaves in oil create a purplish-black oil that can be burned as a lamp oil in temples and achieve similar effects of purification without smudging. Hyssop flowers are highly useful as components for counterspelling necromancy spells or casting abjuration spells.



Juniper

Rarity: Common

Environment: Any temperate forests or hills

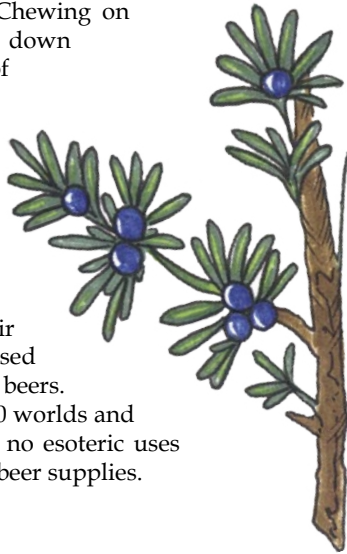
Harvest: Perennial/Evergreen

Cost: 5 cp/oz. of berry juice or 20 berries or 3 oz. bark or twigs

Game Use: Herb/Food & Spice & Tea, Medicine (poison antidote, salve or tea to speed healing)

Junipers are aromatic evergreen trees and shrubs with green nettles smelling of pine and differentiated by the tiny green to black berries all over them. The berries take three years to ripen, but there are always berries of varying age on each bush, so harvesting is easy any time of year. Seven juniper berries are often prescribed as an immediate and sometimes helpful poison antidote (Fort save allowed at -2, only against herbal poisons), though most often commoners decoct the berries and bark into salves to soothe skin ailments or help keep a wound clean. Oddly enough,

for all its curative uses, there seems to be no magical use for juniper, though it is part of numerous alchemical and herbal creations.



Karan (Myrrh)

Rarity: Rare

Environment: Any warm plains or desert

Harvest: Annual

Cost: 2 gp/oz. of dried resin or 4 oz. dried wood

Game Use: Component (Items), Decoration/Incense & Perfume

Karan is a small brown shrub densely covered in waxy spade-shaped green leaves. The karan wood and its dried leaves are burnt to purify areas, but given its rarity, this is only done in some temples. More often, the leaves are dried out and mixed with the drying resin to create incense, while the fresh resin has also been used as a perfume. Tapping the dark resin and assating it makes it useful for alchemists and wizards in numerous healing and protective devices.

Larkspur

Rarity: Uncommon

Environment: Any temperate fields

Harvest: Annual

Cost: 7 sp/oz. of flowers, dried or fresh or 1/8 oz. dried seeds or seed powder

Game Use: Decoration, Poison (DC 14; Nausea 1d4 hours)

Larkspur grows up to three feet tall, with tiny oblong leaves and blue to purple blossoms through the summer that lead to the flattened black seeds by autumn. The flowers are pretty and abundant enough to lead to cuttings used as decoration, but most simply wait until after the autumnal equinox and harvest the black seeds for use as an emetic poison.





Magirosa (Rose of Mages)

Rarity: Rare (nearly exclusive to cultivated forms in exact locales)
Environment: Wizards' gardens (cultivated) or temperate mountains (wild)
Harvest: Biennial
Cost: 15 gp/ rosebud (fresh or dried) or 1 gp/petal or 1 oz. dried thorns
Game Use: Components (Spells), Decoration



Developed a few centuries ago by a mage-herbalist, rose of mages looks and smells like the common deciduous rose save that its waxen branches are jet black and its flowers come out a midnight blue with a few specks of white (leading some to call this the starlit rose). It has no common uses, as it is still limited to cultivated patches in walled gardens (though this can change in anyone's world if so desired by the GM). Wizards prize this plant, as its petals can be used as a universal spell component substitute in nearly all magics save for necromancy or evocations.

Harvesting the plant in order to retain its special qualities requires the use of no tools beyond *mage hand* or *prestidigitation* to pluck the rosebuds or fully bloomed roses from the bush; harvesting or preserving the thorns requires no special treatment. Preservation needs only to separate petals and spread them across drying cloths to dry them and keep them useful for spell components, though dried full rosebuds are more useful for item creation.

Mandrake appears with light brown erect stalks up to a foot high, with ovate dark green leaves that flatten upon the ground over time, the greenish-white cup-shaped flowers eventually producing a round green fruit by early summer. Mandrake gets its name and notoriety from its brown turnip-like root that often splits in two or four parts and sometimes resembles a man (leading to its use as a poppet by some witches and adepts). Popular folklore gives this plant many uses, from the whole root as a fertility amulet to its fresh fruits capable of ridding anyone of spiritual possession. The root, decocted in teas or a tiny bit chewed directly, acts as an anesthetic and removes pain by seriously sedating the imbiber (Fort Save or sleep for 1d4 hours), but this is best done only by an apothecary or the treatment acts as a poison (as above).

Preparations must be made to harvest or preserve mandrake roots (beyond the normal cutting to dry it more evenly) or fruits.

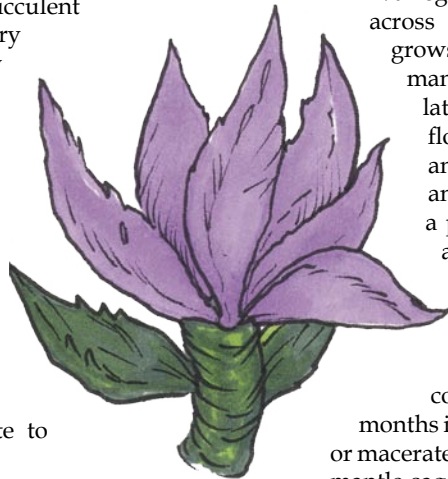


Spellcasters find mandrake useful in *sleep* spells and it seems particularly helpful in summoning or banishing spells involving outsiders (though never as effective as the folklore that suggests a mandrake root on the door prevents any passage by demons).

Maguey

Rarity: Rare
Environment: Any warm desert
Harvest: Annual
Cost: 5 gp/oz. of powdered root
Game Use: Component (Items/Spells)

This small, ugly cactus-like plant only grows as high as a foot in thick succulent spiny leaves not unlike very thick holly leaves. The only part of the plant used by anyone is the root, which in dried and powdered forms is a powerful aphrodisiac. Thus it is a highly sought-after component for philters and potions and spells that affect emotions.



Mantle Sage

Rarity: Rare
Environment: Any Temperate (uncommon in mountains)
Harvest: Perennial
Cost: 2 gp/oz. of dried leaves or flowers or 1 oz. macerated oil of same
Game Use: Components (Items), Decoration/Incense, Dye/Ink, Herb/Spice

Variiegated and tinged with blue, purple and red across the thin arrow-shaped leaves; mantle sage grows on erect stems (up to 40 inches high) with many woody branches that erupt in blood-red late summer flowers atop the stems. The dried flowers, leaves, and roots mixed in candle wax and burned creates its name – the smoke is heavy and clings to the area close to the candle, creating a pungent mantle around the user. The flowers also have uses in dyes and inks.

Leaves, flowers and roots must all be harvested and dried separately. Unless immediately ground up and mixed into candles, mantle sage has a short shelf life compared to other herbs; it is impotent after 4 months in its dried state, unless reduced to inks or dyes, or macerated into oils for use as such later. Spellcasters use mantle sage in apparently the same ways as commoners, though they alone know that the red inks created by the root and flowers hold magics well and are a common ink used on evocation spell scrolls. They also use its clinging smoke property in magical incenses and candles.

Mandrake

Rarity: Uncommon
Environment: Any temperate to sub-tropical hills
Harvest: Perennial
Cost: 5 sp/oz. of dried root or one fruit, fresh or dried
Game Use: Component (Spells), Medicine (fruits prepared as analgesics and sedatives, root useful versus mania or melancholy) Poison (DC 17; Unconsciousness & Sleep 1d8 hours/1d2 Con*)

Mastic

Rarity: Rare

Environment: Any temperate

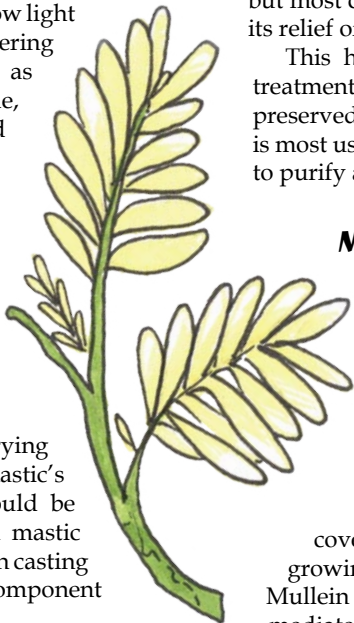
Harvest: Perennial

Cost: 2 gp/3 oz. of leaves, dried or fresh or 1 oz. mastic oil

Game Use: Component (Items/Spells), Decoration/Incense

Mastic is a low-growing fern that never exceeds 10 inches in height, with narrow light green leaves in pairs along the tapering flexible brown stems. Mastic leaf, as an incense by itself, is unremarkable, but it has the ability to sharpen and enhance other incenses and essences. As such, crushed mastic is useful to anyone creating alchemical, herbal, or magical items as an enhancer of essential oil properties.

Only the leaves are useful, though the plant needs to be cut down each autumn, so most tend to dry mastic leaves on the stems upside-down and then collect the dry leaves later (as opposed to drying flat on trays). To best preserve mastic's properties for item use, mastic should be macerated in cold oil, though dried mastic leaf is a useful added component when casting Maximized spells or as a general component for conjurations.



Mistletoe

Rarity: Uncommon

Environment: MPD

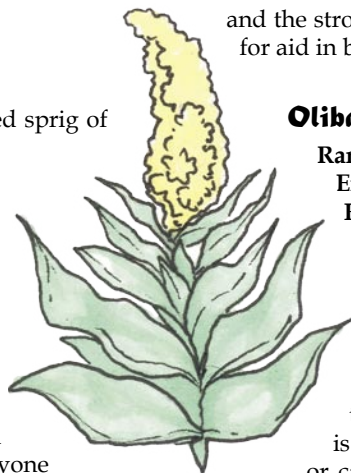
Harvest: Annual (harvest in early winter)

Cost: 1 sp/ 4 fresh berries or a hand-sized sprig of dry mistletoe wood

Game Use: Component (Spells), Decoration

Mistletoe is a parasitic plant found growing on the limbs and trunks of larger deciduous trees such as oaks, producing tough white-green ever-branching stems with white berries at nearly every offshoot. Like holly, mistletoe has more folklore attached to it than true uses, and is most commonly used as a decoration (or as an invitation to steal a kiss from anyone standing beneath it). Among spellcasters, mistletoe is revered and used heavily by druids and herbalists, as the mashed or dried berries are useful in numerous herbal restoratives and unguents.

Only gold implements should be used in the harvesting of mistletoe, to ensure that its viability and essence remain unspoiled. Mistletoe berries' potency does not carry over to a dry state, so berries are often quickly mashed and reduced to tinctures or decocted into a diluted liquid that stores well. It is a universal spell component for druids.



Mugwort

Rarity: Common

Environment: Any temperate

Harvest: Perennial

Cost: 5 cp/oz. of leaves or flowers, dried or fresh

Game Use: Component (Items/Spells), Herb/Tea, Medicine (reduces or eliminates cramps or other problems tied to female reproduction)

This aromatic plant grows 3 to 4 feet high, with angular amber-colored stems, green leaves smooth on top and covered in white hairs beneath, and its button-like flowers that bloom ochre to gold in color. Folklore says placing mugwort flowers in your shoes allows you to walk extraordinary distances (though to no game effect), but most common uses for mugwort lie in midwifery and its relief of many ailments tied to pregnancy.

This hardy plant needs little pampering or special treatment in harvesting and is viable in nearly any preserved preparations. As a spell component, mugwort is most useful for divinations, and is used in item creation to purify and prepare scrying devices.

Mullein

Rarity: Common

Environment: Any temperate

Harvest: Biennial

Cost: 3 sp/ 1 oz. of flowers or leaves, dried or fresh

Game Use: Decoration (flowers), Herb/Tea, Medicine (general laxative and good vs. digestive ailments)

Mullein grows up to five feet tall on stalks covered in woolly white-green leaves, its flowers growing in a tight spike atop the stalks in midsummer. Mullein flowers and leaves are infused into teas to mediate all manner of stomach and digestive ailments, even gargled to alleviate toothaches. Infused and macerated oils and ointments prove useful against burns and the strong odor helps open clogged nasal passages for aid in breathing.

Olibanus (Frankincense)

Rarity: Uncommon

Environment: Any warm plains or forests

Harvest: Perennial

Cost: 5 sp/oz. of dried gum resin

Game Use: Component (Items), Decoration/Incense

This deciduous tree grows in warmer climes and sheds its elliptic pointed leaves every fall, which is the best time to tap the tree for its gummy resin, from which incense is made. The wood isn't good for burning or carving, so the only uses any folk have for olibanus is as an incense producer. Alchemists use olibanus heavily in creating alchanas. Some say that the scent of olibanus can keep away those outsiders who have fallen from grace, as the smell reminds them of holy places (but this has not been proven to be universally true).

Orris

Rarity: Rare

Environment: Any temperate to sub-tropical hills

Harvest: Perennial

Cost: 2 gp/oz. of flowers or root, dried or fresh

Game Use: Components (Spells), Decoration/Perfume, Dye

Orris' lilac to blue coloration and uses are all that separate it from other irises. So rare but so beloved to





commoners, most orris plants are found in royal gardens or near noble estates so they may benefit from the perfumes derived from the dried root or the dyes from the plant's juices, which are used to bleach hair, skin, or linens. Herbalists use this plant in numerous unguents and powders, while spellcasters use the flowers as components for scrying and divination.

Rowan

Rarity: Uncommon
Environment: Any temperate
Harvest: Perennial
Cost: 5 sp/oz. of leaves or 6 berries
Game Use: Components (Items/Spells), Special (Rowan wood always gets a Fort. saving throw against magic, even if not enchanted or treated, and has a 50% chance of naturally boosting an enchantment by +1 when created.)

Rowan is a small deciduous tree (up to 30 feet in height) that produces saw-toothed, lance-shaped leaves and orange to red berries. Using a walking stick made from rowan wood protects the bearer from blisters, according to common folklore, and many carry two rowan twigs twined together as protection against random evils and spells. Still, despite all the folklore, there are no common uses for rowan. Alchemists love rowan wood for its strength and its even flame, as well as its protective qualities. Spellcasters use rowan as one of the hardwoods for staves and wands, and its ability to help protect bearers from magic makes it highly sought for use in shields. Druids use rowan wood and berries only slightly less than oak, holly and mistletoe, and its berries or twigs are often used as spell components.



with a Maximize Spell feat. However, they also must ride out the effects of the fruit and fall into a coma-like sleep for 1d4 hours before they can report on the divination's effectiveness.

Sweetspire

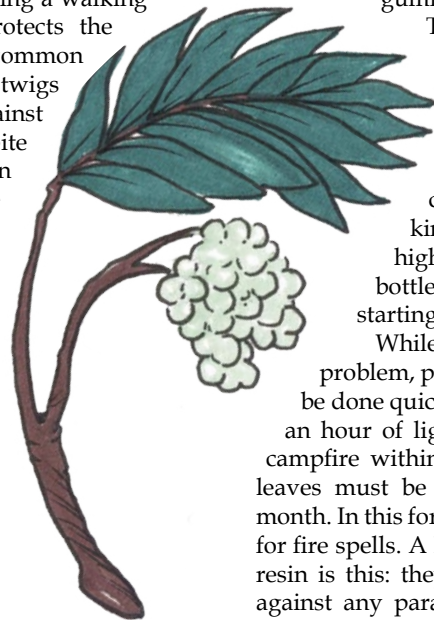
Rarity: Uncommon (temperate), Common (warm)
Environment: Any Temperate or Warm lowlands, plains, and marshes
Harvest: Perennial
Cost: 5 sp/oz. of dried or liquid resin or one leaf, fresh or dried (price drops to 5cp in warm climes)
Game Use: Component (Spells), Herb/Food, Special (smear fresh sap directly onto flesh to cancel out any effects of natural cold, as it warms skin on contact)

Sweetspire is a small tree that reaches upwards of 20 feet in height, its thick trunk sheathed by the waxen and succulent leaves that spiral up the central trunk and end in convex triangular shapes not unlike the smaller aloe vera shrub. The tree gains its name from its gummy sap, which is edible and quite sugary.

The resin is a natural sedative and is also a food source for many small animals.

Sweetspire has many common uses, as its sap-filled leaves can be boiled down and fermented into a potent sweet white wine that travels well, and the leaves can also be dried to make an incredible kindling (the resin within the dried leaf is highly flammable). Adventurers carry small bottles of the resin for making torches or easy-starting fires.

While harvesting is of little consequence or problem, preservation of the sweetspire leaves must be done quickly. Drying the succulent leaves involves an hour of light baking within an oven or ringing a campfire within six hours of harvesting, and then the leaves must be dried separately on racks for another month. In this form, wizards use the leaves as components for fire spells. A little-known use for the fresh fronds and resin is this: they provide an immediate Fortitude save against any paralysis effects if two or more leaves are broken open and smeared onto a victim's skin (save at -1 if only swallowed).



Sukake (Citron)

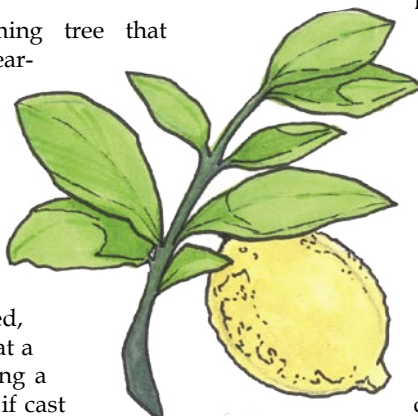
Rarity: Rare
Environment: Any warm hills or plains
Harvest: Biennial
Cost: 5 pp/ 1 sukake segment, fresh or dried
Game Use: Component (Spells), Poison (Narcotic DC 13 Int -1 and Wis -1/Sleep 1d4 hours)

Sukake is a small, unassuming tree that produces emerald green waxen tear-shaped leaves and small yellow fruit every second year. The fruit, to a commoner, tastes like lemons though their flesh inside the rind is a pale orange to dark yellow, and the fruit only serves to induce hallucinations or drop the victim into a dream-filled sleep of wild visions. If properly prepared, priests and other spellcasters can eat a sukake as a free action while casting a divination to make the spell act as if cast

Tallquill

Rarity: Common
Environment: Temperate lowlands and marshlands
Harvest: Perennial
Cost: 4 cp / 8 stalks, whole or 1 oz. ground seeds (for ink); 2 sp/1 sheet paper

Game Use: Component (Item), Dye/Ink
Tallquill reeds grow up to their full height of four feet and sprout tassels of seeds twice a year, in early summer and late autumn. Commoners harvest tallquill reeds to use as kindling or thatch, or as bedding for animals. The learned folk grind down the seeds and boil the reeds to create cheap and highly effective inks and paper.



Once boiled to pulp, the reeds can be flattened and spread out like papyrus, forming strong nonacidic papers, and the seeds are ground and mixed with oils and water to make inks. While totally nonmagical in nature, tallquills are still highly prized by scholars as a constant source of paper and inks (the reeds can also be dried and sharpened as quill pens for a third scholarly use).

Tamarisk

Rarity: Rare

Environment: Any warm hills and seacoasts

Harvest: Perennial

Cost: 5 gp/ 1 pound of dried tamarisk bundles

Game Use: Components (Items/Spells), Special (Burning tamarisk is as offensive to any reptilian creature, from snakes up to dragons, as garlic is to vampires.)

Tamarisk grows on straight hollow stems that reach close to three feet in height, with frequent small branches covered with tiny leaves or topped by heavy tassels of gold flowers in summer. Often used by lay people and priests in exorcisms, tamarisk has no commonplace uses. It is highly sought by all alchemists and practitioners of magic for its leaves and stalks, both of which are used heavily in transmutation and evocation spells as well as in many higher alchana (Tamarisk is rumored to be an essential ingredient for Emerald Tablets.).

Tamarisk must be harvested only with gold and silver implements (preferably a gold ax and a silver pruning knife). It is dried in bunches upside-down and whole, although macerations of crushed stems and fresh leaves are common among alchemists. Some attempts have been made to cultivate this plant to grow larger so reptile-slaying arrows might be carved from it, but to no avail.

Turmeric

Rarity: Rare

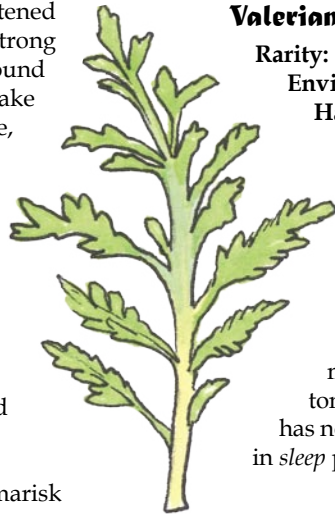
Environment: Any warm marshlands and lowlands

Harvest: Annual

Cost: 2 gp/ 1 oz. of turmeric oil or 2 oz. fresh leaves

Game Use: Components (Items/Spells)

The rare turmeric plant shoots up from a small root into a sheathe that unfolds thin but tough white-green waxen leaves along the thick, well-protected stem. Unused by commoners, turmeric leaf is best dried and powdered for use in abjurations, or mashed and the essential oils drained and stored for use in purification and protection rituals.



Valerian

Rarity: Common

Environment: Any hills and lower mountains

Harvest: Perennial

Cost: 5 cp/ 1 oz. of dried root

Game Use: Herb/Tea, Medicine (analgesic and sedative)

Often found by its strong scent, valerian grows on slim but erect stems with long, hairy saw-toothed leaves and topped in summer by pinkish flower combs and bunches. It is among the more useful herbs for apothecaries, midwives, and commoners, put to use in teas or tonics to ease pain, aid sleep, and relax muscles. It has no esoteric uses directly, though its oils are useful in sleep potions and items with tranquilizing effects.



Vervain

Rarity: Uncommon

Environment: Any temperate mountains and hills

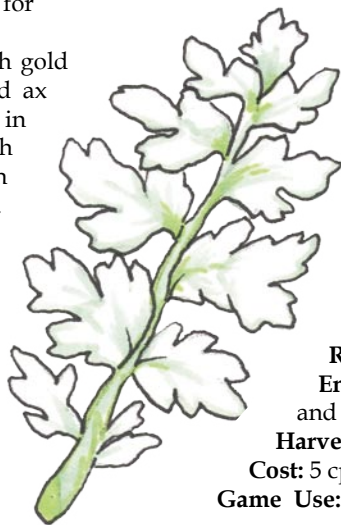
Harvest: Perennial

Cost: 5 sp/ 1 oz. of leaves, dried

Game Use: Components (Items/Spells), Decoration/Incense, Special (Fresh or dried whole plants are useful in cleansing an area of corruption or evil spirits, both as smudging incense and as brooms—+1 level to any turning or rebuking attempts against undead or other spirits for one hour after burning)

Vervain grows stiffly erect up to two feet high, with saw-toothed leaves of three lobes each and blossoms that grow in spikes atop the main stems and strong side branches.

Vervain is only used among commoners as a cleansing agent, either as strong brooms or burned as incense to clear away foul odors. Alchemists have many uses for vervain in all its forms; priests use the plant—dried and crushed—as a temple incense, and magic-users find the leaves useful in divinations.



Wormwood

Rarity: Common

Environment: Any temperate to warm hills and plains

Harvest: Perennial

Cost: 5 cp/ 1 oz. of dried leaves and stems

Game Use: Herb/Food, Medicine (Infusions used as digestive agents and to help expel internal parasites), Poison (DC 11, Nausea/1d3 subdual)

Wormwood is an ugly perennial with a tough, dyspeptic green stalk that grows three feet high and emits regular pale green three-bladed leaves and pale olive flowers come summer.

Twigs, leaves, and flowers boiled in water create a common curative for digestive ills, though taken and chewed undiluted or fresh the plant is poisonous. Alchemists and brewers also boil and





Variable Costs

All the herbs and many of the alchemical compounds cataloged in this work have a base price that takes into account proper harvesting, preservation, and storage. However, that base price is always flexible—just like with the real world and its commodities. As expected, the cost of an herb or component derives from its base classifications of Environment and Harvest.

Rarity is always worked into the base price of an herb—the rarer the herb, the higher the base price. However, if a GM has set up brushfires and forest fires where the PCs are traveling, that rarity may change. As a rule of thumb, seasonal shortfalls of herbs due to weather conditions add 50% to the base cost, while other causes for shortfalls (such as a druids' circle or cabal of wizards hoarding the herbs) affect the price in greater amounts. This effect on price is purely a GM's caveat and administered both fairly and sparingly, so don't price gouge your PCs without a very good game reason (such as NPCs trying to keep certain things from PCs, drive them to crime or desperation in their need for money, etc.).

Environment is extremely difficult to factor into cost, and requires knowledge of the game world around the purchaser. Thus, distance is more a factor in how expensive an item or herb becomes. The farther you are from where the herb is grown and harvested, the more expensive it will be.

If a GM chooses, herbalists and alchemists can charge more for their products if they use "the best kind of mint, grown on Mount Kharal in far-off Jhunvaol." While we recommend GMs stick to the basic herbs in the Herbal Catalog, making variant herbs of increased rarity is certainly within their purview—just make sure the added cost and rarity allow for some greater effects with their use. Lastly, if the herb's potency or rarity proves to be a scam to bilk adventurers of their money, it's an adventure hook that doesn't provide long life expectancies for the bilking NPC.

Harvest time is one of the few factors that might actually reduce the base cost of an herb, but only if you're looking for said herb in times of plenty, such as right after harvest.

The tables below factors in Environment/Distance and Harvest Time and provides percentage multipliers by which the GM can calculate the current price of said commodity when the PCs are looking for it.

Start with the base cost of the item, then add in the adjustments—this way, the final prices will be more realistic than using a flat standard.

ferment (and sometimes further distill) wormwood to create and enhance stronger spiced wines.



Yarrow

Rarity: Common

Environment: Any temperate lowlands and marshlands

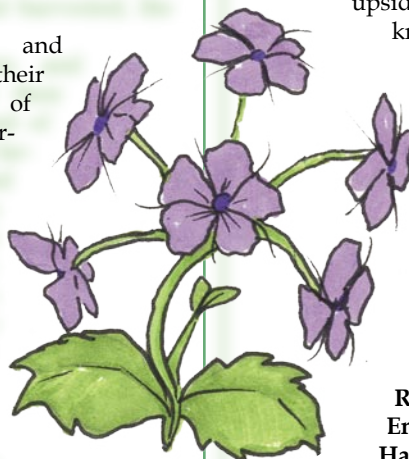
Harvest: Perennial

Cost: 5 cp/ hand-comb of flowers (roughly 1/10 oz of flowers if crushed) or 1 oz. dry leaf

Game Use: Components (Spells), Decoration, Medicine (leaves contain oils that help stop bleeding if placed on an open wound)

Yarrow is an erect plant of slight stems, fern-like leaves formed of hundreds of tinier leaves, and small white flowers that grow in flat combs and clusters atop the herb. Yarrow's most common use is as a natural antiseptic and coagulant—the medieval version of a sterile bandage—placed over cuts or applied as a poultice to major wounds. It is the wizards' tea of choice, its strong smell often wafting out of tower windows, though its flowers are also used for spell components.

Flowers must be harvested in whole combs or clusters. If used as spell components, they must be divided into small hand-sized clusters and dried, hanging them upside down and out of the wind to avoid knocking any tiny flowers loose. Dried yarrow flower works as an excellent component for enchantments, love charms, friendship spells, and other spells affecting Charisma and emotions. Fresh yarrow brewed in tea aids concentration and some mages insist it increases their intellect (though not with any direct game effects).



Yucca

Rarity: Uncommon

Environment: Any warm plains or deserts

Harvest: Perennial

Cost: 5 sp/ 1 oz. of leaves, dried or fresh

Game Use: Component (Spells), Herb/Food

This evergreen plant grows no higher than two feet, its thick cluster of dagger-shaped leaves hiding a central stalk from which grow large white flowers. Long thought pretty, many find the root of this plant useful to mash and create a starchy, heavy travel bread. Magic-users have long prized yucca leaves as aids for shapeshifting.

No special preparations are needed to harvest or dry yucca root for food, though the leaves must be carefully and individually plucked off the stem and root structure, as tears in the leaf render it useless for magical purposes. Similarly, drying yucca leaves must be covered to help them stay flat and long. To activate the magics in them, the leaves are twisted when used as spell components for transmutation and evocation spells. They can also be twisted together and looped around a finger, an arm, or as a crown around the head (if casting primitively and ritually like adepts).

Table 6: Herbal Costs Adjustment Table

Distances	No set Harvest or Harvest Season	Harvest Season +1	Harvest Season +2	Harvest Season +3
0-10 miles	Base Cost	1.2	1.4	1.6
11-30 miles	1.1	1.3	1.5	1.7
31-75 miles	1.2	1.4	1.6	1.8
76-200 miles	1.25	1.45	1.65	1.85
201-400 miles	1.5	1.7	1.9	2.1
401-600 miles	1.75	1.95	2.15	2.35
601-800 miles	2	2.2	2.4	2.6
801-1000 miles	2.25	2.45	2.65	2.8

Beyond 1000 miles (add per 500 miles) +0.5

Elevation difference over 1000 feet (add per 1000 feet diff. between market and source) + 0.1

Don't let the decimals scare you – they're simple to deal with in d20 terms. The first digit tends to be gold pieces, the second (first after the decimal) is silver, and the third is copper.

Environment/Distance

0-10 miles	No effect in cost
11-30 miles	+10% to cost
31-75 miles	+20% to cost
76-200 miles	+25% to cost
+200 miles	+25% to cost for each additional 200 miles

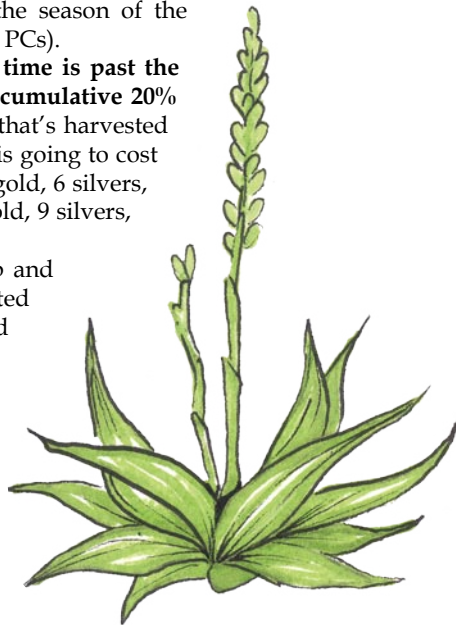
* If the GM wishes to add environmental factors as well, each difference in elevation could add another 10% to the price of an herb. Thus, buying a mountain-grown herb from the apothecary in a lowland seacoast town is a difference of two elevations (mountains to hills to lowlands) and should add 20-25% to the price.

Harvest Times

Divide the year into its four seasons of Spring, Summer, Autumn, and Winter. Check the herb's listing for its Harvest time. Then consider the season of the purchase time (current time for the PCs).

For each season the purchase time is past the harvest of said ingredient, add a cumulative 20% to the cost. Thus, buying an herb that's harvested in spring with a base price of 3gp is going to cost 3 gold and 3 silvers in summer, 3 gold, 6 silvers, and 3 coppers in autumn, and 3 gold, 9 silvers, and 4 coppers in winter.

Take the base price of an herb and multiply the cost against the tabulated factors below for its final adjusted price.



Chapter 6: Knowledge & Development

This chapter describes the many overlapping skills and feats learned by students of alchemy and herbalism. Note that these feats are shared by either profession or craft, though they are also learned as special skills by the three prestige classes in Chapters 2 and 4.

This chapter also deals with the way many different fields and ways of life affect (or are affected by) alchemy and herbalism. We'll discuss how those two crafts fit within world and social structures, and how the player-character classes both change and are changed by the study of herbalism and alchemy. The major work for this chapter revolves around the question of whether knowing certain skills helps your work in other related fields (If I know how to brew a potion, what do I know about other alchemical works?).

Feats

Many of these feats are linked to special abilities alchemists and herbalists gain in their prestige classes (as discussed in Chapters 2 and 4). They can, however, be earned and used by anyone meeting the feats' prerequisites. They also supplement and improve upon the many assumed basic skills provided by the skills Craft (Alchemy) and Profession (Herbalist).

These nonmagical Item Creation feats, unlike their magical equivalents in the *PHB*, do not assume an automatic success on the creation of said items (unless the creator "takes 20" to an extreme and doubles the creation time). These feats provide a bonus against the creation DC of their related materials. This is because most of the items among the alchemists' or herbalists' repertoires can be made by characters with only the basic skills, albeit with more difficulty. Look to the descriptions of the items (as well as the distinctions within the Alchana and Ercana feats) for whether they can be produced without specific feats.

Bodily Awareness [General]

Your training and knowledge provide you with focus and the ability to discern how herbal, alchemical, and magical substances best interact with the bodies of animals and sentient.

Prerequisites: Craft (Alchemy) or Profession (Herbalist) 5 ranks

The character adds +2 to all Heal or Profession (Apothecary) checks. This bonus stacks with any synergy bonuses in use with the Heal skill.

Brew Ingestibles [Item Creation]

You can create alchemical or herbal drinks and rations that produce special effects, though not magical in origin.

Prerequisites: Craft (Alchemy) 9 ranks or Profession (Herbalist) 7 ranks

Benefit: You can craft any ingestible whose prerequisites you meet. An ingestible is any liquid, paste or solid that is consumed to activate its potential. Brewing an ingestible substance takes a number of hours equal to its creation DC. Each item's base price is its caster level + DC x 50 gp (though Tinctures double those base prices, while Tisanes

& Teas halve them). To create such substances, the creator must expend 2% (1/50) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide to other Item Creation feats are inherent in this feat.)

Special: Once the player gains 3 spellcasting levels of any type (or if he or she has them when this feat is acquired), this feat also acts as Brew Potion in terms of XP and financial costs. All other strictures and rules for Brew Potion must be obeyed.

Craft Chymicals [Item Creation]

You can create chymicals, and miscellaneous special substances such as tanglefoot bags, tindertwigs, and various acids.

Prerequisites: Craft (Alchemy) 5 ranks, Skill Focus [Craft (Alchemy)]

Benefit: Provided all item prerequisites are met, the alchemist can create any and all acids, chymicals, compounds, and miscellaneous alchemical substances not created by other Item Creation feats. Crafting, brewing, or mixing chymicals takes 1 day minimum, and any substances with creation DCs higher than 30 take 2 days. The base price of chymicals and acids equals their caster level x 25 gp. To create such substances, the creator must expend 2% (1/50) of the item's base price in XP (round up) and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Note: The many random alchemical products listed in the core books (under Special and Superior Items) are primarily chymical in nature, and can be created by this feat (or by the Craft (Alchemy) skill alone).

Craft Herbal Restoratives [Item Creation]

You can create herbal medicines to aid healers and their patients.

Prerequisites: Profession (Herbalist) 8 ranks or Profession (Apothecary) 6 ranks

Benefit: You can create any nonmagical healing draughts, powders, poultices, or other medicines whose prerequisites are met. Restorative base prices equal their caster level x 12gp. To create such substances, the creator must expend 2% (1/50) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Note: A great many herbal restoratives are crushed down into powders and dust, though they are not classified under Powders & Dusts due to their nonmagical status. Regardless of their ultimate form, the items created by users of this feat are strictly medicines and restoratives, not magical or alchemical creations in dust form.

Craft Powders & Dusts [Item Creation]

You can create near-magical powders and dusts such as silentscent and locksbane.

Prerequisites: Craft (Alchemy) 7 ranks or Profession (Herbalist) 6 ranks, Skill Focus [for respective skill]



Benefit: You can create alchemical or herbal powders, provided you meet the prerequisites. Crafting and purifying powders and dusts takes 12 hours plus the creation DC of the item in hours. Each dust's base price equals its caster level + DC x 75 gp. To create such substances, the creator must expend 2% (1/50) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Special: Once the player gains 3 spellcasting levels of any type (or if he or she has them when this feat is acquired), this feat also acts as Craft Wondrous Item in terms of XP and financial costs—but only for the creation of magical dusts and powders. All other strictures and rules for Create Wondrous Item must be obeyed.

Craft Toxins [Item Creation]

You can create poisonous substances of any form or level of virulence, from discomforting to fatal.

Prerequisites: Craft (Alchemy) 8 ranks or Profession (Herbalist) 6 ranks, Great Fortitude feat

Benefit: You can create any and all types of poisons, provided you meet the prerequisites. Making poisons and toxins takes a number of hours equal to the creation DC of the toxin. Each toxin has a base price equal to its caster level + DC x 120 gp. To create such substances, the creator must expend 2% (1/50) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Special: This feat deals with alchemical or herbal poisons and toxins. If the character also has at least 5 ranks in Knowledge (Nature) or Survival, he or she can use this feat to process and administer animal-based venoms as well.

Craft Unguents [Item Creation]

You create lotions and other external salves that produce a wide variety of results, and while many are nonmagical you can also create the alchemist's or herbalist's beginning magical items.

Prerequisites: Craft (Alchemy) 9 ranks or Profession (Herbalist) 7 ranks, Craft Powders & Dusts feat

Benefit: You can create any and all types of unguents, provided you meet the prerequisites. Making unguents takes a number of hours equal to half its creation DC, but never less than 9 hours. Each unguent has a base price equal to its caster level + DC x 150 gp. To create such substances, the creator must expend 2% (1/50) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Special: Once the player gains 3 spellcasting levels of any type (or if he or she has them when this feat is acquired), this feat also acts as Craft Wondrous Item in terms of XP and financial costs—but only for the creation of magical unguents such as *stone salve*. All other strictures and rules for Create Wondrous Item must be obeyed.

Create Alchana [Item Creation]

You can create alchemical and magical items beyond those possible by magic or alchemy alone.

Prerequisites: Craft (Alchemy) 9 ranks, Endurance, Craft Chymicals, Craft Wondrous Item feats

Benefit: You can create miscellaneous creations of alchemy unavailable to magic (or Craft Wondrous Item) or alchemy alone. Effectively, this feat allows you to create any new and wondrous alchemical items, provided they are not arms and armor, wands, staves, rods, potions, or rings. The proof that an item is an alchana rather than just a miscellaneous magical item is this—its effects or usefulness are not canceled by *dispel magic* spells.

The base price to create alchana takes the item's caster level, adds its creation DC, and then multiplies the total by 400 gp (CL + DC x 400). To create such substances, the creator must expend 4% (1/25) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Create Ercana [Item Creation]

You've reached the ultimate end of the herbalist's craft—the ability to imbue plants with life, mobility, and intelligence, and to bridge the gap between plants and animals.

Prerequisites: Profession (Herbalist) 16 ranks, Knowledge (Nature) 5 ranks, Grow Swathe feat

Benefits: You can create greater ercana, plants and plant-derived substances with their own sentience and magics. The base price to create greater ercana takes the item's caster level, adds its creation DC, and then multiplies the total by 1,000 gp (CL + DC x 1000). To create such substances, the creator must expend 4% (1/25) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Create Greater Alchana [Item Creation]

You've achieved the highest goal in alchemy—the ability to create the Five Stones of Alchemy!

Prerequisites: Craft (Alchemy) 16 ranks, Perfect Materials, Create Alchana feats

Benefit: You have reached the pinnacle of alchemical achievement and can create any one of the Five Stones, provided you meet its prerequisites. The base price to create greater alchana takes the Stone's caster level, adds its creation DC, and then multiplies the total by 2500 gp (CL + DC x 2500). To create a Stone, the creator must expend 10% (1/10) of the item's base price in XP and use up raw materials costing 50% of the base price (the sacrifice of a Green Tablet is part of this raw materials cost). The savings alchemy or herbalism provide other Item Creation feats do not apply to this feat.

Crisis Creation [Item Creation]

Prerequisites: Concentration 5 ranks, Skill Focus [Craft (Alchemy) or Profession (Herbalist)], and at least one Item Creation Feat

Benefit: You have the ability to create items in an emergency. This can be used in either of two ways:

- You can create items (within the scope of prerequisite feats, skills, knowledge, and materials) in half the normal creation times.
- You can jury-rig an Item Creation feat away from your laboratory, provided you





have the proper ingredients for said item already in hand. This feat thus negates circumstance penalties for not having the proper equipment or tools available.

This is usable with any Item Creation feat, but the costs rise due to the rushed nature. Raw materials costs are the same, but the XP cost for said item doubles due to the lack of preparation and the forced nature of the emergency creation.

Special: This feat can be stacked, though the only benefit gained by taking this feat twice is that item creation time can be dropped to a third its normal time (at three times the normal XP cost).

Diagnosis [General]

Your training in the herbal healing arts grants you insight into deducing ailments or afflictions. Your diagnosis can even detect poisons.

Prerequisites: Heal 5 ranks, Profession (Apothecary) 5 ranks

Benefit: The character gains a +3 circumstance bonus in the use of the Heal skill. This bonus stacks with synergy bonuses and the bonus from Bodily Awareness.

Special: If successful in the use of the Heal skill, the character's proper diagnosis allows the victim to gain 1 hit point back in 1d8 hours (instead of 24).

Flourish Spell [Metamagic]

Your understanding of plants and herbs allows you to redirect spell energies into the healing and restoration of any plant.

Prerequisites: Profession (Herbalist) 12 ranks, ability to cast 3rd level spells

Benefit: Just as clerics and paladins can redirect spell slots into healing spells, you can change the effects of any Abjuration, Conjunction, Enchantment, Evocation, or Transmutation spells and force the energy into a plant to speed it through seasonal growth and changes. Any original effects of the spell are negated in favor of the energy's use in reviving and affecting plant tissues.

For each level of the original spell, the plant undergoes the changes of one season. For example, in order for a fruit-bearing tree to produce mature fruit in winter it must magically undergo three seasons of change (winter to spring to summer to autumn/harvest).

If the plant is damaged or dying, it can be partially healed by sacrificing one spell level to heal it rather than force a season of growth upon it. If two spell levels are used, the plant is completely healed and healthy according to its current season.

Also, the plant's size affects how the energies influence it. For plants of size Small, add one to the spell level to determine how many seasons of change can be forced upon the plant. For plants of size Large, subtract one from the spell level for determining effects. If a plant is

Table 7: Alchemical & Herbal Item Creation Feats Table

Item Creation Feats	Creation Bonus vs. DC	Materials or Item Class to be Created
Alchemy	By rank	Most alchemical substances not restricted by feat or magic use requirements
Brew Ingestibles	+3	Any alchemical or herbal Ingestibles; Use as Brew Potion if feat prerequisites are met.
Brew Potion	–	Any magical Potions (or other if prerequisites are met)
Craft Chymicals	+3	Any Chymicals and the many mundane or special compounds and materials used by others in spellcasting or other avenues.
Craft Herbal Restorative	+3	Any nonmagical medicinals and healers' curatives
Craft Powders & Dust	+3	Any nonmagical dusts or powers; Use for any magical dusts if CWI prerequisites are met.
Craft Toxins	+3	Any nonmagical poisons and toxins of all varieties
Craft Unguents	+3	Any nonmagical unguents, salves, balms, etc. Use for magical unguents if CWI prerequisites are met.
Craft Wondrous Item	–	Any miscellaneous magical item; This does not include alchemical or herbal items unless stated in the item's write-up.
Create Alchana	–	Items created by advanced knowledge of alchemy AND magic; necessary step to Alchemical Stones.
Create Erlcana	–	Greater herbal swathes, erlmantles, erlixirs
Create Greater Alchana	–	The Five Alchemical Stones
Forge Ring	–	Any magical rings
Grow Swathe	–	Any swathes except those listed as Greater Erlcana
Perfect Materials	–	Greater Temperant Baths (material strengthening)
Profession: Apothecary	By rank	Any medicinal herbs or herbal concoctions for use with the Heal skill.
Profession: Herbalist	By rank	Any herbal concoctions not limited by magic or other feat prerequisites.



size Huge, subtract two spell levels, and three levels are subtracted for any plant larger than Huge. (Example: it takes the sacrifice of a 5th level spell to completely heal a size Colossal treant or oak tree of dry rot.)

This feat is used in emergencies to produce food for starving adventurers or to find the necessary ingredients for an herbal creation despite the current season. It is also used by high-ranking herbalists and spellcasters to aid the forests by healing sick trees, ensuring that saplings survive their first winter by speeding up their growth, etc.

Grow Swathe [Item Creation]

You can create swathes by placing magics within living plants or grafting them onto magical items.

Prerequisites: Profession (Herbalist) 12 ranks, Craft Powders & Dust feat, ability to cast 3rd level spells

Benefit: You can add a living swathe of plants onto enchanted clothing or items or places and embed magics within the swathe to enhance and alter the existing magic or to add in new, nature-related magics or druid spells. The swathes act like *bracers*, *cloaks*, or other garments that hold spells and grant supernatural abilities while being worn.

There are two different levels of costs involved with this feat, depending on what the herbalist does:

- **Swathe Graft:** This treatment augments and adapts the magics already inherent in an item—usually a wand or a rod, though staves and boots are also common—so very little magic is necessary for the graft. The base price of a swathe graft is its caster level plus its DC, multiplied by 5 gp. To graft a swathe to an item, you must spend 1/50 (2%) of the new base price (item base price PLUS graft base price) in XP and use

up raw materials costing one-quarter (25%) that new base price.

- **Swathe Creation:** This creates an independent living swathe not tied to a particular magical item, though these can be anchored to magical and nonmagical materials of leather or stronger substance. The base price of a living swathe takes the item's caster level, adds its creation DC, and then multiplies the total by 200 gp. To create such substances, the creator must expend 4% (1/25) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Special: Swathes cannot be created by the Craft Wondrous Item feat unless the user meets all the prerequisites for this feat (herbal/plant knowledge).

Perfect Materials [Item Creation]

You know the alchemical methods to refine materials into their strongest or purest forms or strengthen them beyond their normal hardness.

Prerequisites: Craft (Alchemy) 12 ranks, Craft Alchana feat, ability to cast 4th level spells

Benefit: You have advanced your knowledge of Alchana and can create Greater Temperant Baths or Emerald Tablets. The base price to create these baths takes the item's caster level, adds its creation DC, and then multiplies the total by 1500 gp. To create such substances, the creator must expend 4% (1/25) of the item's base price in XP and use up raw materials costing 30% of the base price. (Note that the savings alchemy or herbalism provide other Item Creation feats are inherent in this feat.)

Special: This feat can also be used to repair and restore masterwork items, provided all the component pieces





Table 8: Skills Synergy with Alchemy & Herbalism

Skill	Five or more ranks in the skill (at left) provide cumulative synergy bonuses (+2 to skill checks) in the following skills:
Alchemy	Craft: Smith (any); Knowledge: Arcana (if dealing with alchemy or item creation); Professions: Blacksmith or Brewer
Craft: Smith*	Disable Device (locks and traps if locksmith or finesmith); Open Lock (if locksmith or finesmith);
Heal	Profession: Apothecary or Herbalist;
Knowledge: Arcana	Craft: Alchemy; Use Magic Device
Knowledge: Herbalism	Profession: Apothecary; Professions: Brewer or Herbalist; Survival
Knowledge: Nature	Profession: Apothecary or Herbalist; Survival
Profession: Apothecary	Heal; Profession: Herbalist
Profession: Blacksmith	Craft: Alchemy, Smith* (any); Disable Device (any metal device)
Profession: Brewer	Craft: Alchemy; Profession: Herbalist
Profession: Herbalist	Craft: Alchemy; Heal; Knowledge: Nature; Profession: Apothecary or Brewer
Survival	Knowledge: Nature; Profession: Herbalist

*Smith as a craft applies individually to each potential definition: Swordsmith for weapons forging, Armorsmith for armor forging, Whitesmith for metal jewelry work, Locksmith for creating and fixing metal locks, and Finesmith for masterwork level tools and supplemental equipment for skill use (i.e. alchemists' tools, thieves' tools, etc.). Note: Blacksmith is a Profession rather than a craft, as it broadly embraces all metalwork in general. The specialties and distinctions of the other Crafts can be done by a blacksmith, just not as well.

of the item are together and can be reassembled before placing the item in the temperant bath.

Reciprocal Knowledge [General]

Learning two related skills enhances your abilities to use both skills more effectively.

Prerequisites: 7 ranks in two related skills with existing synergy bonuses

Benefit: This feat acts as an advanced synergy bonus of +3 that stacks with any other synergy bonuses when using one of the two linked skills. In general, this feat provides two skills with enhanced synergy and a +2 bonus vs. skill checks. Check the *Player's Handbook* for synergy links among skills, as well as the Skills Synergy table later in this chapter.

Special: This feat stacks, but can only be linked with two synergistic skills at a time. If a person has Profession (Herbalist) and Survival linked via Reciprocal Knowledge, she cannot use the additional +2 bonus with Knowledge (Nature) or Profession (Apothecary) skill checks unless she takes another Reciprocal Knowledge feat to link her herbalism skills with them (as in Table 7).

What if I know about.....?

As you'll see in the next chapter, there are hundreds of fantastic substances and items that can be made or enhanced by the applications learned with herbalism- and alchemy-related skills. However, a rules problem occurs when people with a dozen ranks of Craft (Alchemy) start to wonder if they can make *dust of disappearance* or potions. In other words, who gets to know the secrets on how to brew potions when, or are these fields of study all mutually exclusive?

What happens if someone knows Brew Potion and Profession (Herbalist)? Or Survival? There are a number of combinations that can aid alchemists and herbalists in their chosen fields. Luckily, the core rules take this into account and discuss the synergy bonuses of related skills.

Below is a table that clarifies and cross-references a wide array of skills and shows when each helps a primary skill with DC bonuses.

Related Feats & Skill Adjustments

Item Creation Feats are the areas most commonly affected by herbalists and alchemists' other abilities. While having additional knowledge and materials on hand does nothing to mitigate the XP costs of crafting items, it does help with the financial costs.

If the character can prepare the components and materials himself, drop the cost of raw materials for item creation by 20%. This can be applied to both herbalists and alchemists, assuming the item being created has spell component needs for empowering it.

Useful Cross-Skills & Feats

In addition to the skills and feats discussed above, there are numerous other mundane or extraordinary skills that will help your characters. After all, if your alchemist has to go haggle with a glazier every time he needs more beakers for his laboratory, his own creations get more expensive.

Alchemist Cross-Skills:

Craft (Brewer, Chandler, Glazier, Potter, Armorsmith, Swordsmith); Profession (Blacksmith)

Herbalist Cross-Skills:

Craft (Beekeeper, Chandler, Finesmith, Glazier, Potter, Profession (Carpentry))

Alchemist Cross-Feats:

Skill Focus [Craft (Alchemy)]; Any Item Creation Feats

Herbalist Cross-Feats:

Skill Focus [Profession (Herbalist)]; Any Item Creation Feats

Who Makes What?

Throughout this book, we've discussed the creation and development of all sorts of substances and processes and materials, but we've not actually laid down more than the ground work of exactly who can create what items. If we don't know that, the GM won't know if Satrian's Salve is available in Rhuta the Herbalist's shop, down the street at Jheam the Alchemist's tower, or only at the local wizards' guild outlet.

In general, herbalists and alchemists provide the necessary nonmagical substances found throughout most d20 worlds, be they inks, dyes, or poisons. Most wondrous and magical items are made by spellcasters, including potions. However, herbalists and alchemists play their supporting roles in these processes, and they may also be able to make some of the items themselves, depending on their supplementary skills and their status in other classes. They also tend to be important aides in the creation of more powerful items, as wizards and priests

rarely have the time or desire to collect and prepare their own materials for such rituals.

In any case, we can't simply go through the list of items and say who makes what of each item—this would exclude any items you might find in other d20 products, not to mention any you might create for your own game world. The best way to approach this is to focus on the broad categories of all the substances and materials both herbalists and alchemists (not to mention wizards with Brew Potion) can create and sell.

All of the items mentioned in this chapter (and catalogued in the next) are broken down into major categories and minor sub-categories within them. Each category and its components will be detailed, both in general and specifically with the items within its class. Within the details of each category will be the particulars on how these categories fit within the d20 core standards of Magic or Wondrous Items or other titles.

Core d20 Items

Of course, all of the items found in the DMG should be addressed within the scope of herbalists and alchemists, to determine whether any information can be added or changed to those core definitions. On a basic level of understanding, if the item requires spell use beyond 2nd level, chances are pretty high that it needs to be created by a spellcaster, not just an expert alchemist or herbalist.

The primary benefit one gains by adding alchemy or herbalism knowledge to a character is saving money on spellcasting components and equipment. It also allows

Table 9: Item Creation Feats & Types Table

Item Type/Classification	Feats/Skills Involved in Creation – <i>Player's Handbook & DMG</i>
Special Items	Craft: Alchemy or Profession: Herbalist (+R) if applicable
Arms & Armor	Craft Magic Arms and Armor (E)
Potions	Brew Potion (E); Brew Ingestibles (O)
Rings	Forge Ring (E)
Rods	Craft Rod (E)
Staves	Craft Staff (E)
Wands	Craft Wand (E)
Wondrous Items	Craft Wondrous Item (E); Create Alchana (O)
New Types – Alchemy & Herbalists	
Alchana	Craft: Alchemy (+R); Create Alchana (E)
Alchana, Greater	Craft: Alchemy (+R); Create Greater Alchana (E)
Chymicals	Craft: Alchemy (+R); Craft Chymical (O)
Erlcana	Profession: Herbalist (+R); Create Erlcana (E)
Ingestibles	Craft: Alchemy or Profession: Herbalist (+R); Brew Ingestibles (O)
Powders / Dusts	Craft: Alchemy or Profession: Herbalist (+R); Craft Powders & Dust (O)
Unguents	Craft: Alchemy or Profession: Herbalist (+R); Craft Unguents (O)
Toxins	Craft: Alchemy or Profession: Herbalist (+R); Craft Toxins (O)

Table 9 is the short form to identify what's absolutely necessary for the creation of certain types of alchemical or herbal items; individual items are detailed in Chapter 7.

E: Essential/Prerequisite for Creation. If you don't have this feat or skill, the item noted is impossible to make, even if the maker knows the Brew Potion or Create Wondrous Item Feats, due to highly specific requirements for its making. This table assumes that either Craft: Alchemy or Profession: Herbalist is always Essential and they are not marked as such to avoid redundancy.

O: Option. This feat can be used to create the item instead of relying on the core generic Item Creation feats of Brew Potion or Create Wondrous Item. The optional and highly specific item creation feat adds a +3 bonus vs. the item's creation DC.

+R: Rank of skill. Add the rank number to the dice roll vs. the DC check.





a spellcaster to become less reliant on the aid of others while researching or creating an item. That isn't to say that alchemy and herbalism can't provide you with a number of wonderful items. They can and do (as is notable in the massive Catalog in the next chapter). It's just that those items aren't wholly magical, or exceedingly powerful.

Rather than repeat all the items from the DMG, let's look at the major classifications of mundane and magical items from the core books and discuss them against the backgrounds of alchemy and herbalism. We'll note whether herbalists or alchemists can make said items with or without spellcasting support and when they might gain such knowledge.

Apply these guidelines in general until you and your players have worked out details for each specific character and/or item. The guidelines below assume that the alchemist or herbalist has little to no ability to cast spells. Only one thing is absolutely certain—as most alchemists and herbalists become spellcasters after a certain point in their education, the only limitations to what an advanced alchemist or herbalist might create are the availability of materials and their own knowledge.

Acids

Generic acids, like those in the DMG, can be made as noted in the *Player's Handbook*. Aside from acids with obvious magical effects, all acids in this book and in other d20 guides should be possible to make by an alchemist with the Craft Chymicals feat. Herbalists never create acids, and only deal with them if they are produced by plant life (collected and saved like any herb or herbal product).

Armor & Weapons

Alchemists and herbalists cannot make magical armor or weapons. However, alchemists with Create Alchana or Perfect Materials do know methods for tempering, alloying, and enhancing metals up to masterwork quality and purity (if not workmanship).

Poisons

Alchemists and herbalists can make a wide variety of poisons with the noted rank levels, though obviously they cannot reproduce animal ichors or magical poisons. The basic poisons listed in the core d20 manuals can be created with the normal uses of alchemy or herbalism skills. Poisons listed among other d20 manuals (unless noted as animal or magical products) can be produced by characters using the Craft Toxins feat.

Potions

While alchemists and herbalists can create ingestible substances with some abilities, any potions holding arcane or divine magic can only be made with the Brew Potion feat (or with the Brew Ingestibles feat and the ability to cast 2nd level spells).

Rods, Staves, Wands, & Miscellaneous Magical Items

Obviously, none of these are possible without some spellcasting ability and the appropriate Item Creation Feats. Only miscellaneous items might possibly be created (as if by Craft Wondrous Item feats) if similar alchemical or herbal Item Creation feats overlapped to allow such creation.

Special & Superior Items

This subclass of items is the generic location in which alchemical items appear in the core *Player's Handbook* and DMG. The items herein, while they can be classified among other groups, are reduced in price and can be produced by anyone using the Craft (Alchemy) skill. In essence, these are the most commonly encountered alchemical substances: Acid, Alchemist's Fire, Antitoxin, Poison, Smokestick, Sunrod, Tanglefoot Bag, Thunderstone, and Tindertwig.

Note that herbalists can duplicate some of these items using plant materials, though the costs remain the same. Herbalists can offer these standards for sale in their shops: Antitoxin, Poison, Smokestick, and Tanglefoot Bag.

The statistics, rules, and miscellaneous information on these items and their usage in the game are found in Chapter 7 of the *Player's Handbook* and in Chapter 3 of the DMG.

New Alchemical or Herbal Items

While they'll all be revealed in the next chapter, there is some overlap among the d20 classifications for items and those specific to an alchemists' lab or herbalist's shop. Here's the brief overview of various item classifications and how the core d20 groups mesh with them.

Alchana

These are the high-end powerful items to come from alchemists. Unlike most other alchemical creations, these **cannot** be created simply by application of the Craft (Alchemy) skill. Also, they cannot be created just by magic or the use of the Create Wondrous Item feat. These are only attained by careful study and the use of the Create Alchana, Perfect Materials, or Create Greater Alchana feats.

Minor Alchana (from Create Alchana feat) include solvents, temperant baths (lesser), and various items like *steelscrolls* and *glass arrows*. Major Alchana (from Perfect Materials feat) include temperant baths (greater) and Emerald Tablets. Ultimate Alchana (from Create Greater Alchana feat) includes only the Five Alchemical Stones of Power.

Chymicals & Compounds

Chymicals are the most common creations of any alchemist, regardless of school or experience. There are a number of chymical subtypes that alchemists create,







though some are within the Craft (Alchemy) skill's reach and others are not.

Acids: While the generic acids mentioned in the *DMG* or in random modules can be created by anyone with basic alchemical knowledge (Craft (Alchemy) at any rank), there are unique acids in this book that need the special knowledge gained with the Craft Chymicals Feat.

Aquas: Unique to alchemy, these fluids are near-potions that are not magical and take on classical alchemical Latin names while providing new effects. These cannot be created by just the Craft (Alchemy) skill—they require specific study of Craft Chymicals.

Bases: While barely listed in Chapter 7, these hidden substances crafted by alchemists are the base fluids or solids that become magical potions or substances.

Inks: While common inks of any color can be produced by many people with just the Craft (Alchemy), Profession (Herbalist) or even Profession (Brewer) skills, there are some inks with special properties that can only be made with the Create Chymicals feat.

Erlcana

Grown and fashioned from the natural world, all erlcana are plants, either living or dead, used for a variety of purposes both with and without magic. In general, these cannot be created by the use of the Craft Wondrous Items feat, as they all require some understanding of and experience with plant life. Unless restricted by the item prerequisites, erlcana of all levels can be created with just common herbal skills.

Elixirs: These herbal concoctions are the equivalent to the Five Stones of Alchemy—the ultimate goal of all herbalist knowledge. They are inconceivable without the Create Greater Erlcana feat.

Herbal Restoratives: While these lesser erlcana could be Ingestibles by use or even Powders & Dusts by form, their herbal creation and variable use make them a separate concern from either classification. Provided a restorative does not restore more quickly than normal healing, it can be crafted using Profession (Apothecary) or Profession (Herbalist).

Swathes: These living plants either supplement magical items or carry their own magics. The lesser swathes cannot be crafted without the Grow Swathe feat, and the greater swathes (Swathelm, Cocoon Swathe, Erlmantles) only by Create Greater Erlcana.

Ingestibles

This classification covers a broad span of edible substances, all of which get eaten, drank, or otherwise introduced to

a character internally in order to activate their special properties. In general, any of these not specifically restricted to creation by the Brew Ingestibles, Brew Potion, or Craft Wondrous Items feats can be made by characters with Profession (Herbalist). If the unguent is medicinal in nature, characters with Profession (Apothecary) can create it as well.

The various subtypes of Ingestibles are Elixirs, Philters, Teas & Tisanes, Tinctures & Essences, and Tonics. Potion is only used to denote a magically endowed ingestible substance.

Powders & Dusts

This classification produces the powders and dusts whose abilities are specifically linked to that form, while other powdered items more specifically meet other classifications (such as restoratives and medicines). As these items are often highly specific in their function, they require highly specific learning to make them. Thus, no items classified as Powders & Dusts can be made without the Craft Powders & Dusts feat.

Toxins

Toxins and poisons are among the most commonly used substances throughout all d20 worlds, but who is capable of making (let alone using) them? Anyone knowing Craft (Alchemy) or Profession (Apothecary or Herbalist) skills can craft the basic poisons noted in core manuals, provided the poisons are not animal ichors or venoms. In other words, they can make the following poisons: bloodroot, blue whinnis, deathblade, malys root paste, nitharit, sassone leaf residue, terinav root, black lotus extract, id moss, striped toadstool, arsenic, burnt othur fumes, or insanity mist. Animal-based poisons can be collected and refined or crafted by those with Knowledge (Nature). Any other toxins and poisons need the Craft Toxins feat for their creation.

Unguents

This classification covers a wide variety of topical substances, all of which get smeared onto skin or onto objects to elicit their effects. In general, any of these not specifically restricted to creation by the Craft Unguents or Craft Wondrous Items feats can be made by characters with Profession (Herbalist). If the unguent is medicinal in nature, characters with Profession (Apothecary) can create it as well.

The various subtypes of unguents are Balms, Liniments and Ointments, Oils, Pastes, Perfumes, and Salves.

Chapter 7: Catalog Herbalia y Alchemica

Now, this chapter's the part you've all been waiting for—here's all the stuff that'll be unleashed on your game worlds by budding alchemists, herbalists, and the like! First, we'll discuss the most common items—mundane items found on shelves or in use, rather than within the Catalog—and then we'll take a look at the catalog's information and organization, and the frequency of alchemical treasures and herbal rewards. Next, we'll detail the broad types of items. Finally, we'll examine some magical items tied to herbalists and alchemists but not listed in the catalog due to their magical origins.

Mundantities

Unlisted among the Catalog are the mundane items that herbalists and alchemists create for their worlds. After all, since adventurers are at best 1/10 of 1% of the population, professionals can't rely on adventuring-based items to support themselves. Thus, many substances are more commonly (and more easily) made by alchemists and herbalists every day in every d20 campaign world. Most of the items noted below already have prices and details within the core d20 books, and prices for any unlisted items can be extrapolated from those already in place.

Please note that there is some overlap between these mundane creations and those from other Professions such as chandlers (candle-makers), brewers (beer and wine makers), and tailors & weavers (dye makers). Skills that are the mainstays of these Crafts and Professions are taught in early stages of herbalism and alchemy, both to provide an occupation for any failed students and to create easier stepping stones from the mundane world to the mystical. If you and your PCs are dealing with an alchemist of any type, selling these items is beneath him, though he'll have apprentices and assistants tending to them (and the shop) and he might make a few things strictly for personal use:

- Adhesives
- Alcoholic Beverages (from beer to distilled spirits)
- Candles
- Dyes
- Inks
- Oils & Brazier Fuels
- Paints
- Perfumes

Table 10: Mundane Treasure Levels

D%	Alchemical or Herbal Item Levels
00-25	Mundane Items (reroll on Table 7-7 in the DMG)
26-60	Special Items (roll on Table 11 under Special Items)
61-80	Minor A/H Item (roll on Table 11 under Minor A/H Item)
81-95	Medium A/H Item (roll on Table 11 under Medium A/H Item)
96-00	Major A/H Item (roll on Table 11 under Major A/H Item)

- Sealing Waxes
- Teas

Alchemical and Herbal Items as Treasure

Introducing many of these new items into your campaign is simply a matter of adding them into the potential treasures found during adventures or just placing some of them in role-playing sessions where the PCs meet alchemists or herbalists.

The short way to add these items to treasure tables is to replace rolled treasures from Table 7-7 (Chapter 7 in the *Dungeon Master's Guide*) thusly:

- Mundane items can be replaced by Special or Minor Alchemical/Herbal Items
- Minor Magical items can be replaced by Medium Alchemical/Herbal Items.
- Medium Magical items can be replaced by Major Alchemical/Herbal Items.
- Major Magical items can be replaced by twice as many Major Alchemical/Herbal items.

The second option is to abandon the exclusive use of Table 7-7 to determine "mundane" items and replace it with Table 12 and 13. Once the treasure types and levels are determined, go to the individual tables to randomly determine the final item or items.

Catalog Template

The core categories of materials produced by herbalists and alchemists and their ilk are: Alchana, Chymicals (& Compounds), Ercana, Ingestibles (& Potions), Powders (& Dusts), and Unguents. Remember, just like the fabled Philosopher's Stone and Elixir of Life, each category may have some ultimate quest items that people spend lifetimes trying to create or find—which might explain the prices and notes below.

Just like the Herbal Catalog in Chapter 5, there's a standard format for all these items or processes or substances, and the entries will all have information slightly more detailed than that of the Core d20 manuals, the additions being Difficulty Checks for creation and different or more stringent prerequisites.

Please note that **many of the creations within the Catalog are not capable of being made by the Create Wondrous Item feat alone**, despite the broad interpretation of the rules from the core books. All of them require a DC check against either the Craft (Alchemy) or Profession (Herbalist) skills, and most require more than just magical knowledge. They are obviously intended to require the new Craft feats in Chapter 6. As noted under the particular items, those which need Create Ercana and Create Greater Alchana feats cannot be made with the individual skills alone. Only the most learned of alchemists know the secrets of the Five Stones and only the most skilled herbalists know the Greater Ercana.





Item/Substance Name

[Classification: Special/Magical]

The item's name is obvious and all items are alphabetized in the Catalog. The item's type or classification follows the name in brackets, along with a note as to whether the item is magical or not (for the question of negation by *dispel magic*).

- The entry text is pretty straightforward, providing all the effects and uses of the item.
- The 2nd paragraph of the entry provides any sensory cues that this item deviates from the standard description of its category (i.e. How can your PCs tell the difference between *dust of disappearance* and *dust of sneezing and choking*?). If the item in question has a limited number of uses, here's where that's discussed.
- The 3rd paragraph of the entry, if any, discusses the characters who would most likely use such items (if not patently obvious) and for what purposes. This is aimed at GMs looking for ways to work these new substances into their campaigns.
- Caster Level: All these items—even though many would only be considered Special Items within the core books—have a Caster Level, though it is only a general measure of the power level of an item, not any note of inherent magic. While hardly exact, the simplest benchmark a reader can use is this: The Caster Level is also the general number of ranks in Craft (Alchemy) or Profession (Herbalist) needed to create said item. Of course, all other prerequisites must be met as well, but the Caster Level is an easy way to gauge if a person with the appropriate skill might be able to make something, regardless of whether they have separate Item Creation feats or the prestige classes. In fact, lesser-ranked alchemists and herbalists can make the items, though that should be far less common.
- Prerequisites: These are the mandatory skills, feats, abilities, spells, or other miscellaneous requirements necessary to create this item. Bear in mind that skills, feats or spells separated by “or” allow for alternates to be used for the item creation.
- Difficulty Check (DC): As each of the items below are created by either alchemists or herbalists, there is a mandatory Difficulty Check vs. their

Craft (Alchemy) or Profession (Herbalist) skills. This DC is *not* adjusted to account for the benefits and DC bonuses of other mandatory prerequisite skills or feats, so the player must make the roll, add in all potential bonuses, and exceed the DC to create this item successfully.

- Market Price: This is the baseline price for the item or service in question. As a general benchmark, the Market Price of an item is rarely less than twice the price of the Cost to Create, though this may vary. Just like the herbs in Chapter 5, these items all come with a standard price—for simplicity's sake—but are cost-adjustable for realism in your fictional world.

Caster Levels vs. Difficulty Checks

Unlike other Special, Wondrous, or magical items, all alchemical and herbal items have both a caster level and a DC to create them. There is no direct or binding correlation between these two factors. After all, the CL measures the power of the item against other special items and magical items, while the DC measures how difficult it is to create. While they often go hand in hand, some substances are almost ridiculously easy to make (alchemists' fire) but are highly effective or powerful under the right circumstances.

However, there are some general benchmarks in regard to CLs vs. DCs:

- The minimum DC for an alchemical or herbal item is 10, and these tend to equate to 0-level spells in relation to the power of other spells.
- The minimum CL is 1 and this also equates to 0-level spells, as well as being the weakest of alchemical or herbal items. This rank is also used for the most common of alchemical or herbal items (i.e. those in the core books under Special Items) as they are considered staples and used as teaching examples for any who gain even one rank in Craft (Alchemy) or Profession (Herbalist). In other words, these are the items for apprentices to practice on and then sell in the shop as they learn greater works.
- Assume that 15 is the standard minimum DC for any item and 1 is the standard minimum CL. Maximums rise to 45 DC and 20 CL. Subtract one from the ranks listed in this chapter when

Table 11: Alchemical and Herbal Treasures

Special Item	Minor A/H	Medium A/H	Major A/H	Item Category
01-25	01-15	01-15		Alchana, Lesser
			01-03(*)	Alchana, Greater
26-50	16-30	16-27	04-30	Chymicals & Compounds
51-65	31-45	28-40		Erlcana, Lesser
		41-42(*)	31-35(*)	Erlcana, Greater
	46-55	43-50	36-58	Ingestibles
	56-70	51-63	59-75	Powders & Dusts
66-90	71-85	64-83		Toxins & Poisons
91-00	86-00	84-00	76-00	Unguents

Results marked with an asterisk (*) indicate items too powerful to include in a campaign without careful thought and planning.

Herbal Restoratives



While not specifically a subcategory of ingestibles or any other creations, the feat that allows apothecaries and herbalists to create curatives needs to be addressed. All Tonics, Teas/Tisanes, Ingestibles, Powders, Unguents, or comparable concoctions that provide a saving throw, aid hit point restoration, cancel poisons or subdual damage, etc. should be considered as Herbal Restoratives and the feat should be noted among their prerequisites unless otherwise restricted.

comparing these CLs to those of purely magical items like rods, staves, and enchanted armors.

- While not always true, most items of CL 8 or greater have a DC of 25 higher than that number (i.e. CL 20 equals DC 45).
- If a CL is significantly lower than the item's DC (a difference of more than 30 points), this signifies that the item is extremely rare, more due to its complexity and how few can teach its creation than for its powers.

Item Categories and Definitions

Each category contains the general definition of its type as well as the standard packaging and weight of these items. Any variance from these definitions should be mentioned in item entries. In general, assume the basic packaging noted for each category has been agreed upon as a standard by local guilds or schools (and a role-playing trigger for a game could be unscrupulous merchants repackaging alchemical substances to confuse or waste many items—the PCs may decide to investigate after they run afoul of a mislabeled potion).

Each of these categories has a corresponding table at the end, which lists all the items that fall under its classifications.

Alchana

Alchana are roughly the equivalent of Wondrous Items—this is the catch-all for items that don't seem to fit elsewhere, although it also includes the greatest creations of alchemy. Thus, when in doubt, an alchemical item is an alchanum.

Alchana Stones are the alchemical masterworks and artifacts toward which all alchemists strive or at least dream. Outside of alchemical circles, most people only know of the Philosopher's Stone, but there are five in all and they have ties to the many divergent philosophies of alchemy. Each is a roughly fist-sized chalk-like stone, though they can be carved, shaped or created in different shapes or states, including liquid. The Five Stones all have some lesser, more constant abilities, though their most noted attributes and functions are:

- The Alchemist's Stone: A red stone that creates chymicals and other alchemical substances, and attainable by any types of alchemists;
- The Healer's Stone: The primary goal for white alchemists, a white stone that emits the Elixir of Life and other healing draughts;
- The Mystic's Stone: A yellow stone that purifies any matter it touches, and is sought after by all alchemists;

- The Philosopher's Stone: The black stone to which fables ascribe so many abilities, it actually produces mage-metals, rather than transmuting base metals into gold;
- The Sorcerer's Stone: A purple stone that allows easier manipulation of magic into alchemical works.

A few heretics mutter about a sixth and seventh stone, hinting their origins lie in linking alchemy with planar mechanics and necromancy, but most alchemical purists dismiss such talk.

Chymissiles are missile weapons combined with alchemical substances; they fall under the alchana category as they are more than the chymicals or substances used in their construction. They come in a few varieties, with a wide range of effects:

- Sling bullets can be made of small glass or ceramic spheres holding liquid chymicals, though they are more commonly granular tablets that explode as a powder upon impact (and are much safer to carry and use).
- Arrows come in two varieties: bottle-bolts with glass arrowhead that smash on impact to unleash liquid chymicals; and what many call Chyra's Fork. This special arrowhead looks like a normal metal arrowhead with the center point missing (and thus the fork analogy). The center is filled instead with some solid substance molded into place—the substance reacts to blood or tissue or something else specific once the arrow hits its mark. The benefit of Chyra's Fork arrowheads is that they can be recovered and reused, with new chymicals molded into them.

Emerald Tablets are major items of power among alchemists, and they are a necessary step toward the creation of the Alchana Stones—think of them as the major magical items of wizards seeking to create artifacts. Emerald Tablets act as powerful tools that help an alchemist (or any holder who knows how to use them) produce rare materials and vastly speed up his or her work in the production of alchana and other creations. Emerald Tablets resemble a dark green piece of coal that crumbles a bit each time it is used (which is why the Tablets vary in size).

Mage-Metals are the by-product of a painstaking alchemical process so costly and lengthy that few attempt it, though the creation of metals perfect for use in magical item construction is worth it just for the intellectual journey. Most find mage-gold and mage-silver after seeking the Philosopher's Stone, which creates them automatically, though that is an equally long and expensive quest in and of itself. As these metals are found so rarely, their forms are unique each time, though identifying mage-metals from other metals is easy—their exposed surfaces never tarnish, they tend to be a slightly lighter hue than normal, and the metal does not resonate when struck, making mage-metals useless for magical chimes or flutes. It is also just different enough to prevent anyone from passing it off as a normal precious metal (which few would do anyway, since mage-metals are usually worth at least 25 times their own weight in said metals).

Siege-salts are crystalline compounds (with some salt in the mixture) that inflict a variety of toxic effects when exposed to other substances. The most common use is to pour them down murder holes onto invaders, affecting





either their armor, weapons, or flesh. Siege-salts come in individual leathern pouches about the size of a human hand, each weighing about a pound and useful against one foe. Larger doses, including those used by siege engineers, come in 10-pound hand-kegs and 20-pound barrels, all wrapped in cloth to prevent any leaks or exposure to moisture.

Temperants are alchemical processes which affect materials on an elemental level. They come in two forms—a thick paste that has one use and is temporary in effect, and a more permanent (and more expensive) liquid bath.

Temperant pastes come in specially-treated muslin bags about the size of a human fist and are squeezed onto the surface or object in question. The paste reacts quickly and tempers the material, and each dose usually holds enough to treat a long sword or a small shield.

The baths tend toward translucent liquids that bubble and froth only when materials are reacting to the agents within them. The baths can be as small as a cup for tempering jewelry or as large as a bathtub for the immersion of large objects, including humanoid beings. If found as treasure, temperant baths usually come in tall metal barrels that can just fit a long sword into them (though there's no telling what the bath is keyed to do unless you're an alchemist or instructions are attached).

Alchemists can learn the temperant process for one or more materials, and learn how to affect (either enhance or reduce) its stability and inherent properties. In short, temperants are purifications or corruptions of materials, a basic aspect of alchemy. The limit to temperants is simply that each material must be learned separately (i.e. bronze or gold can't be affected if the alchemist only knows temperant processes for animal hides—aka leather—or wood). Examples and types are:

- **Antemperant Baths:** Exactly like the baths described above and below but with reducing or weakening effects on substances (and a dangerous but viable way to destroy magical items and artifacts);
- **Lesser Baths:** Temperant baths that increase items' resistance to common forms of destruction, from acids or other topical substances to preventing oxidation or dry rot.
- **Minor Baths:** Temperant baths that increase the hardness and material strength of items.
- **Major Baths:** Temperant baths that can improve on previous baths' effects or affect certain properties without adversely affecting others (like increasing the strength and hardness of a bow without sacrificing its flexibility or weight).

- **Prime Baths:** The apex of this art form, prime temperant baths purify substances to their ultimate degree (like allowing common steel to become as hard as adamantite).
- **Pastes:** Temperants that temporarily induce the effects of the minor baths but never for more than 8 hours (2d4 hours of effectiveness).

Note: The Five Stones (and any future greater alchana created by the DM) cannot be crafted without the Create Greater Alchana feat. Thus, most alchemists' careers culminate in creating Prime Temperant Baths and Emerald Tablets, as few move into the time-consuming studies of the Greater Alchana due to lack of time, money, patience, or intelligence.

Chymicals & Compounds

Just as alchana are the catch-all for many varieties of alchemical items, chymicals represent substances useful in a d20 game when added to other materials. This also corresponds to those substances used behind the scenes in the alchemical process.

In other words, these are what you'd find in the Mr. Alchemist's Home Chymistry Kit for Little Adventurers. Most will go unnamed and unmentioned among the catalog items, as they only have minor or supportive uses. Suffice it to say that chymicals are at the heart of most, if not all, other categories of items.

Acids are the chymicals most commonly used by the adventuring public, and by commoners as well. After all, how can one engrave and etch masterworked blades without some form of acid? In general, acids will be found in ceramic, stone, or heavy glass flasks. The variety and strength of acids can range far beyond the generic noted in the *Dungeon Master's Guide*.

Alchemortars are additives that can be mixed into wet mortar to achieve some defensive effects in stone constructions without the cost of magic. These also stave off the danger that a siege wizard could negate said defenses with *dispel magic*. While most commonly used in the construction of stone buildings, some lesser alchemortars can be mixed into the more common wattle-and-daub buildings. Alchemortars are lumpy granular chymicals varying in amounts from three pounds to a few hundred pounds, depending on the size of the job and how much mortar is needed. It is also transported in clay-lined barrels, from a hand-sized barrel for the smallest amount (for small huts or small wall repairs) to barrels as tall as an ogre.

Aquas are liquids used in the alchemical processes of creating other items. Some, however, can be used independently for direct effects. Aquas are usually only found in laboratories, either bubbling away in alembics and retorts or in storage, packaged into heavy ceramic teardrop-shaped bottles ranging from 2 to 4 ounces in size.

Bases are not listed within the catalog or on the table below, but they are important chymicals as neutral liquids or solids used in most alchemical (and magical) creations—they hold onto the magics or other alchemical effects within any and all items. As these are anything from animal byproducts to minerals to herbal

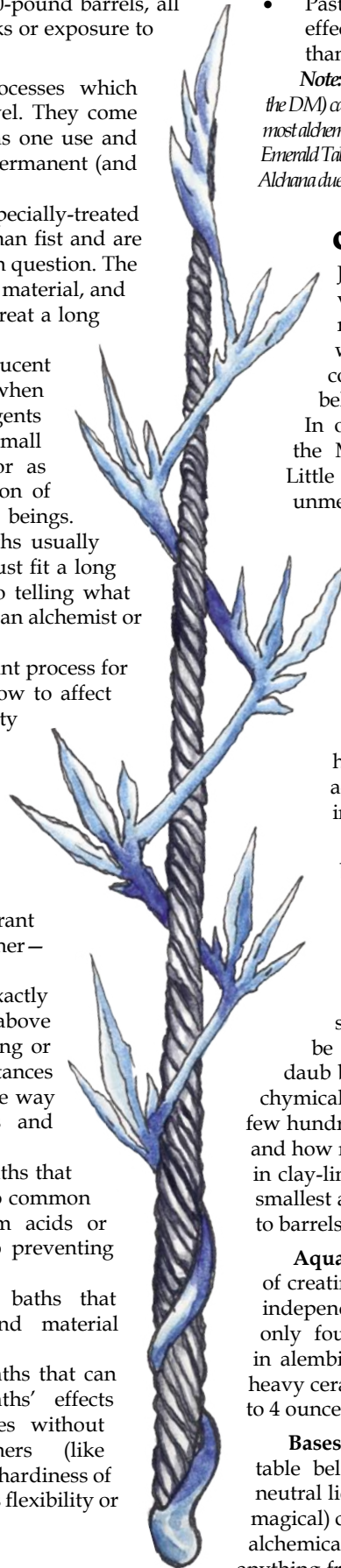


Table 12: Chymicals & Compounds

Minor	Medium	Major	Item
	01-03	01-10	Acid of Zarias
01-05	04-07		Acid, Generic Standard
06-09			Acid, Glazier's
10-12	08-10		Acid, Lockblight
	11-14		Acid, Masterwreck
13-15	15-17		Acid, Orc's Drool
16-18	18-20		Alchemortar (II – Dragonscale)
	21-23	11-25	Alchemortar (III – Dragon's tongue)
	24-25	26-40	Alchemortar (IV – Flowstone)
	26-27	41-50	Alchemortar (I – Yield Mortar)
19-22	28-29		Alchemortar (V – Bonemortar)
23-25	30-31		Alchemortar (VIII – Strongwall)
26-30	32-33		Alchemortar (VII – Snuffwall)
	34	51-65	Alchemortar (VI – Spellmortar)
	35-36		Alkahest of Zarias
31-35	37-38		Aqua clarissima
36-40	39-40		Aqua fortis
41-45	41-42		Aqua metallorum
46-50	43-45		Aqua permanens
51-55	46-48		Aqua regia
56-60	49-53		Aqua vitae
61-65			Bladeblack
	54-57	66-80	Hyr's Paint
66-70	58-60		Ink of Scribes' Reprisal
71-75	61-65		Jhotan's Sealing Waxes (1 box of 4 sticks, 1 of each type)
76-80	66-70		Maxar's Antivenom
	71-73		Misersorrow
	74-75		N'Kinny'm's Skeletalchymical Bath (1 barrel)
81-85	76-80		Putty of Heavy Air
86-90	81-87		Royalscar
91-95	88-92		Saragun's Condensor
96-00	93-97		Tragar's Esoterinks
	98-00	81-00	Metalchemponents

In many cases, the only difference between a chymical minor, medium, or major item (when listed on more than one column) is the amount. Unless otherwise noted in the catalog entry, assume that the greater listing of a substance denotes double the normal amount.

products, there are no generic storage units or descriptions for bases.

Inks and Paints are identical to common inks and paints, though these chymicals induce or produce various effects beyond just the written word or wall coloring. Alchemical inks tend to be placed in narrow stone vials holding from one to four ounces, and their stoppers also have a pen attached inside the bottle, allowing immediate use of the inks. Paints are usually found in sealed clay jars from four to twelve ounces in size, and the user must supply a brush or applying instrument of some sort. The special alchemical paints stand out from magical or

mundane paints by their complete lack of odor. (*Inks and paints are among the few chymicals that can be produced by herbalists as well as alchemists in this category.*)

Sealing Waxes are a new venture for many alchemists, or at least those seals with special effects embedded within the wax itself. The great demand by rulers and politicians and business leaders to find nonmagical and cheaper ways of protecting their correspondence brought forth this new type of compound based. Alchemists alone can test fragments of wax and determine whether it was commonly or alchemically made. Sealing waxes are usually found in small boxes with two compartments, one holding up to four sticks of wax (each about the size of a human index finger), and the other a small vial of liquid and a metal stamp.

Solvents are standard within the laboratory, substances which dissolve and break down other materials to make them more easily usable by the alchemist. These range from distilled and purified waters to the ultimate solvent—the Alkahest of Zorias—which can break any unenchanted thing down to its component base materials. Like bases, these are of such a broad range of materials that a generic description of types and containers is impossible.

Erlcana

Erlcana is a generic classification of the greater items and creations accessible to the most knowledgeable of herbalists. Like the alchana of the alchemists, there are two levels of erlcana, with the greater erlcana untouchable by all but the greatest of herbalists. Aside from the three specific types of erlcana below, this is the classification for any herbalist's creation that does not fit any other category.

Erlixirs are the ultimate herbal creations and gifts from nature.

These transformative liquids are draughts so powerful as to permanently effect those who imbibe them, for good or ill. These are the equivalent of the Alchana Stones to alchemists, and have always been placed in three specifically shaped ceramic bottles as noted under their entries.

Erlmantles are living, sentient greater swathes, and while they are hardly as powerful or as flashy as the Alchana Stones, they are the penultimate in erlcana for one reason—they are new life which bridges the gap between plant life and mortal sentience. They bond to herbalists





Table 13: Lesser Ercana

Minor	Medium	Major	Item
01-09		–	Bandoleaves (Defenswathe)
10-18		–	Beltswathe (Clotheswathe)
19-26	01-15	–	Clotheswathe (Any)
27-36	16-30	–	Defenswathe (Armor)
37-46		–	Defenswathe (Shields)
47-55		–	Entanglobe
	31-45	–	Graftswathe (Rod or Staff)
56-66		–	Graftswathe (Wand)
67-76	46-62	–	Graftswathe (Weapons)
77-85		–	Ivyswathe Gloves (Clotheswathe)
	63-77	–	Thornswathe Gauntlets (Clotheswathe)
86-93	78-00	–	Throatsprout Mist
94-00		–	Wildswathe Boots (Clotheswathe)

and other nature-oriented beings (from monsters to mages), and they can also become familiars for those so empowered to summon one. (See Appendix One for more info.)

Swathes are tangles of living plants joined in an amalgam to alter existing magic or affect new wonders of their own. There are three types of swathes herbalists can create from the Grow Swathe feat: Graft Swathes, Greater Swathes, and Cocoon Swathes.

Graft swathes are living plant enhancements for various and sundry magic items. They come in a variety of shapes and sizes, but tend to be living or seemingly living plants bonded to the magic item to enhance or alter its effects, range, or shape, but not its damage or the magic itself. Examples include holly entwining a staff, violets sprouting from a wand, and a briar growing on and around a suit of armor. Swathes cannot be grafted to anything of less material strength than thick leather or wood. In other words, one cannot attach a swathe to a shirt unless it is a boiled hard leather shirt (i.e. a cuirass/leather breastplate). The varieties of graftswathes are clotheswathes (items whose effects are linked to the swathe on them), defenswathes (grafts on armor or shields) and standard grafts onto magical items. They will only be found already grafted onto the items just noted.

Greater swathes tangle around the user in various ways and are independent. In other words, greater swathes do not have to attach themselves to items (though they can if desired). In fact, unlike the lesser grafts, greater swathes can attach themselves to living tissue and directly enhance a living being's armor class or native abilities. These can be found within a swathold (see Wondrous Items) or in an inert form as a hard-packed cluster of roots and brambles tightly wrapped together, almost like a tumbleweed with no room for air between its branches. These "sleeping" swathes are up to a foot in diameter, and half again as long in length.

Cocoon swathes are a type of greater swathe which, when activated or coaxed into activity, wrap around a being or target to effect its abilities. There are three known types of cocoon swathes—one provides healing, another acts for protection and shielding, and the third and rarest of them aids or effects the Greengifting of an individual

(see Elixir of Greengifting or Appendix One—Kin o' the Green). Cocoon swathes, when found, appear as a normal greater swathe unless they are found actively cocooned around a body (in which case they'll be a tight collection of leaves and branches and roots and brambles in an ovular shape slightly larger than the body they encompass).

Ingestibles

Obviously, these are alchemical or herbal items which are activated by consumption. In other words, eating and drinking these items activates their abilities, just like magical potions. In general, these tend to be bottled or packaged in opaque containers to prevent spoilage by sunlight, though sizes and forms vary.

Elixirs almost seem more magical than the usual ingestibles, as they look like liquid metal and absorb into the body instantaneously, almost without swallowing. If an elixir spills or is poured out, it quickly soaks into whatever surface it is on and is wasted (i.e. if not consumed fully, it is wasted even if it soaks into the skin of your palm). Thus, elixirs cannot be tested by tasting, either by adventurers or by alchemists—to lose even a few drops of an elixir is to destroy its effectiveness. That is the primary difference between them and other consumables. Elixirs, therefore, tend to come in distinct bottles, often carved from stone or made of metals. They are up to two ounces in volume and usually have stoppers that screw into the bottle and hang from chains (so that the bottle can be worn or carried as a pendant of sorts).

Feeds are herbal concoctions which provide near-magical effects for animals, most notably steeds such as horses. This style of ingestible was pioneered by Maxar of Jhoth, a ranger and herbalist whose knowledge of animals equaled his understanding of plants. Adding these herbal mixtures to a standard helping of oats or feed provides a temporary benefit for the horse. Note that there are no negative herbal feeds, as most animals can sense (usually by smell) anything bad in their food. These feeds are found tightly wrapped in wax-treated cloth and twine and bundled in single servings that can be opened and scattered into a feedbag.

Philters, most often described as love potions, are decoctions and macerations made by herbalists to enhance or alter a body's innate chemistry and influence others' perceptions of it. In short, drinking a philter can affect a person's Charisma or simply change her scent or the oils on his skin to influence the reactions of animals and other people. Thicker than some other ingestibles, philters are placed in specially treated leathern bags and the philter is sucked and squeezed out of the container into the mouth. The color of the leather might suggest which type of philter is inside, while some mark the leather with runes or writing for identification.

Potions are technically ingestibles, but without the aid of a spellcaster (assuming your character isn't one), most magical potions are beyond the reach of alchemists or herbalists. They can create the chemicals, infusions, and decoctions that will hold the spell energies, but they may not be able to cast the spells themselves. Thus, the

only ones that appear within the Catalog below are those potions with herbal or alchemical effects instead of the standard magical potions. There is no way to differentiate these special potions from the standards in the *Dungeon Master's Guide*.

Teas and Tisanes come in small jars about two fingers in diameter, with a clamped-down cork or rubber cover to keep them dry at all times. Often loose collections of dried leaves and herbs, they are best identified by scent. Both are useful and their special properties are revealed by immersing their component herbs into hot (or cold) water. Tisanes differ from teas in their method of use—while some effects can be gained by drinking an infusion of the herbs and water, tisanes are best used as moist poultices pressed onto areas to be affected or healed.

Tinctures (also known as essences) are concentrated potions of sorts, contained in small vials with droppers in the caps. One drop of a tincture in the mouth or beneath the tongue is one dose, and tincture vials tend to carry 5-10 (1d6+4) drops each. These magical liquids have a much shorter duration and more limited effect than potions or other ingestibles, but trade more major effects for their portability (vials are often sold on chains and worn as necklaces). Their multiple doses and concentration also make them very expensive. Due to their often bitter taste, tinctures and essences can be made a bit more palatable by mixing one dose with sugar and water to create syrups. There is a danger in using tinctures, due to their concentrated forms—if more than one drop is consumed at a time, a person can overdose (effects are noted under individual tinctures).

Tonics and Antidotes counteract poisons and other adverse alchemical effects. They most often come in ingestible forms, though there are a few antidotes among other categories for highly specific reasons. Antidotes can be ingestible even if the poisons or effects they counteract are introduced otherwise. Tonics are put in squarish jars or bottles of translucent black glass or stone, and their stoppers are often carved or shaped as small hands (for antidotes vs. unguents), shields (for weapon-induced poisons), or various other shapes to suggest the material they combat.

Powders & Dusts

Both of these types are dry, finely-ground substances which elicit their effect once applied. The only difference

between powders and dusts is that powders tend to be blown upon their targets, while dusts are sprinkled manually. Powders are either encased in small glass, ceramic, bone, or metal tubes or placed in a small jar with a tube attached to the top. Blowing through either tube gathers and emits the powder in a cone 20 feet long and 10 feet wide at its outermost end. Dusts can be found in wide-mouthed but thin glass jars and are distributed by pinches or handfuls onto carefully controlled areas, or thrown as a grenade-like missile to smash on impact.

Toxins & Poisons

Unlike the other categories, there are no set standards or forms for poisons, nor are there easily defined types. While a potion only works if drunk, many toxins can work if ingested, administered typically, injected via needle, or slathered on a weapon and introduced with the insertion of said weapon. That's why there are poisons listed within the tables of a number of categories above and below. This section merely provides a list of all the poisonous and lethal toxins for ease of reference. For purposes of randomly determining if they are found among treasure caches, use the individual classification tables as indicated by the roll—all the toxins are cross-listed among those tables.

Also, while they may be listed under other types, the ability to create any of them comes only from the Craft Toxins feat. Only the generic poisons noted in the *Player's Handbook* can be created with the Profession (Herbalist) or Craft (Alchemy) skills unless otherwise noted.

Aside from the added classification and the DC for creation, this table operates under the same strictures and details as in core d20 releases (duplicating or expanding some info below). The prices for said toxins and poisons are either noted in the *Player's Handbook* or within the catalog later in the chapter.

Type (Classification): The poison's method of delivery (and the classification within this chapter).

Initial Damage: The damage the character takes immediately upon failing his saving throw against this type of poison/toxin. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes unless otherwise noted.

Secondary Damage: The amount of damage the character takes 1 minute after being poisoned, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Losses marked with an asterisk are permanent drains instead of temporary damage.

DC to Create/Resist: The first DC is the number needed for a successful Craft (Alchemy) or Profession (Herbalist) skill check to create the substance. The second is the number needed for a successful save versus toxin on both saving throws.

#: These poisons are originally listed on Table 3-16 in the *Dungeon Master's Guide* (Chapter 8) and are listed here for their DC to Create. These poisons can replace any of those rolled up on other category random tables.

Table 14: Greater Ercana

Medium	Major	Item
	01-10	Elixir of Greengifting
01-25	11-25	Elixir of Trees' Voice
		Elixir of Winter's Legacy
	26-35	Erlmantle, Bonded or Familiar
	36-45	Swathe, Greater (Greengifting Cocoon)
26-50	46-53	Swathe, Greater (Healing Cocoon)
51-75	54-65	Swathe, Greater (Shield Cocoon)
	66-70	Swathe, Greater (Swathelm)
76-00	71-85	Swathe, Greater (Travelerswathe)
	86-95	Swathe, Greater (Wardingswathe)
	96-00	Tarasta's Immersive



Table 15: Greater Alchana

Major	Item
01-25	Alchemist's Stone
26-40	Healer's Stone
41-65	Mystic's Stone
66-75	Philosopher's Stone
76-00	Sorcerer's Stone

The percentages noted above for the Five Stones simply indicate which Stones are more prevalent than others (i.e. which ones more alchemists have succeeded in making). It is highly recommended that you do not drop an Alchana Stone into a campaign without serious thought as to why it is there and the impact it will have on the game.

Unguents

If it's smeared onto something, spread over something, or applied externally for whatever reason, it's an unguent. The differences among them tend to be their effects, their consistencies, their odors, and the materials to which they can be applied.

Balms and Lotions are thick, opaque liquids, suspensions of herbal or alchemical substances within an oil and water (or aqua) base. These are applied to exposed skin or surface and remain there while they bestow their effects. They are stored in treated leather pouches (roughly the size of a human hand) and are squeezed out onto the surface to be affected.

Oils are usually clear or translucent liquids only a little more viscous than water, with a slight odor. Most are flammable, and none evaporate save at high temperatures. Oils can be applied manually, poured and allowed to spread on their own, or thrown in a breakable container as a grenade-like missile. Oils are stored in triangular or otherwise edged thin-glass and ceramic flasks three fingers wide at most.

Ointments & Liniments are similar to balms and lotions, though they are slightly more fluid and can be poured out of their containers if desired. They are absorbed into the skin or surface and cannot be negated by simply washing the area where they were applied. Ointments and liniments come in wide-mouth shallow jars and application involves a person dipping one or more fingers in and scooping out the substance to smear it onto the affected surface. Most jars contain enough ointment to thinly cover a medium-sized person or a five-foot by five-foot surface.

Pastes are thick, gummy substances that may be adhesive. In general, a paste is something that is smeared onto a surface and does not spread beyond the area where applied. Pastes are stored in the same sorts of jars as salves, though their jar stoppers have an applicator, usually similar to a wooden tongue depressor, attached to the underside of the cap. They're spread in this way, as direct contact might activate them. Each jar of paste holds enough material to lightly cover a five-foot by five-foot surface.

Perfumes are quickly evaporating liquids infused with oils, herbs and alchemical substances—their effects are caused by the vapors that rise as they evaporate. In some ways, perfume could be seen as a form of inhaled poison. Perfumes are stored in small, opaque bottles ranging from an eighth of an ounce to a full ounce. They are usually applied by dabbing on a finger and touching the liquid lightly to the skin. Some perfumes could be considered

cursed items, as they only affect the person to whom they are applied.

Salves are unguents between the viscosity of balms and pastes, and they are always opaque and odorous (both traits are factors in their effectiveness). They come in rounded leathern pouches the size of two clenched human fists and contain enough salve to affect or cover one medium-sized being or two small-sized beings. They react like both balms and ointments, partly eliciting their effects by absorption through skin or surfaces and partly by remaining on the surface. Washing may reduce or cancel the effects of a salve—each individual item describes how to cancel its particular properties.

Wondrous Items

Items which are predominantly magical but require herbal and alchemical knowledge to create still gain entry into the Catalog below. As they are a grab bag of items, there are no generic descriptions or details, save that the functions of these items can be disrupted by anti-magics and other things which affect enchantments.

Catalog of Wonders

Before we dive into the full catalog, one last note on Caster Level and variable powers for these herbal and alchemical items and substances—unless specifically noted, *dispel magic* has no effect on these items, assuming they were not made with magic (via Craft Wondrous Item). Granted, *limited wish* and other such all-encompassing magics can still cancel their abilities, but those magics are even rarer than the most powerful alchemical creations or herbal concoctions!

Bear in mind that the numbers listed for the item creation DCs *must* be rolled or reached by adjustments and skill points—rolling a 20 or “taking 20” does not automatically mean a successful creation. Since the failure of a check results in a failure to create an item, characters cannot take 20, and item creation skills such as Craft (Alchemy) and Profession (Herbalist) have a built-in “take 10” effect in their timing (see “Creation Times” above). Thus, few alchemists or herbalists even attempt to make items before they have enough skill ranks and feat or circumstance bonuses to succeed more often than they fail.

Example: D'za the 13th-level sorcerer has 16 ranks of Craft (Alchemy), Skill Focus [Craft (Alchemy)], and the Create Alchana feat. She wants to create some bloodiron (DC 27) to forge into an ogre-slaying weapon as a wedding gift for her future husband. She gains a +3 from the skill focus (but no bonus from the prerequisite feat), so she only needs to roll a (8 +16+3=27) or higher to successfully craft a supply of bloodiron. However, she also wants to make some mage-gold (DC 35) to craft into a wedding tiara for herself, and she'll need a roll of 16 or better to craft that (16+16+3=35).

Abjurer's Chalk [Unguent; Special]

While not essential, abjurer's chalk can help in casting protective circles or making sigils and marks. If used in casting a spell where symbols (visible or invisible) are traced to delineate a spell's area of effect or boundaries (a magic circle or *symbol*), it adds a +1 to any die of effect or total DC effect. Its best use is in conjunction with *instant summons*, as it negates the need to sacrifice other physical



Table 16: Lesser Alchana

Minor	Medium	Major	Item
01-05	01-04	—	Alchemists' Fire*
	05-08	01-10	Alkahest of Zarias
	09-11		Bloodiron (1 barrel temperant + 1d3 5# bars of metal)
06-09	12-15		Bloodiron (1 barrel temperant + worked item)
		11-19	Bloodiron—Item
		20-28	Bloodsteel (1 barrel temperant + 1d3 5# bars of metal)
	16-18	29-37	Bloodsteel—Item
		38-46	Bloodsteel, Greater—Item
10-14	19-21		Chymissile (1d4 Arrows)
15-18	22-25		Chymissile (1d8 Sling bullets)
19-23	26-28		Chyra's Polish (1 jar)
		47-55	Emerald Tablet
24-27	29-31		Fluidsteel (1d3 bottles)
	32-35	56-63	Mage-gold
	36-39	64-73	Mage-silver
28-31	40-43		Siege Salts of Blindness
32-35	44-47		Siege Salts of Burning
36-39	48-52		Siege Salts of Drying
40-44	53-56		Siege Salts of Fog
45-49	57-60		Siege Salts of Slumber
50-54			Smokestick* (1d6 sticks)
55-58	61-63		Smolder Bottle
59-62	64-67		Sophic Fire (1d4 jars)
63-66	68-71		Steelscrolls (1d4 blank or 1 with 1d4-level spell on it)
67-70	72-75		Sunrod*
71-74	76-79		Tanglefoot Bag* (1d4 bags)
75-78			Temperant Bath, Lesser (8 types)
	80-83	74-83	Temperant Bath, Major
	84-87	84-92	Temperant Bath, Minor (5 types)
		93-00	Temperant Bath, Prime
79-82	88-89		Temperant Paste, Bone
83-86	90-92		Temperant Paste, Leather
87-89	93-94		Temperant Paste, Metals
90-93	95-96		Temperant Paste, Stone
94-97	97-98		Temperant Paste, Wood
97-00	99-00		Thunderstone* (1d4 stones)

components if the abjurer's chalk was used to make the *arcane mark* on the item being summoned. It can be used to help the following spells: *alarm*, *arcane lock*, *arcane mark*, *binding*, *consecrate* (1 charge instead of 1 pound of silver dust), *explosive runes*, *glyph of warding*, *illusory script* (replaces normal components), *mark of justice*, the various *symbol* spells, and *teleportation circle* (replaces normal components).

Abjurer's chalk is a slightly greasy grey-green compound of dried resins, turmeric root, and various other herbs and substances. It comes in a small leathern pouch and can be used 3d12 times before it is worn away to dust.

Moderate abjuration; CL: 8th; Craft Unguent; DC: 24; Price: 8,000 gp

Acid of Zarias [Chymical; Special]

Zarias' Acid reduces the hit points of a material without affecting its hardness or its break DC. Each two-ounce dose of the acid of Zarias can affect one item up to four feet in length (such as a long sword) and reduces treated material by 1d10 hit points. This acid never reduces an object to less than one hit point, as it leaves the material intact but weakened. What confounds many is that this acid doesn't appear to have any immediate effect at all—the affected materials look the same as they did before. However,





when attacked or subjected to stress, the materials only last until their hardness is exceeded by damage, so they crumble far more quickly than expected.

The acid of Zarias has become more available since the old mage's death, thanks to his innumerable apprentices, but its price is high due to its hidden effects and easy use. By common agreement, Zarias' acid comes in squarish blue glass bottles that hold two ounces of acid (the acid does not affect glass). Opening the bottle, a brief wisp of purplish smoke usually rises from the short neck, and the acid itself is a lilac-colored translucent liquid that quickly soaks into any and all materials save glass.

The acid was originally developed by Zarias centuries ago to help remove a tyrant, and the alchemist brought down a castle by weakening key stones at the base of the walls and allowing them to be shattered by a single blow from a mace. Today, this acid is sold to many who wish to break someone out of a prison (reducing chains or walls to easily broken shadows of their former selves), defend castles (thrown as grenade-like missiles onto open drawbridges to have them break while castle invaders cross it), and so forth.

Strong evocation; CL 12th; Craft Chymicals; DC: 30; Price: 750 gp

Alchemist's Stone [Alchana, Greater; Special]

One of the Five Great Alchana Stones, the Alchemist's Stone can be made or used by any alchemist as an aid to increase the chances of making other creations. Simply having the stone in contact with the bearer's skin (such as worn as a pendant or held in the hand) adds a +10 competence bonus to any Craft (Alchemy) checks. It also has a primary power to replicate chymicals and alchemical substances—if placed in contact with any alchemical substance, it spontaneously duplicates the material in 10% of the normal creation time and without any additional costs or materials. It can only perform this duplication with chymicals, ingestibles, powders, and unguents, not lesser or greater alchana.

The Alchemist's Stone is a crimson stone that gains a sheen or polish from simply wearing or touching it, much like a worry-stone, but its hue also signals how much power it holds. If the item is used only to boost alchemical checks and knowledge (chymically keeping an alchemist focused on the creation in front of her and sharpening her memory of said knowledge), it lasts indefinitely. However, using it to replicate alchemical substances reduces its strength. An Alchemist's Stone only carries 5d20 charges for such use, and each charge only replicates one standard dose or amount as described under individual entries. Thus, its ability to help speed

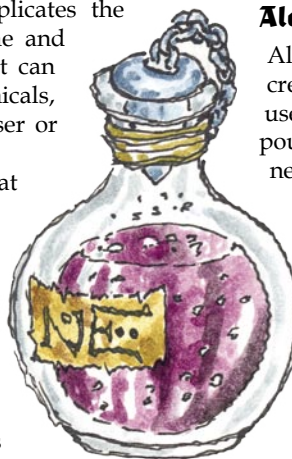
Table 17: Ingestibles

Minor	Medium	Major	Item
	01-04		Antitoxin, Generic*
01-12			Chyra's Philter
		01-14	Elixir of Demihumankind
		15-28	Elixir of Life
		29-44	Elixir of Purity
13-24	05-10		Feed of Elemental Resistance
25-35	11-14		Feed of Refreshment
36-46	15-19		Feed of Restfulness
	20-24	45-60	Marael's Tisane
	25-29	61-75	Maxar's Greater Antidote
	30-34		Philter of the Pack
	35-40		Philter of the Predator
	45-51		Philter of Wildscent
	52-57	76-88	Potion of Delayed Miscibility
	58-62	89-00	Potion of Extension
47-59			Ptarl's Lurking Menace
	63-67		Ptarl's Potion of Patient Vengeance
60-69	68-72		Tincture of Energy
70-80	73-77		Tisane of Bloodstrength
	78-82		Tisane of Limbetter
	83-88		Tonic of Internal Fortitude (vs. Ingestibles)
	89-93		Tonic of Topicalapse (vs. Unguents)
81-90	94-00		Tonic of Toxinstop (Antidote, poison)
91-00			Tarasta's New Day Tea

* From Chapter 7 of the *Player's Handbook*.

an alchemist's creation of other substances makes this a highly sought-after creation in and of itself.

No aura; CL 18th; Create Greater Alchana; DC: 40 (if red alchemist), 41 (if another prestige class alchemist), 42 (if generic alchemist); Price: 300,000 gp (minimum)



Alchemortars [Chymical; Special]

Alchemortars are lumpy granular chymicals created in batches of 3 pounds at a time, though used in varying amounts up to a few hundred pounds, depending on how much mortar is needed. The effects and disparities among the alchemortars are discussed below.

Regardless of type, to be effective one pound of alchemortar is mixed with regular mortar or plaster for every 2-foot square of wall. Therefore, a wall 20 feet high and 20 feet wide and 10 feet thick will need 500 (10x10x5) pounds of alchemortar (and, assuming four equal walls around a castle, 2,000 pounds of alchemortar for total protection).

There are at least eight types of alchemortars and they all share a few common features. They all have a mixture of green and blue crystal flakes within the powdery grey mortar, though these crystals fade after

Table 18: Powders & Dusts

Minor	Medium	Major	Item
01-12	01-15		Cleansing dust
13-25			Darkvision Dust
26-39			Denharil's Doorjamb
40-53	16-31		Powder of Climbing
	32-45	01-33	Dust of dweomerbaring
54-65			Handshield powder
		34-67	Ironskin powder
66-78	46-60		Locksbane Powder
	61-71	68-00	Oozebane dust
79-90	72-86		Silentscent Powder
91-00	87-00		Skinfernal Powder

their chymicals are released by mixing and setting. They all smell strongly of quicklime, salt, and, oddly enough, roses when added to normal mortars or plasters. Lastly, they all signify their presence while being mixed with regular mortars by temporarily turning the mixture a dark blue—this fades with further mixing and the mortar returns to the standard grayish hue. When mixed with plaster for wattle-and-daub buildings, this effect actually turns the mixture a bright green which slowly fades to yellow during mixing, and turns a brilliant white upon drying.

This is a relatively new creation and very expensive, so only those who can make it for themselves or are very rich can afford to use it at all. The cheapest alchemortar has a market price of 1,000 gp per 10 pounds, so protecting a castle is expensive (500,000 gp minimum for the example above) but oftimes worth it.

Alchemortar Type I (Yield-Mortar)

This alchemortar actually seems to make the wall weaker by making the mortar slightly flexible, almost rubbery. It allows some resistance to blunt forces but pushes back as much as it yields, and this allows a stone building to ride out earthquakes with lessened damage and resist blunt force damage as well. The walls gain a break DC bonus of +1 per foot of thickness.

Alchemortar Type II (Dragonscale Mortar)

When applied, a sheen seeps out of the mortar and onto the entire wall, making the stone shine as if polished—thus its name of dragonscale mortar. For all intents and purposes, this is alchemical weatherproofing and provides a *resist elements* effect of 8 points per round against the effects of rain, wind, ice, temperature extremes. This also applies against fire and lightning damage, whether from the skies, the breath of dragons, or attacking spellcasters.

Alchemortar Type III (Dragon's Tongue Mortar)

This mortar seems nondescript but is tailor-made to prevent entry by thieves, spies, and general skulkers. The mortar renders the wall acidic to the touch of organic things—leather, living tissue, etc.—and is thus very difficult to climb, as it eats away at flesh, gloves, and the like. It also has an acidic effect on ropes, so grappling hooks are likewise problematic on these walls. Contact for more than one round exponentially increases the damage—one

point of damage on the second round, two on the third, four on the fourth, etc. There is also a +10 circumstance penalty for Climb attempts.

While this mortar would seem problematic for defenders wearing leather boots, that matter is solved by putting thin sheets of metal behind the merlons and battlements, allowing soldiers to walk on the walls and not suffer any ill effects (unless of course they lean or sit on the battlements). Alternately, alchemists do offer treatments for leather armors, gloves, and boots, but at a minimum of 75 gp per pair of boots most castle owners simply opt for the metal-lined walkways.

Alchemortar Type IV (Flowstone Mortar)

This mortar is the most expensive of the alchemortars, and for good reason. After setting, the alchemist or another hired wizard casts *stone shape* (affecting only the mortar) and causes the mortar to fuse with the stones and create solid rock walls. As each spell cast affects 10 cubic feet of stone + 1 cubic foot per caster level, assume that every cubic foot of mortar (the stone being shaped) equals 10 cubic feet of wall; thus, each casting of *stone shape* affects at least a 10x10x10 section of wall. The ultimate effects of this mortar and spellcasting are: as solid stone, the wall's hit points double and its break DC rises by +5 per 3 feet of thickness.

Prerequisite: In addition to the prerequisites noted below, application of this type of alchemortar requires *stone shape* to set the effects. The actual alchemortar can be created without such knowledge.

Alchemortar Type V (Bonemortar)

This alchemortar is made primarily from bone dust and sulphur, but does not appear any different from other alchemortars or normal mortars. After application and setting, bonemortar must be subjected to *disrupt undead* spells, one per every 10 cubic feet of mortared wall. After that, the walls (and any archways, windows, or other openings) are protected as follows: any undead that comes into contact with the walls (or passes through the openings) suffers 1d4 points of damage per round of contact. The living suffer no ill effects on touching these walls, though necromancers feel unsettled after such contact.

Of all the alchemortars, this type has generated the most rumors. Some say alchemists are working on other mixtures of this type to boost clerical turning effects, while darker reports suggest that necromancers are increasing the strength of their fortifications by merging skeletons with their walls.

Prerequisite: In addition to the prerequisites noted below, creation and application of this type of alchemortar requires *disrupt undead*.

Alchemortar Type VI (Spellmortar)

This alchemortar, once dried, needs no further treatments or spells, and provides defenses against spells by absorbing particular spells and components during creation (not during its mixing and setting with regular mortar). During creation, an alchemist (or a fellow caster) must cast the following spells into the chymicals in this order: *transmute mud to rock*, *transmute rock to mud*, *stone shape*. Thereafter, the alchemortar provides its treated walls with a Fortitude save of +4 vs. those three particular spells, a +2 Fortitude save against any transmutation spells, and a +1 Fortitude



Table 19: Toxins and Poisons Table

Poison	Type (Classification)	Initial Damage	Secondary Damage	CL	DC*
Atheists' Paste	Contact poison – Unguent	1d4 pts damage/rd; Blindness and nausea (Fort. save at -2 for 1d4 rounds)	1d4 pts/rd as long as vapor exsits (1d12 or as in contact)	3	16/15
Bloodroot #	Injury poison	0	1d4 Con + 1d3 Wis	1	12/12
Burnt othur fumes #	Inhaled poison	1 Con*	3d6 Con	2	15/18
Deathblade #	Injury poison	1d6 Con	2d6 Con	4	17/20
Ink of Scribes'	Contact poison – Chymical	Nausea for 1d6 rounds	2d12 pts of	1	12/15
Reprisal			subdual damage		
Insanity Mist #	Inhaled poison	1d4 Wis	2d6 Wis	2	14/15
Malyss root paste #	Contact poison	1 Dex	2d4 Dex	2	14/16
Oil of Ichorage	Injury poison – Unguent	1 Str*	1d8 pts of damage each round for 1d4 rounds	4	17/18
Oil of taggit #	Ingested poison	0	Unconsciousness	1	12/15
Ptarl's Lurking Menace	Ingested poison – Ingestable	Nausea (vs. Fort Save at -1 for 1d6 rounds)	1d6 pts damage/1d4 damage	3	16/18
Ptarl's Potion of Patient Vengeance	Ingested poison – Ingestable	Special (see entry in Catalog)	Special (see entry in catalog)	6	22/20
Royalscar	Injury poison – Chymical	Paralysis (vs. Fort save at -4)	1d2 Con*	5	18/18
Silentscent powder	Inhaled poison – Powder	Renders victim mute for 1d3 hours	Unconsciousness (throat constriction)	4	17/18
Skinfernal powder	Contact poison – Powder	1d4 Cha	2d4 Cha	3	16/16
Striped Toadstool #	Ingested poison	1 Wis	2d6 Wis + 1d4 Int	1	10/11
Terinav Root #	Contact poison	1d6 Dex	2d6 Dex	2	14/16
Throatsprout Mist	Inhaled poison – Ercana	Nausea for 1d4 rounds; 1d3 Con	Unconsciousness and 2d4 Con	3	16/20

*First DC is DC to create, Second is to Resist

save against any other spells or spell effects. These are all circumstance bonuses.

Prerequisite: In addition to the prerequisites noted below, creation and application of this type of alchemortar requires a spellcaster capable of casting 5th level spells.

Alchemortar Type VII (Snuffwall)

This mixture, called an alchemortar due to the similarity of construction and use, is placed in plaster or quicklime or other mixtures used to provide the solid walls for wattle-and-daub homes. This provides the walls of the building (but not the roof) with a +2 circumstance bonus to Fortitude saves against all fire and heat effects, making it tougher (though not impossible) to burn down.

Alchemortar Type VIII (Strongwall)

Like snuffwall above, this alchemortar is mixed with plaster or quicklime to provide a wattle-and-daub home with stronger walls. After setting, the walls have a Hardness of 7 and 12 hit points per inch of thickness.

Alkahest of Zarias [Alchana; Special]

This powerful solvent temporarily reduces the break DC on any materials save glass by -15 without affecting its innate nature or essence. Thus, it becomes easy to crush or break materials for processing and using in alchemical works. A flask can be thrown as a grenade-like missile (treat as a flask of acid in all ways but damage) and its effects are as follows:

- There are no saving throws against the Alkahest's effects (which is why it is so highly sought).
- Solid materials break up into a gravelly powder, and each 6-ounce flask can reduce up to six pounds of material to a granular form (starting with the object at the point of impact, which absorbs half the effect);
- Organic materials (living plants or animals or people) suffer serious burns to exposed skin—2d6 points of damage on a direct hit and 1d4 points by splash (though the splash is limited to a three-foot radius from the point of impact, not the usual five). Bear in mind that a person at the direct point of impact only suffers splash

effects if the Alkahest hits armor first (most likely destroying the armor or rendering it useless at the point of impact).

- Undead organic materials have truly spectacular reactions to the Alkahest—the solvent treats them as inorganic matter and crystallizes them, but the necromancy that animates the undead becomes unstable as a result and undead (all those within the splash radius) suffer double the damage taken by living creatures above.

Like the Acid of Zarias, the Alkahest does not affect glass, and is thus bottled in thick green glass at all times (and in fact has to be created using only glass implements and bowls). The formulae for making it produces a little over a half-gallon of the Alkahest, but it is never sold in those amounts. It is packaged and sold in 10 6-ounce flasks, which are shaped like elongated teardrops but flattened so they can stand on their own.

The alchemist Zarias created his greatest work—the Alkahest—just before his death, and the formula remained hidden for decades until one of his own students plundered his hidden cache of alchemical secrets. The Alkahest was intended to make it easier to work with materials in an alchemical laboratory, but an unscrupulous apprentice sold two bottles to outsiders and the alchana has since been abused as a solvent and “acid” (labeled such by those who don’t know any better) against all manner of beings and materials. It is, luckily, too expensive to create batches large enough for use in siege engines. A few churches, however, have taken to producing this expensive liquid as a potent weapon against the undead. It is also purchased by swordsmiths and others for masterwork items, as the Alkahest breaks down metals so the impurities can be worked out and the perfected metals reforged.

Strong transmutation; CL 12th; Create Alchana; DC: 26; Price: 3,000 gp/flask

Aqua Clarissima [Chymical; Special]

Aqua clarissima is a chymical in the alchemist’s laboratory, used as the base for potions and substances with a curative effect. On its own, a flask can be imbibed to enhance active healing—if a character drinks this prior to (but in the same round as) any magical healing, aqua clarissima adds a +1 to each die of magical healing.

Aqua clarissima can be identified by any alchemist by smell or sight (DC 10), as it smells of violets and has a translucent light blue color.

Faint conjuration; CL 2nd; At least one rank in Craft (Alchemy); DC: 14; Price: 25 gp/8 oz. flask

Aqua Fortis [Chymical; Special]

Aqua fortis finds use primarily as a base liquid for charisma, as well as mind-affecting potions and unguents. It can also be used as an antidote against active mind attacks and fear effects—drinking it provides an immediate Will save with a +3 circumstance bonus.

Alchemists identify (DC 10) aqua fortis by its olive scent or the oily reflective sheen that rises to the top when it’s poured.

Faint enchantment; CL 2nd; At least one rank in Craft (Alchemy); DC: 14; Price: 25 gp/8 oz. flask

Aqua Lacrima [Chymical; Special]

The “water of tears” is another base from which alchemists create many potions and other items. Like aqua fortis, aqua lacrima can be used as an antidote against emotional attacks, charms, and enchantments—the very magics which this liquid preserves and stores as potions. Drinking aqua lacrima provides an immediate Will save with a +3 circumstance bonus.

Alchemists recognize (DC 8) aqua lacrima by its pink translucence, its scent of soured grapes and chalk, and its low evaporation point—it actually begins to turn to a light pink mist immediately upon exposure to sunlight (though it takes nearly an hour for all 8 ounces to dissolve into vapor), which is why it is often stored in opaque bottles.

Faint enchantment; CL 2nd; At least one rank in Craft (Alchemy); DC: 15; Price: 25 gp/8 oz. flask

Aqua Metallorum [Chymical; Special]

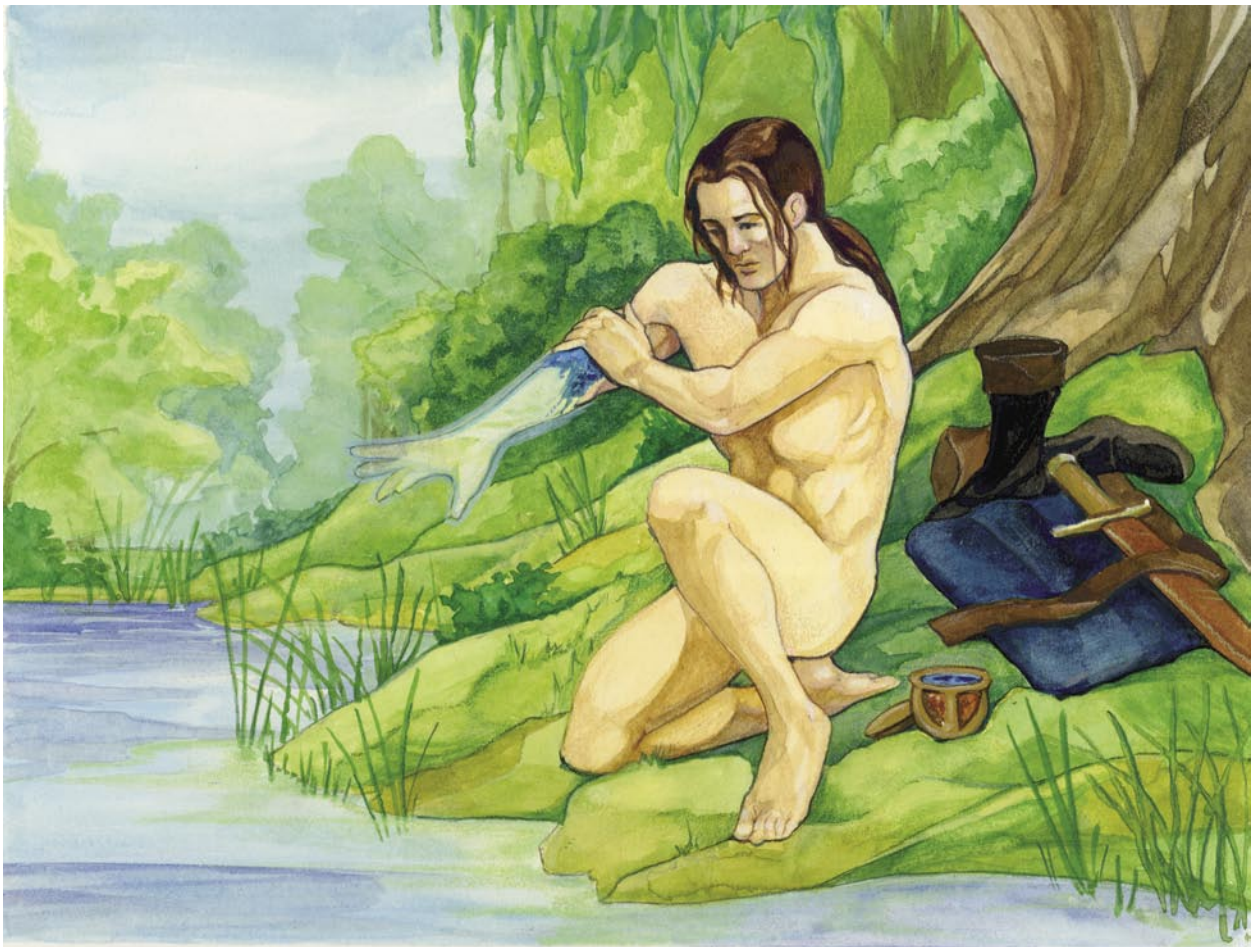
Aqua metallorum is the primary base for high-end alchemical creations such as elixirs, and has a part to play in making both Emerald Tablets and Alchana Stones. Its abilities and uses are not transmittable by ingestion, and drinking aqua metallorum is akin to drinking a low-level poison (DC 13; save or suffer 1d3 points of damage and nausea for 1d6 rounds). Even with a successful save, those foolish enough to drink this liquid suffer a -2 circumstance modifier to all Reflex saves for the following 24 hours. If used as an unguent or metal polish, however (as some blacksmiths or finesmiths do), it removes many visible flaws, enhances the natural color and texture of the metal, and adds a bright sheen (no evident game effects beyond impressing people with mirror-bright armor and weapons). Thus, its most common game use has been as a polish for masterwork metal items.

Aqua metallorum is the most easily identified of alchemical aquas—it has the same silvery sheen as mercury. It is also the most difficult base to create, and successfully

Table 20: Alchemortar Table

Alchemortar Type	CL	DC	Market Price	Cost to Create
I/Yieldstone	4	16	2,000 gp/10 pounds	300 gp/3 pounds
II/Dragonscale	2	12	1,000 gp/10 pounds	150 gp/3 pounds
III/Dragons’ Tongue	3	14	1,500 gp/10 pounds	225 gp/3 pounds
IV/Flowstone	6	19	3,000 gp/10 pounds	450 gp/3 pounds
V/Bonemortar	3	15	1,500 gp/10 pounds	225 gp/3 pounds
VI/Spellmortar	5	18	3,000 gp/10 pounds	375 gp/3 pounds
VII/Snuffwall	2	12	300 gp/3 pounds	150 gp/3 pounds
VIII/Strongwall	4	15	600 gp/3 pounds	300 gp/3 pounds





creating aqua metallorum is when most masters consider an apprentice to have gained some true understanding of alchemy (and allow said apprentice to graduate out of making bases and polishes and commonplace items).

No aura; CL 1st; At least one rank in Craft (Alchemy); DC: 20; Price: 50 gp/quart

Aqua Permanens [Chymical; Special]

Aqua permanens is one of the more important chymicals in an alchemists' laboratory – it is a sealant, locking in the effects and special natures of all the miscible substances in most creations. While it has no use as an ingestible, applying this liquid topically to any wounds will cause them to instantly seal, thus preventing the person from bleeding to death. Using aqua permanens in this way, however, leaves a permanent scar (dark and slightly metallic, like lead under the skin), even if the wound is magically healed later. The person, while not losing real hit points, does suffer 1d4 points of subdual damage from the liquid's contact with the bloodstream.

Aqua permanens is easily spotted – it is a dark green liquid with a cloudy suspension of liquid metal (appearing like aqua metallorum) within it – though it has no scent whatsoever. Some people deliberately use the scarring effect – they carve a pattern in the flesh and pour an ounce per six-inch square of open wound to sear in a tattoo with a slight metallic sheen to its lines. (While some might actively choose to tattoo themselves this way, it's most often used by slavers to mark “new acquisitions.”)

No aura; CL 4th; At least one rank in Craft (Alchemy); DC: 18; Market Price: 15 gp/2 oz. flask

Aqua Regia [Chymical; Special]

Within the d20 game context, aqua regia is an odd creation that allows near-instant and thorough cleansing of any matter – organic or inorganic – it touches, removing all light soils and grime (though it will not clear away extraneous rock from pure ores). Thus, it is useful for cleaning recently discovered artifacts of the dust and grime of ages, cleansing clothes or skin of acids or other topicals, or simply allowing one to go from unclean rabble to “royal” look instantly (hence its name). Used in a game, aqua regia's best effect is allowing a chance to clean away any unguent or topical within the same round (often canceling the need for the second saving throw of a poison or toxin, if removed quickly enough).

Aqua regia has a scent very similar to aqua clarissima, and could be mistaken as such if not for its translucent purple hue (DC 12 for alchemists' identification) or the easily missed scent of lilacs beneath the smell of violets.

No aura; CL 1st; At least one rank in Craft (Alchemy); DC: 11; Price: 12 gp/8 oz. flask

Aqua Vitae [Chymical; Special]

Aqua vitae is the chymical base from which most magical potions and alchemical ingestibles spring. Imbibing this aqua by itself has no more effect than drinking wine. One use of aqua vitae never intended by its alchemical creators (and initially realized in desperation and then passed on by word of mouth among adventurers) is this – if you pour a handful of powdered limestone into a flask of aqua vitae, it can be thrown within the next two rounds for the same effects and damage as a thunderstone (although it has the range of throwing an acid flask). If the flask is not

Table 21: Unguents

Minor	Medium	Major	Item
	01-08	01-14	Atheists' Paste
01-20	09-17		Denharil's Oil
	18-27	15-30	Jharul's Liniment of Noncorruption
	28-36		Maxar's Antiseptic Ointment
	37-45	31-46	Maxar's Fangliniment
	46-54	47-60	N'Kinnym's Bone Balms
	55-65		Oil of Ichorage
21-40	66-72		Oil of Suppleather
		61-75	Polish of Vigor
	73-79	76-88	Raynam's Mirror Paste
	80-84	89-00	Saragun's Blackout Oil
	85-89		Satrian's Wildernessalve
41-60			Tarasta's Viscent
	90-93		Termite Paste
61-80	94-00		Tragar's Lotion
81-00			Zarias' Paste

thrown within two rounds, the bottle explodes for the same effect wherever it rests.

As it is partially unrectified alcohol, aqua vitae is an expensive, albeit oddly tasty, drink among alchemists and their apprentices. They say it tastes like a moderately tart aged white wine if cooled to cellar temperatures or colder.

No aura; CL 2nd; At least one rank in Craft (Alchemy); DC: 14; Price: 35 gp/8 oz. flask

Atheists' Paste [Unguent/Toxin; Special]

Atheists' paste is an unguent that only becomes toxic when exposed to divine spells and magical energies. This toxin is a two-stage poison. First, it is a basic contact poison which causes blindness and nausea for 1d4 rounds (unless a Fortitude save is made against a DC of 17). The secondary effect only activates if the paste comes in contact with divine magical energies—it evaporates into a cloud of toxic vapor in a 20-foot radius from the point of origin, and this gas inflicts 1d4 points of damage per round to any within this cloud. The gas dissipates in 1d12 rounds.

Atheists' paste comes in a wide-mouthed black ceramic jar (the applicator is a flexible wooden wand affixed to the underside of the jar's lid), and appears as a thick cloudy unguent. This jar holds about one cup of paste, enough to coat a four-foot-square surface or a medium-sized item or weapon. It becomes transparent as it is spread out, so it takes a Spot check (DC 13) to notice the dull sheen before its effects become obvious.

Alchemists created this toxin centuries ago to help commoners strike back at an evil temple and priesthood that dominated their lands, coating the altars and doors of the temples with the paste to temporarily blind the evil priests and allow people the

chance to overcome their corrupt religion. Now, unfortunately, it is used by assassins hired by rival churches to poison each others' clergy.

Faint magic; CL 4th; Create Toxins, *detect magic*; DC: 18; Price: 5,000 gp

Bag of Herbal Harvesting [(Erlcanna) Wondrous Item; Magical]

This variant of a *bag of holding* (type 2) appears to be a common hemp sack about 3 feet square, and like a *bag of holding* it opens into an extradimensional space and holds much more than its external appearance indicates. Its special nature comes in its ability to separate up to a dozen different types of plants into separate dimensional pockets, avoiding any cross-contamination of herbal substances. It also keeps the harvested plants within it in

a kind of stasis, and they can remain in the bag for up to 21 days without any ill effects. Once removed from the bag, any herbs are considered freshly harvested. The herbal knowledge that was added to the item creation process allows the plants to survive and bypass the usual penalties caused by magical storage.

In all other ways, the *bag of herbal harvesting* acts like the *bag of holding*. Thus, pulling out the particular type of plant is a move-equivalent action, though a person can choose to remove one sample or all samples of that particular type.

Moderate conjuration; CL 9th; At least on rank in Profession (Apothecary or Herbalist), Craft Wondrous Item; DC: —; Price: 4,000 gp

Bladeblack [Chymical; Special]

Also called weaponblack or armorcloak, bladeblack is a thick, gummy, oily suspension that can be smeared across the surface of weapons and armor to coat them

Table 22: Miscellaneous Wondrous Items

Minor	Medium	Major	Item
01-25			Bag of Herbal Harvesting
		01-50	Chartan's Mysticswathe
26-50			Heating Plates
	01-20		Laasic's Athanor
	21-40		Lash of Saumar
	41-60		Loyal's Feedbag
51-75			Saragun's Potion Pendant
		51-00	Saragun's Temperant Bottle
	61-80		Swatharness (Defenswathe)
	81-00		Swathold
76-00			Teas of the Emperor





with a matte-black finish (rather than letting the metal weapon glint in the light). This dull coating provides a +10 circumstance bonus to Hide checks (or -10 vs. Spot checks in darkness or shadow). Each vial comes with a small brush attached to the top and contains enough bladeblack to coat one suit of armor (1d2 times) or a long sword (2d4 times). After drying, bladeblack can flake off as the weapon is used or simply peel off after 2d6 hours.

No aura; CL 1st; At least one rank in Craft (Alchemy); DC: 12; Price: 6 gp/4 oz. vial

Bloodiron [Alchana; Special]

Bloodiron is an alloyed mixture of normal iron and numerous chymicals molded into bars for later weapons-forging. When a bloodiron weapon is used against a creature keyed as its blood-foe, the weapon inflicts 1 additional point of damage due to acidic burns in the wounds. (This damage is not multiplied by critical hits.) In addition, any points of damage inflicted by this alchemical bonus can only be healed by natural rest. For example, a bloodiron dagger will inflict 1d4+1 points of damage against monstrous humanoids (anything from centaurs to yuan-ti) and reduce the target's hit point total by one with each successful hit. Only time spent resting (not magical healing) can restore these lost hit points.

While it appears to be normal iron when set in bars, it is after forging and tempering in a related alchemical mixture that bloodiron takes on its namesake ruddy hue. All bloodiron is prepared in special batches and combined with various materials (blood, bone, and other secretions and remnants from the designated target type) to tie its effects to a particular type of creature, marking it as the blood-foe of this weapon. Just using the bloodiron or the chymicals as temperants and cooling baths is not enough—both must be used in the forging process to obtain the results noted above. This process usually creates enough bloodiron that an alchemist can forge more than one weapon from each batch, but check the weight of the weapon against the amounts created—a spiked chain or a dwarven urgosh made of bloodiron will cost twice as much, since it uses an entire batch of bloodiron to cast!

Bloodiron is expensive but treasured by rangers (whose favored enemies now have even more reason to fear them) or folk plagued regularly by particular types of monsters. After all, if your garrison's job is to defend the pass from the annual orc horde out of the higher mountains, having bloodiron weapons to use against them is crucial.

Moderate evocation; CL 8th; Profession (Weaponsmith), Create Alchana; DC: 25; Market Price: 10,000 gp + cost of weapon

Bloodiron Weapons

While it's certainly possible to find or buy ingots of bloodiron with their barrels of temperants, it is more likely that a treasure hoard will hold a bloodiron weapon. Roll percentile dice twice on the table below to determine which

bloodiron weapons are found and which creatures they were forged to kill.

- **Weapon Types:** This is the largest type of melee weapon from which you can choose your items off the Weapons Table (Table 7-5 from Chapter 7 of the *Player's Handbook*). For example, a 73 allows you to choose from a Tiny weapon up to a Medium-sized Martial melee weapon—you can make the bloodiron weapon anything from a spiked gauntlet to a warhammer.
- **Blooded Foe:** Any creature whose monster description matches this type is vulnerable to the alchemical damage of a bloodiron weapon. Only those creatures who do not exist physically on the same plane (i.e. ethereal) as the weapon wielder are safe.



Bloodiron Armor

While not mentioned or tabulated above, bloodiron (and the more advanced bloodsteels) can be used to forge armor as well. In all ways, it works as normal metal armor, but its blooded foes incur 1 point of damage (no save) each time they come into direct contact with the armor or shield made from the keyed bloodiron. The problem in forging bloodiron armor is the cost—remember to double the market price if the armor to be forged weighs more than seven pounds!

Bloodsteel [Alchana; Special]

Bloodsteel is bloodiron (see above) reformed and refined alchemically a second and third time to remove ferrous impurities and add in additional chymicals. In all ways but those noted below (including randomly generating bloodsteel items on the table above), bloodsteel should be viewed the same as bloodiron.

- Bloodsteel weapons inflict 2 points of alchemical damage with each successful hit, and this damage can only be healed naturally (not through use of magic).
- Bloodsteel weapons effect a subtype of creature rather than a whole broad category. Thus, after rolling for Blooded Foes, restrict the type to a subtype—evil outsiders or reptilians or fire creatures or aquatic creatures or dragons of one color (and their related kin, half-dragons).

Table 23: Bloodiron Items

% chance	Weapon Types	% chance	Blooded Foes
01-20	Simple/Small	01-20	Monstrous Humanoids
21-40	Simple/Medium	21-35	Goblinoids
41-60	Simple/Large	41-55	Undead
61-70	Martial/Small	56-70	Giants
71-80	Martial/Medium	71-78	Magical Beasts
81-90	Martial/Large	79-86	Shapechangers
91-95	Exotic/Small	86-90	Dragons
96-98	Exotic/Medium	91-94	Plants
99-00	Exotic/Large	95-97	Outsiders
		98-99	Aberrations
		00	Elementals



Moderate evocation; CL 9th; Profession (Weaponsmith), Create Alchana; DC: 27; Market Price: 12,000 gp + cost of weapon

Bloodsteel, Greater [Alchana; Special]

Greater bloodsteel is bloodsteel (see above) refined to such an extreme degree that its effects are tied to one particular type of monster or species or race. In all ways but those noted below (including randomly generating items on the table above), greater bloodsteel should be viewed the same as bloodiron.

- Greater bloodsteel weapons inflict 3 points of alchemical damage with each successful hit, and this damage can only be healed naturally (not through use of magic).
- Greater bloodsteel weapons effect only a single race of creature—ettins instead of giants, red dragons instead of just chromatic dragons, pit fiends instead of just evil outsiders, etc.
- If used against a character race (human, elf, dwarf, etc.), greater bloodsteel weapons incur their effects on particular bloodlines (i.e. a hated foe and his relatives), not the entire race.

Moderate evocation; CL 9th; Profession (Weaponsmith), Create Alchana; DC: 27; Market Price: 15,000 gp + cost of weapon

Chartan's Mysticswathe [Ercana, Greater/Wondrous Item; Magical]

Chartan's Mysticswathe is the ultimate in protective accoutrements for any and all spellcasters, even though most of its powers and abilities link to druidic magics. Its most common configuration is a metallic rose bramble across the arms and shoulders, with heavy wrist bracers of metallic vines and briars, though some prefer to wear its vines and shimmering rosebuds on one arm, like gladiator's armor. Regardless of its appearance, its powers and benefits remain the same:

- It projects a permanent *mage armor* and *barkskin* while worn, lending its wearer two stacking AC

bonuses of +4 (magical) and +3 (natural) as long as no other mundane or magical armors are worn or carried;

- Chartan's Mysticswathe shares a permanent *resist energy (fire)* effect with its wearer;
- The bearer and the Mysticswathe together are immune to the effects of *entangle* spells and also move under the effects of *pass without trace* at all times;
- If the bearer wields a wooden club or quarterstaff, it adds a *shillelagh* effect onto said weapon while the Mysticswathe is in contact with bearer and weapon alike;
- The bearer can utilize *speak with plants* once per day; and
- The *mysticswathe* can separate from its wearer to become a *wall of thorns* (as if cast by a 10th-level spellcaster) for the normal duration of the spell, after which the *mysticswathe* must be retrieved manually by its owner.

Chartan's Mysticswathe is a swathe enchanted with the spell-like abilities above, which is why its creation is limited to those who understand swathes as well as wondrous items. While it is a natural item and not clothing of any sort, it should be considered a magical robe or vestment in terms of limits on worn magical items.

Strong conjuration; CL 19th; Grow Swathe, Craft Wondrous Item, *mage armor*, *resist elements*, *shillelagh*, *speak with plants*; DC: 38 (create and enspell swathe); Price: 120,000 gp

Chymissiles [Alchana; Special]

Chymissiles are missile weapons containing alchemical substances. They come in a few limited varieties but a wide range of effects (for GMs to expand upon later). In short, these sling bullets and arrows unleash an alchemical substance—powders or liquids, usually—upon impact, instead of or in addition to their weapon damage. Given their broad range of effects and their variable forms, they are listed among Alchana instead of the other two categories. Chymissiles can be any of the following:



Catalog of Ercana

- Sling bullets made of glass tough enough to survive normal carrying but which shatter when flung from a sling or dropped from a height greater than 10 feet;
- Powders compressed into chalk-like tablets (and paper-wrapped until deployed) that explode with a slight cloud of dust upon impact from a sling (or simply rolling it underfoot and allowing it to be stepped on for more limited effects);
- Glass “bottle-bolts” that replace the normal arrow (or crossbow bolt)—part of the shaft is a chymical-filled glass vial, balanced to fly almost like a standard arrow (reduce range increments by 20 feet) but deliver the payload of the chymical and its effects instead of arrow damage; and
- Chyra’s Fork arrows—specially-made metal arrows that allow a powder to be compacted between the two metal flukes so it can deal damage (1d4) as well as the chymical or powder (perhaps even an injury-delivered poison or chymical). Chyra’s Fork arrows are the most useful form of chymissile, as the central chymical payload can be replaced and the arrow reused (assuming the shaft and flukes were not damaged by use).

Assuming that the chymical in question can be contained within a glass bead or the powder compacted into a chalky tablet, any chymicals or powders that do not need to be ingested are usable in Chymissiles. If a chymical requires more than one ounce to elicit effects, it cannot be used for chymissiles. Assume the grenade-like weapons’ splash effect may occur with liquid chymissiles, but reduce the splash radius to 2 feet, not 5 feet.

No aura; CL As per chymical or powder; Profession (Fletcher or Glazier); DC: 15; Market Price: Cost of chymical/powder + 1 gp/sling bullet or bottle-bolt, 2 gp/Chyra’s Fork arrow

Chyra’s Philter [Ingestible; Special]

Chyra’s Philter is an herbal and alchemical mixture that enhances a person’s Charisma but only among her own race. Each dose (3 drops) provides a +2 circumstance bonus to Charisma for one hour, but only for reaction and role-playing purposes (not a sorcerer’s spell abilities). If used in conjunction with enchantments or other emotion-affecting spells, any victims of the imbiber’s race make their saves at a -2 penalty due to the pheromonic effects of the philter.

Faint enchantment; CL 3rd; Prerequisites: Brew Ingestible or Brew Potion; DC: 17; Price: 500 gp/ ¼ oz. vial (12 drops)

Chyra’s Polish [Alchana; Special]

Chyra’s Polish is a thick white chymical paste that quickly darkens to purple, then blue, then black as it interacts with any metals upon which it is placed. Assuming an item has not lost more than half of its total hit points, Chyra’s polish can restore up to 3 material hit points by alchemically restoring and rebonding the metals. By spreading it onto the metal and leaving it undisturbed, the polish transforms any lost hit points (and damage by

microfractures and imperfections in the weapon or armor) into subdual damage and slowly repairs the weapon at the rate of one an hour.

Chyra’s Polish comes in a tooled-leather bag from which the polish can be squeezed onto the metal to be treated, and the empty pouch is helpful in evenly spreading the polish. While it is very expensive, it is used by adventurers out in the field or those who live too far from a blacksmith to easily get metal implements fixed or reforged. One ounce of Chyra’s Polish is enough to coat a long sword or a metal plow.

No aura; CL 4th; Craft Unguent, Create Alchana; DC: 17; Price: 3,000 gp/ounce

Cleansing Crystal Dust [Powder; Special]

This orange dust crystallizes on contact with any and all topical substances (unguents, polishes, etc.) and helps negate their effects. Sold in an egg-shaped bottle with a blow-tube on top, the user blows through the tube to emit “crysdust” in a spray wide enough to cover an average human. The dust causes all external liquids or solvents to be absorbed into a growing crust of powder (changing from orange to white) that can be flaked or broken away immediately. This will help someone covered in black dragon spittle, green slime, or some other topical solution (from disease-riddled brackish water to alchemist’s fire). This effect provides an additional saving throw of any kind against the effects of whatever topical substance is covering the person or object. Alternately, if the Caster Level of the harmful substance is less than CL5, this dust immediately negates its effects.

No aura; CL 5th; Craft Powders & Dusts; DC: 20; Price: 500 gp/1 oz. dust bottle



Clotheswathe (Generic)

[Swathe/Erlcana; Special]

The so-called lesser swathes, clotheswathes are living plants fused to leather gloves or other articles of clothing to provide additional qualities to the wearer without the aid of magic. No command words or castings are required—each active ability has an appropriate activation mechanism (like throwing a beltswathe to activate its gifts). They also may have passive powers which operate at all times or only as needed (and times of need are reflexively noticed by the living plants of the swathe).

While the items that become clotheswathes do not have to be masterwork-level items, they also cannot be rags and remnants. The costs for a clotheswathe include the raw materials and preparatory liquids and processes to grow the graft, as well as the costs for preparing and treating the clothing both before and during the grafting process. Also, all clotheswathes must make special checks versus fire and acid—if they ever incur more than 8 points of such damage in a round, they must make a Fortitude save (DC 12) or be destroyed.

No aura; CL Variable; Grow Swathe; DC: Variable; Price: Variable

Beltswathe: A beltswathe is a leathern belt infused with briars, brambles, and thick vines that nevertheless don’t block the wearer’s access to belt pouches or sword scabbards. Its primary ability is a one-shot use—it can be

thrown onto the ground and the swathe comes to life off the belt to instigate an *entangle* effect, as per the spell but with only a 15-foot radius from the beltswathe's point of impact. After this one use, the leathern belt remains but the swathe stays planted in the ground.

Faint transmutation; CL 3rd; As above + entangle; DC: 17; Price: 200 gp

Ivyswathe Gloves: These thin kid-leather gloves have both stitching and living ivy plants covering their entire surfaces. They do not interfere with other magical items or with wielding other items by hand, and only activate when used in climbing (grabbing at small handholds, putting weight onto fingertips, etc.). The ivies extend a bit off the fingers to help grip surfaces and provide a +10 circumstance bonus to Climbing checks while worn. In emergencies, the gloves can also mimic a *spider climb* effect for one round once per day (this power usually only kicks in if a person claps her hands or is falling or sliding off a cliff or sheer surface). These gloves can be used for up to 15 minutes per day before overtaxing the swathe's abilities (after which the gloves no longer work for the rest of the day).

Faint transmutation; CL 4th; DC: 18; Price: 300 gp

Thornswathe Gauntlets: Briars and a bramble of thorns nestle on these hard leather combination bracer-and-gloves. To engage the thorns, the wearer must slam the gauntlet on a hard surface while wielding the chosen weapon (like a thirsty patron slamming a tankard down on a tavern's table) or just slap his gloved hand down, palm open. This causes the thorns and briars to wrap around the hand and fingers (and tangle along the length of any weapon of less than 10 feet in length). When engaged, the brambles add an additional 1d4 points of piercing damage to either melee weapons combat or unarmed melee combat (wrapping around the gloved hand like thorny brass knuckles).

No aura; CL 6th; DC: 21; Price: 350

Wildswathe Boots: These vine-bound boots come up to the knee and have roots and leaves over all areas of the boots, including the soles. These boots provide the druid's Woodland Stride ability at all times. If the wearer clicks her heels together, she also operates with Trackless Step for the next hour (this active power can be used once per day).

Faint transmutation; CL 4th; DC: 20; Price: 325 gp

Cocoon Swathes [Erlcana, Greater, Special]

These greater swathes are considered some of the highest herbalist achievements in the past seven centuries. Like all swathes, cocoon swathes are a jumble of living, partially animate plants that move and react as a single organism. If at rest, a cocoon swathe is a tight ovular bundle of roots, vines and leaves with fruit in its center. The smallest a cocoon can compress itself is two feet long and one foot in diameter, and it can carry itself (when awake) like any other swathe (i.e. however it wants to drape itself over a figure). The difference between cocoon swathes and the lesser swathes is this—in action, a cocoon swathe wraps itself entirely around a subject and creates a living plant cocoon to bestow effects on the subject within. The cocoons are as protective of their charges as a mother bear is of her cubs, and they never relinquish a person from their embrace until their task is fulfilled. This leads to confusion when people encounter a wild cocoon swathe—it merely wants to help but its aggressively protective nature makes it more fearsome than some herbalists realize.

Cocoon swathes envelop a person or creature and seal themselves around him or her. As this entire structure is a plant, there is no worry about a lack of air—the cocoon generates fresh air along with its other effects. Two of the three known cocoons actually fill with an aerated plant gel that allows free breathing even though it is through a viscous gel medium. Outside of the cocoon, the only recognition a cocoon swathe gives its surroundings is to move itself and its charge out of harm's way (sometimes using its own vines to clamber high up into a tree for safety).

- Disturbing or breaking open a cocoon swathe is difficult at best. Its external shell is harder than a strong wooden door (Hardness 6, 24 hit points, Break DC 26), so it is as difficult to break out from within as it is to break in from outside.
- Cocoon swathes can envelop and contain one creature no taller than 90 inches tall or two creatures shorter than 40 inches each.
- If propelling themselves by their own vines or other methods of mobility, cocoon swathes move at half the speed of a halfling, and half again as slow if carrying a subject inside.
- Cocoon swathes have rudimentary sentience (Int 4, Wis 9, Cha 5) and can be reasoned with. Interacting with a cocoon swathe requires the ability to *speak with plants*, and even then talking to a cocoon swathe is difficult (Imagine the most focused doctor or scientist grappling with a problem, and that's how a cocoon will react if anyone tries to interrupt its appointed task).

The three known types of cocoon swathe are below, each with their abilities and costs.

In essence, herbalists have created and taught swathes to be semi-independent and semi-sentient, but then they've programmed them to perform tasks that could not be done quickly enough by a normal herbalist or to act in concert with them. Still, no matter how advanced or able the swathes get, they are still plants at heart. Cocoons will consume dead animals and dead bodies for fertilizer, breaking their tissues and anything they can through quick decomposition methods to consume for food. A cocoon swathe cannot go for more than 4 days without some level of sunlight, so it cannot survive on long underground adventures (though a GM could design fungal-based swathes and erlcana for campaigns in just such subterranean settings).

No aura; CL Variable; Grow Swathe; DC: Variable; Price: Variable

Cocoon Swathe of Greengifting

This is the rarest cocoon swathe, and for good reason—its sole purpose is to bestow the Greengift onto animals and people and make them kin o' the green. While not exactly the same, the aerated gel within this cocoon mimics the effects of an Elixir of Greengift, with three differences:

- Within moments of having it close around them, subjects of this cocoon must make a Fortitude save at a cumulative -1 per round vs. a DC 17 sleep effect (so eventually a person inside this cocoon either breaks out or falls asleep);
- Regardless of the subject's knowledge or saving throws, the cocoon swathe aids the transition from animal to half-plant and guides the body past the potential death and into plant life while he or she sleeps; and



- Instead of taking 1d6 days for the initial effects and many more days beyond that to manifest into the first stage, the cocoon swathe remains around its sleeping target for 12d12 hours, providing all of its nourishment and protection. At the end of this time, the cocoon opens and the subject emerges as a first stage kin o' the green.

No aura; CL 16th; As above + Create Ercana; DC: 34; Price: 100,000 gp

Cocoon Swathe of Healing

Referred to by some as "natural infirmaries," these healing cocoons appear vastly different from most swathes by being all young green vines, grasses, and berries—no leaves, no roots or barks, and no flowers. As the cocoon closes about its patient, the swathe shoots out tendrils and vines to draw itself up into treetops or out of sight to effect its healing in relative peace.

- The cocoon can administer any herbal restorative in this book to its patient, though no more than one every other round. The cocoon instinctively knows what kinds of healing any "guest" needs. The minimum amount of time a healing cocoon remains around a subject is 15 minutes, though there is no maximum time limit to how long it wishes to heal a patient.
- The cocoon provides water to rehydrate its enveloped subject and removes any subdual damage at twice the normal rate. Any real

damage incurred by lack of water or food is reduced to subdual damage.

- Healing cocoons rarely open unless coaxed open by druids or herbalists from the outside or until the patient within has recovered no less than half his hit points.
- In general, each hour spent inside a cocoon swathe of healing restores 1d6 subdual hit points of damage and 1 real hit point every 3 hours (or better as per its administering of herbal restoratives).

No aura; CL 15th; DC: 32; Price: 90,000 gp

Cocoon Swathe of Protection

This is the simplest of the cocoon swathes, and its purpose is generally to protect innocents or injured bystanders from harm. It wraps around its subject (or multiple smaller subjects) and simply keeps them safe.

- Its external defenses are Hardness 7, 30 hp, and break DC 29.
- It has a +4 Fortitude save, and +1 to both other saves against external attacks.
- It can lash out with three massive tendrils (each has Improved Grab and deals 1d6 points of damage upon impact) if in melee combat.
- Subjects inside a protection cocoon cannot cast spells or see outside of the cocoon, as they are assumed to be helpless and in need of the cocoon's protection.

No aura; CL 14th; DC: 30; Price: 80,000 gp



Darkvision Dust [Powder; Special]

Objects or creatures covered with this dust are easily seen using darkvision. Dwarves have long used this powder in traps or in missile weapons to see creatures that usually employ *invisibility* or are masters in camouflage. (Note that target creatures who do not possess darkvision will not realize that they are visible.) This dust is effective when sprayed or sprinkled onto a target, revealing invisible creatures as they are contacted by the dust. It is also common to apply this dust liberally across an area and then dim the lights to watch and see what disturbs the dust (as watching for footprints with darkvision is also a viable tactic).

No aura; CL 11th; Craft Powders & Dusts, creator must have darkvision; DC: 24; Price: 1,000/4 oz. bag

Defenswathe (Generic) [Swathe/Herb; Special]

A defenswathe is a small tangle of plants bonded to armor or shields for additional nonmagical benefits to the armor and its user. Defenswathes normally take the appearance of a tangle of tough roots and vines spread across and rooted into the armor's (or shield's) surface. A defenswathe adds a +2 to the armor's hardness rating, a natural armor bonus of +1 to the bearer's AC, and a +5 circumstance bonus to all Hide checks when in wilderness or natural settings. If the defenswathe ever suffers more than 10 hit points worth of fire, acid or cold damage, it is damaged beyond repair and will fall away, returning the armor to its original specifications.

Clients can present an herbalist with a suit of armor for grafting — otherwise there is a 75% chance that a suit of leather armor receives the defenswathe, followed by a 15% chance of hide armor, an 8% chance of studded leather, and a 1% chance each of a defenswathe bonded to a chain shirt or scale mail. Defenswathes cannot be bonded or grafted to any armors heavier (or with less leather) than scale mail.

No aura; CL 5th; Grow Swathe; DC: 20; Price: 500 gp + cost of armor

Bandoleaves: A bandoleaves is a living bandolier of leaves, vines, and plant fibers wrapping across one shoulder and around the torso, its roots attached to the leather (or heavier) armor over the bearer's chest. It acts in all ways as a standard defenswathe, though it is more expensive as it also reduces the chance of arcane spell failure by 5%.

No aura; CL 6th; DC: 22; Price: 700 gp + cost of armor

Denharil's Oil [Unguent/Herbal Restorative; Special]

Denharil's Oil is a soothing golden liquid that easily pours out of its ceramic bottle and almost magically spreads itself quickly over living tissues. It coats and seals any breaks in the skin (other than natural orifices) and acts as a general bandage or wound binder to stop all bleeding. Thus, this quick-acting unguent can prevent further hit point loss and is considered an herbal restorative even though it does not provide any hit point restoration.

No aura; CL 7th; Craft Herbal Restorative or Craft Unguent; DC: 24; Price: 800 gp/bottle

Denharil's Doorjamb [Powder; Special]

Denharil's Doorjamb, or just "doorjam" after the sticky substance that it creates, is a small wedge-shaped leather pouch totally sewn shut and filled with an herbal powder and a small glass vial of alchemical aqua. As long as this item is not struck sharply, it is safe to carry. To use it, the doorjamb is placed in the gap between the floor and the underside of the door. The pouch is kicked sharply so the vial within breaks, turning the powder into a rapidly-setting cement that jams the door tightly against its own frame from the bottom up. This renders the portal a "stuck" door, requiring a Strength DC of 20 (simple doors) or 25 (good or better doors) to force it open or break it down. This item can also be left within the door's opening arc, so the act of opening the door activates the doorjamb instead of alerting foes to one's presence with a kick.

Obviously, this item works differently than the standard alchemical or herbal powders, but only by its delivery system. This material used to be carried separately, then carefully poured out beneath doors before adding the aqua. This new form has made the item far more popular and useful for rogues, adventurers and spies alike.

No aura; CL 2nd; At least one rank in each Craft (Alchemy) and Profession (Herbalist), Craft Powders & Dusts; DC: 13; Price: 400 gp/4 oz. pouch (3-4 oz powder and 1 oz. aqua)

Dust of Dweometharing [Powder; Special]

If this dust is sprinkled within an area affected by magic, it fizzles, burns away in a lilac-colored and scented flame, and leaves a glowing ash residue behind for up to 3 minutes. It can either be sprinkled minutely and in a controlled manner or thrown haphazardly to cover a 10-foot square area. If this is used as part of a *detect magic* casting, it allows the spellcaster to detect more information in less time — the dust automatically lights up any magical auras within the area of effect and allows the caster to start examining revealed magics as if it were the 3rd round (as per the spell description).

This granular purple substance is almost rubbery in texture, and it comes in a red porcelain box shaped like a magic circle. If clients request otherwise, it can be packaged in a supplementary glass globe for throwing and shattering (grenade-like splash effects as usual), though few opt for such an uncontrolled method.

Faint magic; CL 3rd; Craft Powders & Dusts, detect magic; DC: 18; Market Price: 200 gp/oz.

Elixir of Demihumankind [Alchana/Ingestible; Special]

An Elixir of Demihumankind instills permanent biological changes in the imbiber, adding one minor special ability and one or more physical characteristics of that race onto the person. Obviously, more races could be possible, but these five elixirs are the most common and have set effects. Drinking this elixir has no effect if you are already its designated race, and these elixirs do not affect magical beasts, aberrations, or dragons — only the humanoid races. The greatest drawback of these elixirs is their ability to render the imbiber sterile and unable to engender children due to the changes in his or her biology (98% chance).

Elixir of	Racial Abilities Gained
<i>Dwarvenkind</i>	+2 racial bonus to saves vs. either



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	poisons or spells, darkvision; height drops by 2d6 inches; facial hair sprouts
<i>Elvenkind</i>	Low-light vision and +2 racial bonus to saves vs. enchantments; weight drops by 10% and ears elongate out to slight points aligned with cheekbones.
<i>Gnomekind</i>	Low-light vision and +2 racial bonus on Listen and Craft (Alchemy) checks; height drops by 3d6 inches; base speed reduced to 20 feet.
<i>Halflingkind</i> and	+1 racial bonus on all saves, +1 Dexterity and
<i>Humankind</i>	-2 Strength, height drops by 2d8 inches; 1 extra feat and four extra skill points (as if imbiber were a 1 st level human); height rises by 1d6 inches but character must age as a human
<i>Orckind</i>	+1 Strength and darkvision, -1 Charisma; lower canine teeth extend to tusks, nose flattens to unmistakable orcish snout.

Note that any changes to height or weight must be considered for movement rates, potential AC bonuses, or simply the fact that one's armor won't fit correctly now.

Alchemists—especially those schooled in White Alchemy—have long spoken of the similarities and compatibilities among the races, and this elixir seems to prove all races and all life are compatible. Only the cosmetic differences keep us apart. These elixirs (and the alchemists who make them) bring the races and all life closer together. It is, however, up to the GM to determine the role-playing effects of making a character closer to another race. The benefits make these elixirs useful and desirable to many humans, who envy the abilities of the other races. The elixirs can be used offensively as well, mainly in politics—most would-be mayors or sheriffs find their popularity waning when they shrink a foot or develop orcish facial features.

There are rumors about Elixirs of Animalkind which would allow imbibers to become pseudo-lycanthropes—gaining massive strength from an Ursine Elixir (bears), for instance. Even so, few reputable alchemists have admitted to the existence of such an elixir, or offered any for sale.

No aura; CL 17th; Create Alchana, Brew Ingestible or Brew Potion; DC: 38; Price: 25,000 gp

Elixir of Life [Alchana/Ingestible; Special]

This is the Ultimate Feat of Creation for White Alchemists—it is a potion that affirms and bolsters life wherever it is found. In short, this elixir retards or stops aging. There are three types of the elixir—Impure (reduces the imbiber's age by 10 years), Refined (halts aging and its effects on the person for 1d100 years), and Pure (renders the imbiber the same age forever, barring grievous injury and other forms of death). While all are generated from the same formulae and could be created by many white alchemists, ethical concerns limit the numbers on the two greater forms of this elixir. To date, only two people have ever created the Pure Elixir of Life (and rumors claim that they are the ones seeking to prevent more immortals from following in their paths).

No aura; CL 17th; Create Alchana, Brew Ingestible or Brew Potion; DC: 38 (Impure), 40 (Refined), 42 (Pure); Market Price: 50,000 gp (Impure), 75,000 (Refined), 200,000 gp (Pure)

Elixir of Purity [Alchana/Ingestible; Special]

This elixir, while less famous than the others, is most beneficial to any and all types of life—it purifies the drinker's body and imbues it with vitality and life. All of the character's statistics rise by at least one, while any statistics at 9 or below automatically rise to 10; this is an inherent bonus. This elixir can only be drunk once in any given lifetime (though it could be taken in a second lifetime if a character died and was resurrected via *raise dead* or *resurrection*). If a person drinks an elixir of purity twice within one lifetime, his or her body is overtaxed—all statistics are stripped down to their minimums, leaving the person a withered shell barely clinging to life.

This elixir's purposes lie within the schools of white alchemy and their quest for the elixir of life. They created this elixir along the way to unlock the potentials biologically hidden inside every being.

No aura; CL 17th; Create Alchana, Brew Ingestible or Brew Potion; DC: 35; Price: 50,000 gp

Emerald Tablet [Alchana; Special]

Emerald tablets are penultimate creations, because they are a necessary step along the great alchemical quest for the Alchana Stones. An emerald tablet can be used up to 3 times per day and its surface flakes away slowly with each use (3d20 charges). It can automatically perform these

Table 24: Elixir List

Elixir	Charges	Creation Time (whole)	Creation Time (in aqua clarissima)
Elixir of Dwarvenkind	1	1d6 days	1d6 hours
Elixir of Elvenkind	1	1d6 days	1d6 hours
Elixir of Gnomekind	1	1d6 days	1d6 hours
Elixir of Halflingkind	1	1d6 days	1d6 hours
Elixir of Humankind	1	1d6 days	1d6 hours
Elixir of Life (Impure)	3	1d10 days	3d10 hours
Elixir of Life (Refined)	4	1d12 days	4d12 hours
Elixir of Life (Pure)	5	1d20 days	5d20 hours
Elixir of Orckind	1	1d6 days	1d6 hours
Elixir of Purity	2	1d8 days	2d8 hours

powers and alchemical abilities when worn or carried in contact with the bearer's skin (i.e. as an amulet beneath a shirt):

- Emerald tablets provide a +1 insight bonus to all saves;
- Emerald tablets provide a +2 bonus to counterspelling or any of the following skill checks: Craft (Alchemy), Heal, Listen, Spellcraft, and Spot.

One of the things that disturbs many alchemists and clients about emerald stones is their temporary nature. Not only do they crumble with use, they must be destroyed utterly during the Alchana Stone creation process, without any guarantee that the Alchana Stone will result. (The costs to create an emerald tablet are not subtracted from the costs of creating an Alchana Stone.) Emerald Tablets must also have at least 12 charges when using them in the creation of an Alchana Stone or else the process will automatically fail.

No aura; CL 17th; Create Alchana; DC: 37; Price: 65,000 gp



Entanglobe [Erlcana; Special]

This small glass globe holds a unique fertilizer and plant food that induces rapid growth on exposed plants. By throwing this fist-sized globe as a grenade-like weapon and impacting it on a hard surface containing any kind of vegetation, the globe bursts, releasing a liquid compound which causes all grass, weeds, bushes and the like to twist and entwine about creatures in a 10 ft. radius or those trying to enter the area, holding them fast. For 2d6 minutes, consider the affected area to be under the influence of an *entanglement* spell.

No aura; CL 5th; at least one rank in Profession (Herbalist); DC: 25; Price: 1,200 gp

Elixir of Greengifting

[Erlcana, Greater; Special]

The Elixir of Greengifting turns the imbiber into a kin of the green (see Appendix One). The thick elixir smells differently to each observer – to some it seems loamy and rich of earth, while others only smell rain-dappled violets or the crisp odor of frost-covered grass. The ceramic bottle in which the elixir is commonly placed is round with painted or molded vines covering its outside and eyes peering out from amid them. If the imbiber has either no knowledge of what has been drunk or no herbalism knowledge at all, the effects will be fought by the body. Unless the character successfully makes a Fort save (DC 18), he or she will choke to death on the plant fibers quickly infiltrating the throat and lungs. Acceptance of this effect (by knowledge of plants and accepting them into the body) adds a +6 circumstance bonus toward surviving the change. The change itself is extremely taxing to the body and (regardless of the success of the saving throw) the person will fall unconscious for 4d12 hours and cannot be awakened by effects shy of a *wish* spell. After that time, during which the initial metamorphosis occurs, the person awakens as a bridge between animal and plant. Other details can be found in Appendix One.

No aura; CL 18th; Create Erlcana; DC: 36; Price: 110,000 gp

Elixir of Trees' Voice

[Erlcana, Greater; Special]

The Elixir of Trees' Voice permanently grants the imbiber the ability to *speak with plants* as per the spell or native ability of some fey or plant creatures.

This thin, watery elixir looks like violet-impregnated water and smells the same, though viewing it by darkvision or low-light vision shows some glowing akin to luminescent mosses. It comes in a small, thin ceramic vial shaped like a thick stemmed rose with a pair of female lips formed among the rose petals (the rose head being the stopper).

No aura; CL 16th; Create Erlcana; DC: 33; Price: 98,000 gp

Elixir of Winter's Legacy

[Erlcana, Greater; Special]

The Elixir of Winter's Legacy, unlike the other elixirs, is thicker and more an unguent than an imbibable drink. When poured or smeared upon a dead body, the elixir transforms the body's flesh and skin to a moss that swiftly hardens to wood, and, over the course of 1d4 days, reincarnates the dead body (and the person to whom it once belonged) into a plant, fey or magical creature.

The Elixir of Winter's Legacy comes in a small black ceramic bottle with a humaniform shape on one side of the bottle, and a bear in the same pose on the other. In all ways, the elixir works as per the *reincarnate* spell, though GMs should roll on **Table 25: Incarnation Table** to determine the character's new form and abilities.

Feed of Elemental Resistance

[Herbal Restorative/Ingestible; Special]

After ingesting this feed, any animal or magical beast up to the size of a large horse (meaning that this feed can be used by centaurs if so desired) can endure temperature extremes without any penalties, provided they are not supernatural in origin. Snow, sleet, rain, or desert heat will not affect the mount or animal for 2d6 hours after feeding.

Maxar of Jhoth originally created this feed and set the standard packaging—a tightly packed pound of herbs and oats in a waxed-muslin bundle. The bundle is broken open and crumbled into the feedbag.

No aura; CL 4th; Brew Ingestible or Craft Herbal Restorative; DC: 17; Price: 275 gp/1 pound bag (1 meal)

Feed of Refreshment

[Herbal Restorative/Ingestible; Special]

This feed allows a mount or large animal or magical beast to shake off the effects of hard riding or long periods of enforced activity. Any damage (up to 2d8 hit points) induced by forced or extended movement in the previous eight hours is reduced to subdual damage upon consuming this mixture. That subdual damage is reduced as per the normal rules.

Maxar of Jhoth originally created this feed and set the standard packaging—a tightly packed pound of herbs and oats in a waxed-muslin bundle. The bundle is broken open and crumbled into the feedbag.

No aura; CL 3rd; Brew Ingestible or Craft Herbal Restorative; DC: 15; Price: 220 gp/1 pound bag (1 meal)



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Table 25: Incarnation Table

d%	Incarnation	Str	Dex	Con
01-08	Centaur	+8	+4	+4
09-16	Dryad	0	+4	0
17-24	Gnoll	+5	0	+3
25-32	Kin o' the Green—Stage One*	-1	+1	-1
33-40	Kin o' the Green—Stage Two*	-1	+1	-1
41-48	Lycanthrope—Wereboar*	0	0	0
49-56	Lycanthrope—Werewolf*	0	0	0
57-64	Satyr	0	+2	+2
65-72	Sprite—Grig	-6	+8	+2
73-80	Sprite—Nixie	-4	+6	0
81-88	Sprite—Pixie	-4	+8	0
89-92	Other Fey (GM's choice)	?	?	?
93-96	Other Plant (GM's choice)	?	?	?
97-00	Other (GM's choice)	?	?	?

*: Refer to the templates in the *MM* and **Appendix One** of this book for details to add about these new templates in effect on the person's now revived form.

Caster Level: 17; *Prerequisites:* Profession: Herbalist, Create Ercana; *DC:* 35; *Market Price:* 104,000 gp; *Cost to Create:* 52,000 gp.

Feed of Restfulness

[Herbal Restorative/Ingestible; Special]

A large animal or magical beast that consumes this feed gains the benefits of a full day's (24 hours) rest with only 4 hours of sleep.

Maxar of Jhoth originally created this feed and set the standard packaging—a tightly packed pound of herbs and oats in a waxed-muslin bundle. The bundle is broken open and crumbled into the feedbag.

No aura; CL 3rd; Brew Ingestible or Craft Herbal Restorative; DC: 16; Price: 235 gp/1 pound bag (1 meal)

Fluidsteel [Alchana; Special]

Fluidsteel is a mercury-like substance that remains liquid while in its treated vial, but dries rapidly and hardens into lesser-worked steel when poured out. If uncontained, fluidsteel flows and spreads rapidly, creating a quickly hardening sheet of paper-thin foil of little use aside from melting and reforging. If poured into a mold, fluidsteel will harden over one hour and be ready for final working and tempering at that time. Finally, fluidsteel can be poured over already-worked steel items to fill in any breaks or holes, but only if held in a way to keep the fluid metal in contact with the items (after an hour, the weapon is considered repaired).

No aura; CL 10th; Craft Chymicals; DC: 28; Price: 1,000 gp/pound

Glazier's Acid [Chymical; Special]

This is a low-level acid attuned to silicates—in other words, this acid affects glass and is used by artisans and glaziers to both shape glass and etch designs into its surface. Even though it is a weak acid, it can inflict 1d4 points of damage to exposed skin on a direct hit and 1d6 points of damage to exposed eyes or open mouths.

Glazier's acid is most commonly identified by its 2-ounce wooden bottles and its acrid smell of oranges.

No aura; CL 1st; At least one rank in Craft (Alchemy); DC: 12; Price: 50 gp

Graftswathe (Generic)

[Swathe/Ercana; Special]

The smallest and most common of the swathes, graftswathes are living plants fused to magical items to add more nature to their supernatural powers:

- They can alter the visual effect of a spell produced by the item to resemble a tangle of magical vines and leaves akin to those fused to the item's exterior;
- All fey, plants, and plant creatures gain a +2 circumstance to their Fortitude save against spells cast from items with graftswathes; and
- Spells and spell-effects cast with a graftswathe are harder to counterspell or dispel due to additional natural magics and the changed appearance of the spell—+4 to Spellcraft DCs for counterspelling and +4 to the item's caster levels vs. *dispel magic* effects.

The costs for a graft swathe include the raw materials and preparatory liquids and processes to grow the graft, then the costs for preparing and treating the leather (or tougher) items both before and during the grafting process.

No aura; CL 4th (wands), 7th (rod, staff); Grow Swathe, Craft Wand or Craft Rod or Craft Staff; DC: 18 (wands), 20 (rods), 22 (staves); Price: 450 gp + cost of wand (wand), 600 gp + cost of rod or staff (rod, staff)

Handshield Powder [Powder; Special]

Though called a powder, handshield acts like a dust since one applies it by sprinkling it manually (or by reaching into its pouch and rubbing one's hands in it). This creates a flexible but protective coating on the hands to avoid suffering any effects from touching topical substances on an item or surface. Handshield powder does not negate the substances, magical or otherwise, but merely prevents any consequences via touch for up to one minute. Contact poisons also do not take effect, provided contact is for no more than a round and the person thoroughly washes his hands immediately of both this powder and any clinging poisons. The powder and its coating can be peeled off the hands as if they were very tight latex gloves.

No aura; CL 7th; Craft Powders & Dusts; DC: 28; Price: 330 gp/ounce (one use/hand)

Healer's Stone [Alchana, Greater; Special]

One of the Five Great Alchana Stones, the Healer's Stone is among the greatest feats of creation for white alchemists, as its powers exemplify their quest for perfection as exhibited in living matter. Wearing or holding the stone adds a +6 competence bonus to any Heal checks and provides an automatic +2 to all Fortitude saves. It also has a primary power to create elixirs either wholly or when submerged in a quart of aqua clarissima (see table below;

the aqua is absorbed and made part of the elixir, speeding up the process).

The Healer's Stone is a white, opalescent stone with a dull shine like a pearl lit from within. If the item is used only to boost Healing checks and saving throws, it can last the lifetime of its user or longer. However, using it to create elixirs costs some of its strength. A Healer's Stone only carries 5d20 charges for such uses, and the charges are used up as per the table below.

While a Healer's Stone is creating an elixir, there is a danger in interrupting or halting the process. Should the stone be removed from either its aqua or the beginnings of its own produced elixirs, the material becomes inert goo rather than an elixir and the charges are still lost. Also, after creating an elixir, a Healer's Stone cannot be used actively (though its benefits can be gained while carried) for as many hours or days as the elixir took to create.

No aura; CL 19th; Create Greater Alchana; DC: 42 (if white alchemist), 43 (if another prestige class alchemist),

44 (if generic alchemist); Market Price: 325,000 gp (minimum)

Heating Plate [Wondrous Item; Magical]

This trivet-like device looks like a modest cast-iron plate set into a marble base. When anything touches the plate for more than 1 round the plate will glow red hot as if a *heat metal* spell were cast on it. The plate cools as soon as the object is removed. *Heating Plates* are commonly used to brew potions or cook meals when an open flame would be hazardous, but they are far more useful to alchemists and herbalists in labs and shops. It is rarely used by adventurers, since the *heating plate* must be stored in a wooden box carefully made to prevent anything from touching and activating it while still stored away (and possibly setting the bearer and his gear on fire).

Faint transmutation; CL 3rd; Craft Wondrous Item, *heat metal*; Price: 1,500 gp.



Huur's Paint [Chymical; Special]

Huur's Paint is a grayish paint with a light scent of mint and lilac. When it is painted over a sigil, a *symbol*, or other visual markings, the user can peel away a slightly rubbery duplicate image of that marking or symbol for his or her records. Unless the *symbol* is keyed to activate upon contact, using the paint to duplicate it will not trigger its effects. The paint also serves (if thoroughly covering a *symbol*) to shield people from the effects of viewing magical sigils for one round. If used carefully and deliberately, each paint jar contains enough alchemical paint to cover 5 square feet or for 4 separate uses. Obviously, dumping the jar's contents over an area without looking, to avoid a *symbol* and hopefully cover it (throwing it as a grenade-like missile to splash the area), reduces the jar to only one use.

Huur's Paint comes in a small rounded jar with a rounded brush clamped to its underside and the top airtight to prevent drying. A stylized H always decorates the jar's top in honor of the paint's inventor, if not its immediate creator.

No aura; CL 11th; Craft Chymicals; DC: 29; Price: 500 gp/8 oz. pot

Ink of Scribes' Reprisal [Chymical/Toxin; Special]

This mildly toxic ink dries quickly but always remains partially sticky and often causes a scroll to stick when rolled. If the ink is touched by exposed skin (usually to free a stuck scroll), the poison is absorbed through the pores and takes effect in seconds. Victims must make a Fort save (DC 15) twice to avoid either waves of nausea for 1d6 rounds or the follow-up of 2d12 points of subdual damage. The latter often leaves the ink's victims unconscious and easily robbed (or killed by other means).

Invented by accident by Tragar while researching his Esoterinks, this poisoned ink has become a favorite in courtly intrigues, if only to embarrass one's enemies. It has also come into use among highwaymen who pose as couriers and then rob their indisposed victims after they've "read the message from his lordship." It is considered a civilized toxin as it does not kill its victims, though those left penniless by its effects are rarely in a mood to agree.

No aura; CL 2nd; Craft Toxin; DC: 12; Price: 220 gp/ounce

Ironskin Powder [Powder; Special]

By blowing ironskin powder onto something, this alchemical powder changes that material to iron. The material now has a Hardness of 10 and 30 material hit points per inch of thickness and the weight of iron. If applied to living matter (skin, hide, living fur, etc.), ironskin powder adds no weight but does provide a temporary armor class bonus of +4 (natural armor). This change also incurs no arcane armor penalties. The effect lasts for 1d4 hours.

No aura; CL 12th; Craft Powders & Dusts; DC: 30; Price: 400 gp/ounce

Jharul's Ointment of Noncorruption [Unguent; Special]

Jharul's Ointment of Noncorruption is an embalming ointment that slows the decomposition of dead tissues. This nonmagical cousin of *oil of timelessness* simply slows

down the decomposition rate of a body to one hour per day, allowing the greater possibility of resurrection of the corpse. It also has the benevolent effect of canceling out the odors emitted by the decaying body, and negates any scents that would attract carrion-eaters. Each jar is enough to cover a medium-sized person or two small-sized people.

Of all the effects of this ointment, the strangest is its effects on undead tissue: it actually revives it to at least the semblance of life. Liches or zombies, aside from major rents and wounds in the flesh, can appear as if they were still alive, and no scent or ashen color of flesh betrays them otherwise. Thus, this ointment is highly prized by liches and those necromancers who are vain enough to want better-looking yet still-loyal undead servitors.

No aura; CL 10th; Craft Unguent; DC: 22; Price: 600 gp/8 oz. jar

Jhotan's Sealing Waxes [Chymical; Special]

Created to deter the interception of communications, Jhotan's four special sealing waxes produce a variety of effects if the hardened wax seals are broken in any way other than with a specific counteragent. The waxes and counteragents by themselves are relatively inert, though the alchemical properties of the waxes are primed and set once they are melted and stamped into seals on scrolls and missives. After the wax seal cools, the only safe way to break it is by applying its counteragent. All four types of wax are below.

The counteragents are actually the liquid byproduct of the wax creation, the fluid within which the wax floats at the end of the process. If the counteragents become separated from their waxes, they are easily matched up again, as the liquids have colors (translucent and much paler but of the same hue) mimicking those of the waxes. However, this identification is only useful with unused materials, as all of the waxes melt and resolidify into a dull red-brown hue regardless of their original color. This helps prevent spies from just buying counteragents of their own to steal mail—only the sender and the scroll's intended receiver should know (arranged in advance) which type of sealing wax it is and which counteragent opens it safely.

Packaged most often in a wooden box marked with Jhotan's own sigil, the sealing waxes are four sticks individually wrapped in paper. A colored ribbon ties each stick to its specific counteragent. The sticks of wax are 2 ounces each and their counteragents come in 1-ounce vials. The standard box also comes with Jhotan's special wax seal stamp; the counteragent is placed within the hollow shaft to inject the liquid into a hard wax seal, breaking it up without unleashing its primary effects (as noted above). Using this allows a vial of counteragent to safely dissolve nine wax seals, the same amount each wax stick is capable of creating. One can pour the liquid directly onto the wax seal for the same effect, though each vial can then only deliver three uses.

Jhotan's Sealing Waxes were created on a commission from powerful landholders whose enemies kept intercepting their communications and ruining their businesses. The alchemist Jhotan promised that spies and interlopers would pay a high price for interfering with missives and scrolls sealed by these waxes.

No aura; CL 9th; Craft Chymicals; DC: 34; Price: Variable—750 gp/standard box of 4 sticks (1 each) and 4 vials of counteragent



Acidwax

If broken without the counteragent, this wax liquefies instantly and covers an immediate one-foot radius around itself. The reddish acid then dissolves any materials of Hardness 1 or less, inflicting 1d4 points of damage to any materials and flesh in contact with the seal or within the liquid's area of effect. This acid usually destroys the scroll and at least parts of whatever surface the scroll was on.

Acidwax, in its inert wax stick form, is red with orange flecks, and its counteragent is a pale orange liquid.

Price: 150 gp/stick of wax and vial of counteragent.

Firewax

If broken without the counteragent, this wax crumbles to dust. The dust then immediately ignites, setting fire to any wood or flammable material it touches within a foot of where it broke open. Like acidwax above, firewax's task is to ensure that the scroll itself be destroyed rather than read—if anything else burns with it, that is the sender's vengeance upon spies.

Firewax, when inert, is a small brown stick of wax, its counteragent a thin oily tan liquid.

Price: 175 gp/stick of wax and vial of counteragent.

Spies' Wax

The most complex and interesting of Jhotan's works, spies' wax becomes a thin oily liquid when broken open improperly. The liquid soaks into the scroll, dissolving the common inks on it. Different writing then appears, due to the special inks (now visible but normally invisible) used for preset false messages to deter spies or at least flush out enemies by baiting them with false messages.

Spies' wax comes in midnight blue sticks with a cornflower blue counteragent.

Price: 200 gp/stick of wax and vial of counteragent.

Vaporwax

Vaporwax cracks open sharply when opened improperly and dissolves into a noxious gas cloud of purple vapors. The gas fills a 10-foot cube in less than a round and inflicts a double effect like all poisons. The initial Fort save (DC 15) inflicts 1d4 points of poison damage to the lungs, mouth and nose if breathed in. The second save (DC 18) prevents the victim in the gas cloud from falling unconscious and breathing in that 1d4 points of damage each round for the next 1d4 rounds. The gas dissipates normally but remains toxic and effective for two rounds at the very least.

Vaporwax comes in plum colored sticks with a violet colored counteragent.

Price: 175 gp/stick of wax and vial of counteragent.

Laasic's Athanor [Wondrous Item; Magical]

This magically-charged item is the alchemist's best friend—a never-cooling, ever-constant flaming furnace with no need for refueling or adjustment of temperature. The Athanor stands nine feet high and is a pyramidal object nearly seven feet square at the base. Five ovens for alchemical heating processes stack along the front of *Laasic's Athanor*—two sized for Tiny items and one each for Small, Medium, and Large items. In fact, with a command word (often carved on one face of the Athanor), the alchemist can set the magical heat for cupellation, calcination, or common baking oven temperatures.

The creator of this item needs to know alchemy, in order to know how accessible the interior must be for

variously sized objects and what temperatures would need to be magically generated by the magical athanor.

Moderate evocation; CL 7th; Craft Wondrous Item, *burning hands, fire shield, heat metal*; Price: 2,000 gp.

Lash of Saumar

[Alchana/Wondrous Item; Magical]

A *lash of Saumar* is a whip that appears to be made out of mercury or some other liquid metal, though a quick look at it might suggest a normal whip dripping with some silvery substance. It is definitely an alchemical and magical mixture that hits like hard steel, but it is like a whip in all ways but the following:

- It deals true damage, not subdual damage, with its hits.
- It can deal damage to creatures and characters with less than a +3 armor bonus or +6 natural armor bonus.
- If used to entangle someone or something, only the wielder (i.e. the person holding the *lash's* handle) can grab at the length and untangle it. All others simply grasp liquid that runs through their fingers, even though the *lash's* hold remains.
- When it is not employed and in hand, it does not hang on the belt but is looped up and then "poured" (for lack of a better term) into its holster—a small metal tube on the belt.

Invented by the alchemist Saumar, the process for making his namesake *lashes* spread during and after his lifetime and became a preferred weapon among some monastic orders. If analyzed by an alchemist, the *lash* is composed of a fine metal-thread whip surrounded by aqua metallorum and infused with magic.

No aura; CL 8th; Create Alchana, Craft Magic Arms & Armor; DC: —; Price: 400 gp.

Lockblight Acid [Chymical; Special]

The acid within this tiny leathern vial interacts violently with oil-coated metals, like the oils within a lock that keep its mechanisms moving. It is squeezed quickly into a metal lock and reacts with said oils by crystallizing the metals and effectively causing the metal lock to crumble to dust.

Locked doors subjected to lockblight may no longer have a lock mechanism, though the deadbolts may still be in place—reduce the DC to open said door by 2. If this acid is squeezed out on a metallic construct or animated object, they get a Fort save (DC15) or they suffer 1d4 points of damage.

No aura; CL 5th; At least one rank in Craft (Alchemy); DC: 20; Price: 16 gp/ ½ oz.

Locksbane Powder [Powder; Special]

Blown into a lock, locksbane powder interacts with oils and greases within and fuses the metals together into one solid mass, rendering the lock inert and useless. It has no effect on stone locks. It also turns the door into both a locked and jammed or stuck door, adding a +2 circumstance bonus against it being broken down or forced open.

Each bottle of powder is enough to fuse one large lock (internal door or chest locks). While many fail to see the usefulness of this when lockblight acid is much cheaper, this powder renders entire jails useless, effectively slows any pursuit from behind said doors, and, if nothing else,



hits the owners with the expensive costs of replacing whole doors and locks.

No aura; CL 5th; Craft Powders & Dusts; DC: 25; Price: 285 gp/1 oz. bottle

Loyal's Feedbag

[Erlcana/Wondrous Item; Magical]

Loyal was the name of Maxar of Jhoth's horse, and his feedbag—magically endowed by a wizard friend of his master—soon became a standard among those who treasured their mounts and wanted some magical aid for them out in the wilderness. This feedbag is enchanted to produce any one of the herbal feeds (feed of elemental resistance, feed of refreshment, feed of restfulness) no more than once within a 24 hour period, though it can produce a pound of normal grains and suitable food for a mount once every eight hours. Common grains and oats appear in the bag once the bag is strapped on (assuming this does not occur more than once every eight hours) unless a command word is spoken—command words to produce the particular type of herbal feed are stitched onto the leather bottom of the bag.

No aura; CL 6th; Create Erlcana, Craft Wondrous Item; DC: —; Price: 1,750 gp.

Mage-Gold [Alchana; Special]

Mage-gold is the better of the two known mage-metals, and only alchemists can make it. It is harder than normal gold and can be forged and tempered into weapons. Mage-gold can be identified by its perpetual shine—it never tarnishes (save perhaps under the acidic breath of a black dragon). Neither does mage-gold resonate or ring when struck, rendering it useless for chimes or musical instruments. Its white-gold coloration also distinguishes it from common gold. The powers the mage-metal exhibits are thus:

- Spell effects emitted by a mage-gold item gain the Enlarge Spell and Spell Penetration bonuses whether the caster has the feat or not; if the feat is already present, the bonus increases by another 50% (i.e. half again as much range or +3 to caster level check vs. spell resistance).
- During enchantment of either weapons or armor, there is a cumulative 25% chance per +1 bonus added that the bonus will be +1 higher than anticipated without additional XP or gp costs incurred (i.e. a +4 weapon enchantment will automatically become a +5). This benefit only appears the first time the metal is enchanted, not any other time.
- If used as part of a ritual for turning or rebuking undead, mage-gold holy symbols allow the

clerics or paladins to add +4 to their turning damage totals.

- Lastly, weapons sheathed or wholly forged from mage-gold inflict an additional 4 points of damage to outsiders (those from another plane).

The expensive and rare nature of this alchemical metal keeps it from being overused. Add the cost of the mage-metal (by weight) to the normal costs of any item—at least half the item's weight must be mage-metal in order to gain its effects. In other words, rings should be made entirely of mage-metal, weapons and armor may either be pure mage-metal or alloyed with masterwork-level metals, and rods benefit from mage-metals, but wands and staves and many other items cannot gain the benefits due to the paucity of metals in their construction (a wand, for example, is primarily wood, so there isn't enough mage-metal to have any effect).

If mage-gold is found as part of a treasure hoard, it's most likely a magical item, though it can be slugged (so only the mage-metal itself is salvageable) or whole and useful. If raiding an alchemist's shop mage-gold is most commonly found in half-pound ingots (created in pairs) or in one-ounce lumps for working and forging by someone else. They are also commonly stamped with an alchemist's (or wizard's) mark—beware being found with stolen mage-metal ingots!

No aura; CL 9th; Create Alchana; DC: 35; Price: 250 gp/ounce

Mage-Silver [Alchana; Special]

Mage-silver shines with the brilliance of water in moonlight—silver within silver—and like all mage-metals it never tarnishes and remains mirror-bright forever, no matter what form it takes. Mage-silver is harder than normal silver and can be forged into weapons by itself rather than just alloying or plating a harder metal. Its identifying characteristics are its flat tone and lack of resonance if hit and its whitish-silver hue, making it very hard to disguise as regular silver. The powers the mage-metal exhibits are thus:

- Spell effects emitted by a mage-silver item gain the Extend Spell and Heighten Spell bonuses whether the caster has the feat or not; if the feat is already present, the bonus increases by another 50% (i.e. spell lasts three times longer than normal or add an additional possible level to spells normally less than 5th level—+2 levels to spells of levels 1-4 but only +1 to higher-level spells).
- During enchantment of either weapons or armors, there is a cumulative 15% chance per +1 bonus added that the bonus will be +1 higher than anticipated without additional XP or gp

Mage-Metal Conversion Rates Table (from 10-pound standard)

Starting Metal	Mage-Silver # Charges/# of days	Mage-Gold # Charges/# of days
Common*	4/4d10	5/5d12
Copper	3/3d8	4/4d10
Silver	1/1d4	3/3d8
Iron	2/2d6	2/2d6
Gold	2/2d6	1/1d4
Steel	1/1d4	1/1d4

costs incurred. This benefit only appears the first time the metal is enchanted, not any other time.

- If used as part of a ritual for turning or rebuking undead, mage-silver holy symbols allow the clerics or paladins to act as if they were a level higher for the purpose of how many creatures are affected.
- Lastly, weapons sheathed or wholly forged from mage-silver inflict an additional +4 points of damage to undead, lycanthropes, and others vulnerable to silver.

The expensive and rare nature of this alchemical metal keeps it from being overused. Add the cost of the mage-metal (by weight) to the normal costs of any item—at least half the item's weight must be mage-metal in order to gain its effects. In other words, rings should be made entirely of mage-metal, weapons and armor may either be pure mage-metal or alloyed with masterwork-level metals, and rods benefit from mage-metals, but wands and staves and many other items cannot gain the benefits due to the paucity of metals in their construction (a wand, for example, is primarily wood, so there isn't enough mage-metal to have any effect).

If mage-silver is found as part of a treasure hoard, it's most likely a magical item, though it can be slagged (so only the mage-metal itself is salvageable) or whole and useful. If raiding an alchemist's shop mage-silver is most commonly found in half-pound ingots (created in pairs) or in one-ounce lumps for working and forging by someone else. They are also commonly stamped with an alchemist's (or wizard's) mark—beware being found with stolen mage-metal ingots!

No aura; CL 8th; Create Alchana; DC: 30; Price: 200 gp/ounce

Marael's Tisane

[Ingestible/Herbal Restorative; Special]

Marael's Tisane, while technically an ingestible, is rarely used as such due to its awful-smelling tea, the odor having been described by some as "eau de otyugh." Instead, its brewed leaves and herbs are generally used as a restorative for healing and restoring lost limbs or digits. Pack the tisane as a moist poultice between severed ends of a limb or digit within 5 minutes of their severing and the limb can be restored to the person if the poultices remain in place and the person receives a *cure moderate wounds* spell or better within 1d6 hours. It has the secondary effect of anaesthetizing the wounded area, reducing the victim's pain.

No aura; CL 6th; Brew Ingestible or Craft Herbal Restorative; DC: 23; Price: 125 gp/ 1 ounce

Masterwreck Acid [Chymical; Special]

This acid could be a normal polishing agent in a blacksmith's shop, though it is too expensive for that. Its major use is for ruining any magically-enchanted or enhanced materials. If exposed to any material with magic embedded in it, the acid quickly bubbles and turns highly corrosive, reducing the object's material hit points by 1d8 points (and probably reducing its break DC, as per *Player's Handbook* Chapter 9). This damage can be enough to totally destroy magical swords or rings, and yet the bubbling acid leaves living flesh and alchemical or elrcana items intact and unharmed. Even if the item in question is

not ruined, it will be weakened and more likely to break or be destroyed.

Many mages' guilds have outlawed this substance and actively hunt and persecute any who sell this, so it is very hard to find (and thus more expensive). In fact, the guilds leave an open bounty on both those using this acid and those selling it to deter anyone from considering such activity.

No aura; CL 2nd; At least one rank in Craft (Alchemy); DC: 14; Price: 80 gp/ounce

Maxar's Antiseptic Ointment

[Unguent; Special]

Whether applied in advance of an attack or after a wound is inflicted, Maxar's Antiseptic Ointment counteracts the effects of any Contact or Injury poisons. It provides a +6 circumstance bonus to Fort saves vs. the aforementioned poisons and toxins for 2d6 hours, though it fully neutralizes poisons in the system if applied after the poison is delivered (and usually cancels secondary or lingering effects).

No aura; CL 12th; Craft Herbal Restorative or Craft Unguent; DC: 25; Price: 900 gp/2 oz.

Maxar's Antivenom [Chymical; Special]

Maxar's Antivenom is a universal liquid antidote for all nonmagical and animal-based poisons. It is ranked as a chymical because it can be administered either topically as an unguent or orally as an ingestible. If ingested, it provides an additional Fort save against poisons with a +9 circumstance bonus, and will flush the person's system of the poison in 1d12 minutes. If applied as an unguent directly onto poisoned wounds, the Fort Save is only at +3 and the system will be flushed of poisons in an hour, but the antivenom can be used on two victims as it only takes two ounces to achieve the effects noted above.

No aura; CL 13th; Craft Herbal Restorative or Craft Chymicals; DC: 32; Price: 1,200 gp/4 oz.

Maxar's Fangliniment [Unguent; Special]

Maxar's Fangliniment, when rubbed on the skin, reduces or prevents tooth and claw damage from nonmagical beasts. It toughens normal skin and provides a natural armor bonus of +3 but only against natural living weapons (tooth, claw, antler, etc.). It also provides a Damage Resistance of 5 against those same natural weapons.

It takes as much time to apply this liniment to the entire body as it does to put on a suit of plate armor, but other armor or clothing can be worn over it afterward. The fangliniment's effects last 3d12 hours.

No aura; CL 10th; Craft Unguent; DC: 30; Price: 5,000 gp/4 oz.

Maxar's Greater Antidote [Ingestible; Special]

An advanced version of Maxar's Antivenom, this potion is a universal antidote against all kinds of poisons, regardless of how they are administered or created.

- If drunk within 10 minutes of the poison entering the system, the antidote removes any damage (subdual or real) done by the poison, though it will not restore life to a person already killed by the poison. It further flushes the poison from the person's system as inert moisture.



- If drunk before toxins or poisons are administered, this antidote provides a +6 circumstance bonus for all Fortitude saves related to poisons and toxins for the next 2d4 hours.

This liquid comes in a gold-threaded leathern pouch like an elixir or a paste, and its thickness demands it be squeezed into the mouth. However, once inside the warm mouth it becomes less viscous and flows easily down the throat, even if the victim is unconscious.

No aura; CL 12th; Alchemy or Profession: Herbalist, Craft Herbal Restorative or Brew Ingestible; DC: 25; Price: 1,800 gp/4 oz.

Metalchemponents [Chymicals; Special]

Discovered by early experimenters at Saragun's Alcheminary, these materials are now the product of centuries of refinement and modification. They are the result of some of the finest alchemical minds testing the interaction between physical and arcane laws. In their greatest successes they have developed "recipes," as more traditional spellcasters deride them, for increasing the power of arcane magic.

Rarely do these solutions, mixtures and distillations of various exotic substances have any active properties on their own, but when they are used in lieu of material components they affect the casting of a spell in much the same way as a metamagic feat. Because most spells were not designed with these material components in mind, the casting is a bit more lengthy and involved than usual, although the solutions themselves are stored in the caster's spell component pouch and are no more cumbersome than other material components.

- Metalchemponents allow the caster to cast spells using the following metamagic feats without previous preparation: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell.
- A spellcaster untrained in a particular metamagic feat but using metalchemponents increases the casting time of a spell as if the spell were being metamagicked spontaneously — one-action spells take a full-round action to cast and full-round spells take two full-round actions to cast.
- A spellcaster trained with the appropriate metamagic feat can spontaneously use these to cast the enhanced spell without incurring the usual time penalty.
- The metalchemponents are consumed in the casting of the spell. Unless otherwise indicated, metalchemponents can be applied to a spell even if that spell does not normally require material components.

These liquids appear in many colors, textures, and viscosities. Some are watery green inks and others are gritty purple pastes; still others are bright orange slime. Almost all look, even to the lay person, like something that was never intended by nature. Of course, alchemists claim that quite the opposite is true.

No aura; CL 13th; Create Chymicals; DC: 33; Price: 80 gp/1 spell's components (Enlarge Spell or Extend Spell), 120 gp/1 spell's components (Empower Spell), 250 gp/1 spell's component's (Maximize Spell)

Misersorrow [Chymical; Special]

Misersorrow is actually a solvent even though it was originally called auric acid. Misersorrow dissolves solid

gold into a liquid form without reducing its weight or other innate properties. It affects one pound of gold per ounce, so its two-ounce flask poured over gold turns two pounds of solid gold (or 100 gold pieces) to its equal weight in liquid form. It is extremely useful in the alchemist's lab to reduce gold or mage-gold to liquid for easy distillation or other processes. If the liquid is left undisturbed for 10 days, it thickens and returns to its original hardness.

Misersorrow, as packaged by most alchemists, is found in two-ounce pyramidal tin bottles, though some unprincipled apprentices or corrupt alchemists sell this in glass jars of the same size and shape (if a client wishes to throw it as a grenade-like missile). Misersorrow is most often identified by its unique containers, though the clear liquid can be detected by its improbable scent of seaweed and limes (DC 13 to alchemists).

This specialized solvent is beloved by metalworkers, who can immediately cast gold into molds without the hassle of working over a forge (though they have to wait longer for the metal to harden). Unfortunately, it has become a useful tool among unscrupulous merchants and counting houses to "liquefy the assets" of their rivals. After all, very few people make their vaults or treasure chests water-tight, and thus saboteurs throw bottles of misersorrow into treasure vaults and whole fortunes have dribbled away beneath the cobblestones (though the money is still around, if unreachable without digging up house foundations).

No aura; CL 2nd; Craft Chymicals; DC: 15; Price: 50 gp/oz.

Mystic's Stone [Alchana, Greater; Special]

One of the Five Great Alchana Stones, the Mystic's Stone is favored by the red alchemists, its abilities and powers matching their balanced quest of perfection in materials and in being. Having the stone in hand or in contact with one's flesh (as a pendant or simply strapped to the skin under a shirt) provides these competence bonuses: +3 to Listen and Spot checks and +2 to all Reflex saves. The Mystic's Stone's primary power is to perfect and strengthen materials with a touch. The stone can have the following effects on a single object of up to 10 pounds per round of contact:

- Regardless of statistics and points, the material can now be enchanted whether it is of masterwork quality or not (it is now of masterwork purity);
- Hardness +4 or +50% (round up), whichever is lesser;
- Hit Points +8 or +50% (round up), whichever is greater; and
- Break DC +6 or +50% (round up), whichever is lesser.

Larger objects can be affected, whether they are heavier than 10 pounds or larger than a medium-sized weapon. It simply takes an additional charge per round of contact per 10 pounds of material. Thus, a battleaxe or a bastard sword could be improved with 1 charge, but it takes 2 charges to improve a greataxe or a suit of studded leather. The touch of a Mystic's Stone only works once per item, so it cannot be used to incessantly improve the quality or purity of an item (though said item could be subjected to each of the temperant baths for further purification and enhancements).

The Mystic's Stone is a yellow hardstone with flecks of white and silver in it, similar to a yellow granite. If the Stone is used passively for skill and save bonuses, it loses



no power. However, using it to purify and strengthen materials drains its strength, and it only has 5d20 charges.

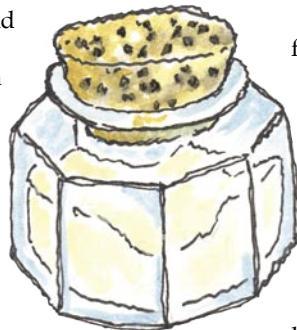
No aura; CL 18th; Create Greater Alchana; DC: 40 (if red alchemist), 41 (if another prestige class alchemist), 42 (if generic alchemist); Price: 300,000 gp (minimum)

N'Kinnym's Bone Balms [Unguents; Special]

N'Kinnym did for necromancers what black alchemists did for swordsmiths—he found ways to improve upon the core materials with which they worked. N'Kinnym's bone balms simply increase the sturdiness of bone, whether the bone is carved into a weapon or part of an animated skeleton. There are five types of bone balms, each noted below with their individual effects. More than one balm can be in effect on a skeleton or bone item at any given time, though duplicated balms do not increase the damage resistance. All bone balm effects wear off after 1d8 days or if the treated bones are immersed in holy water or pure alcohols (splashes or diluted materials like wines have no effect).

- **Corrosion Balm:** This repugnant brown goo can be used to coat any creature or object made of bone. After it has been applied, the bones take on a deep brown coloration and smell slightly acrid (reduce difficulty checks to track by scent by 1). Bones treated in this manner gain acid resistance 10 against natural and magical acid.
- **Firewalker Balm:** Appearing as a viscid crimson liquid, this balm can be used to coat any creature or object made of bone. Once applied, the bones take on a deep crimson sheen and are slightly warm to the touch. Bones thus treated gain fire resistance 10 against natural and magical flames.
- **Ice Balm:** Looking like thick blue ooze, this liquid gives bones and skeletons a whitish coat that looks similar to a layer of hoar frost. Such bones are uncomfortably cool to the touch but inflict no damage from their temperature. Bones treated with ice balm gain cold resistance 10 against natural and magical cold. (More than one necromancer has created skull goblets treated in this manner to keep drinking liquids cool.)
- **Lightning Balm:** Looking much like bluish quicksilver, this thin, runny liquid can be smeared over any creature or object made of bone. Bones treated with this substance gain a slight blue tint and attract dust and other particles with their weak static field. Bones that receive this balm gain electricity resistance 10 against natural and magical electricity.

The bone balms are placed in leather pouches and squeezed and then smeared along the surface of the bone(s). Each pouch carries enough balm to treat six medium-sized bone weapons or one medium-sized skeleton or two small-sized skeletons.



N'Kinnym's Skeletalchemical Baths [Alchana; Special]

Like the temperant baths (see below), N'Kinnym's skeletalchemical baths are not portable items but large tubs of chymicals usually found in a laboratory. As the next step beyond his previous work with bone balms, N'Kinnym created full chymical immersives whose effects would permanently enhance and change the structure and integrity of bone.

Found in 20-gallon tubs, the skeletalchemical baths are filled with aqua metallorum and various other chymicals, plus substances more common to necromancy. After treatment, bones take on a somewhat sparkling, metallic look. Their composition and weight remain the same, but the bones are able to withstand stresses as if they were made of steel. For objects, this means they gain a Hardness of 10 with 30 hit points/inch of thickness. If applied to skeletons that have been or will be made undead, this treatment grants a +5 to its Hardness and natural armor.

The touch of a rust monster has no effect on bones treated by this method, as they are neither quite bones nor quite metal. In fact, this in-between status affords animated skeletons one final benefit: these baths boost their hit dice in terms of turning undead. Each treated skeleton adds 1 additional hit die to his total when comparing against a cleric's or paladin's turning check to determine how many are turned.

The skeletalchemical baths are always found in 20-gallon bathtubs, which can easily accommodate a fully assembled medium-sized animated skeleton. If bones are placed loosely into the tubs before assembly and animation, the bones of four medium-sized skeletons could be treated simultaneously. Likewise, two assembled or eight disassembled small-sized skeletons could be treated, as could a dozen carved bone weapons of medium size or smaller (or 3 large bone weapons).

No aura; CL 16th; Perfect Materials; DC: 36; Price: 12,000 gp/5 gallon

Oil of Ichorage [Unguent/Toxin; Special]

This oddly named oil is utterly harmless if touched, eaten, or sprayed onto items. If it is exposed to blood (whether by contact or injury), the oil becomes highly acidic and causes immense burning in blood and in connected muscles and skin. Its initial activation creates a lot of heat and can permanently damage muscles, so the first Fort save (DC 18) must be successful to prevent the permanent loss of 1 point of Strength. The "ichorage" also induces 1d8 points of damage per round for 1d4 rounds, unless the character makes a successful Fort save (DC 18) each round for the duration. Unless magically healed, oil of ichorage leaves angry red welts as permanent scars at its wound points.

No aura; CL 12th; Craft Toxin, Craft Unguent; DC: 28; Price: 225 gp/oz.

Oil of Suppleather [Unguent; Special]

Oil of Suppleather keeps leather goods and armor supple and useful under extreme temperatures. One treatment with this oil protects the leather item for a year, and each dose is enough to treat three pairs of boots, a suit of leather armor, or a cloak. The primary game effect of this





oil provides a Fort save for the protected leather versus major damage by cold (and ice) and heat (and fire). The oil also reduces personal damage by -1 per die (to a minimum of 2 per die) from cold/ice or fire/heat effects if used on leather armor or cloaks.

No aura; CL 4th; Craft Unguent; DC: 18; Price: 800 gp/4 oz

Oozebane dust [Powder; Special]

Oozebane dust crystallizes the moist surface of most oozes, and most recoil instinctively from contact with it. It acts as an acid against any and all ooze types but does not kill, so if used as a grenade like missile, it incurs 1d8 points of damage per round for 1d3 rounds (1d4 points if an ooze only incurs splash damage rather than direct impact). This dust is most effective as a barrier against moving oozes—pour it onto the ground in a line and it will stop the movement of any ooze over that line, as each round of contact induces 1d8 points of damage (thus stopping the advance of a gelatinous cube down a hallway, for example). A line of oozebane dust lasts for up to three rounds of sustained contact (as in a thrown vial) or three separate contacts (if poured on the ground).

No aura; CL 7th; Craft Powders & Dusts; DC: 28; Price: 700 gp/2 oz.

Orc's Drool Acid [Chymical; Special]

Despite its strange name (another popularism that overwrote its original name of botanic acid), orc's drool acid is effective and useful for all the races. The acid specifically targets plant matter, both living and dead, and reduces such by 5 points of Hardness and 10 hit points per round of exposure (and per full five-ounce bottle used). Thus, a standard wooden door could be entirely dissolved with a direct hit by a bottle of orc's drool. If this acid directly hits a plant creature (including kin o' the green of second stage or beyond), it deals 1d8 points of damage per round until washed away (1d2 points per round if hit by splash).

This acid, which smells of honey and fresh walnuts and is notable for its effervescence, comes in brown ceramic five-ounce bottles, some craftsmen even carving or molding the bottles to appear as small orcs' heads.

The acid gained its name as one of the more common acids and chymicals created by learned orcs and other barbaric cultures. It is used as a highly effective defoliant but its more common use comes in battling elves, ruining their carved artwork and homes, and destroying bows and other wooden weapons.

No aura; CL 2nd; Craft Chymicals; DC: 15; Price: 100 gp

Philosopher's Stone

[Alchana, Greater; Special]

The most famous of the Five Great Alchana Stones, the Philosopher's Stone is the ultimate creation of alchemy—the stone that can turn common metals into mage-metals, the most perfect metals in the worlds! Like the other Alchana Stones, there are abilities gained simply by carrying the stone next to one's flesh (most often on a chain like an amulet or pendant): +2 on all saving throws. The Philosopher's Stone's primary power, though, is to change base metals into mage-metals (either mage-silver or mage-gold).

If placed in contact with any metal or metallic item, the Stone merely needs to be directed to transform the item into pure mage-silver or pure mage-gold. See the table below for conversion rates and times. The Philosopher's Stone cannot change the nature of magically enchanted metals, so only nonmagical metals can be affected by the stone.

The Philosopher's Stone is a jet black stone with infrequent sparkles within that remind many of a starry night. Those sparkles reflect how much power (and how many charges) remain within the Philosopher's Stone. As a saving throw bonus provider, it can be operable for centuries. If its strength is used to transform metals into mage-gold, a Philosopher's Stone only carries 5d20 charges for such uses.

Add one additional die roll of time per each additional 10 pounds of material the Philosopher's Stone is affecting.

Like the Healer's Stone creating an elixir, there is a danger in interrupting or halting the process of the Philosopher's Stone. Should the stone break contact with the metal item before the process is complete, the metals become base lead regardless of their original nature and the charges are still lost. Also, after transforming metals to mage-metals, a Philosopher's Stone must rest (or only use its passive saving throw bonuses) for as many days as it took to perform the conversion.

Many have realized that it is better to have a masterworked steel weapon transformed into mage-gold and then enchanted than it is to transform raw metals and then forge and shape the mage-gold later. Just remember that pure mage-silver weapons weigh 10% more than their norms and mage-gold weapons are 20% heavier (making a longsword 5 pounds instead of 4). Still, given the mage-metals' benefits, it is not surprising that most choose to craft an item in good steel and then transform it to the purity of mage-gold before enchanting it, for the greatest possible weapons and items possible.

No aura; CL 20th; Create Greater Alchana; DC: 43 (if black alchemist), 44 (if another prestige class alchemist), 45 (if generic alchemist); Market Price: 350,000 gp (minimum)

Table 26: Bone Balm Type

Bone Balm Type	CL	DC	Market Price	Cost to Create
Acid/corrosion	10	23	315 gp/2 oz. bag	4,900 gp/4 pounds
Fire	11	25	350 gp/2 oz. bag	5,400 gp/4 pounds
Ice/Cold	11	25	340 gp/2 oz. bag	5,400 gp/4 pounds
Lightning	12	27	375 gp/2 oz. bag	5,900 gp/4 pounds

Faint abjuration; CL See above; Craft: Alchemy, Craft Chymicals or Craft Unguents, *resist elements*; DC: See above; Price: See above





Philter of the Pack [Ingestible; Special]

This philter of herbs, chymicals, and animal pheromones produces an effect identical to the Wild Empathy ability of a druid. Wild and domesticated animals recognize the imbiber as one of their own rather than as potential prey or a threat, and the imbiber is considered a 10th level druid for Wild Empathy checks if he doesn't have any levels of druid. If he does, the philter adds +10 to the roll. The effects of this philter last for 1d12 hours.

No aura; CL 6th; Brew Ingestible; DC: 30; Price: 225 gp/2 oz.

Philter of the Predator [Ingestible; Special]

Like the Philter of the Pack, this mix of herbs and chymicals and animal blood produces a scent on the imbiber, but this one induces fear in wild animals. For 1d12 hours after consuming this philter, any animals view the person as having the Frightful Presence special ability. Also, the person's scent marks him or her as an aggressor, so Charisma is reduced by 2 points for the duration when dealing with humanoids and sentient magical beasts.

No aura; CL 5th; Brew Ingestible; DC: 25; Price: 180 gp/2 oz.

Philter of Wildscent [Ingestible; Special]

The Philter of Wildscent neutralizes the normal scent of a person and instead has his or her perspiration and skin smelling like fresh pine and cedar and other natural woodland scents. Animals can no longer scent the person or track him or her by scent. This also reduces Tracking checks (-4) against this person and increases their Hide checks (+4) in woodlands. Both of these are circumstance modifiers. The effect lasts for 1d8 hours.

No aura; CL 6th; Brew Ingestible; DC: 30; Price: 900 gp/8 oz.

Polish of Vigor [Unguent; Special]

The ultimate achievement among those who specialize in unguents, the polish of vigor animates nonliving objects with a permanent semblance of life. After liberally coating an object (up to medium-size with one jar, two jars for large, three or more for huge and beyond) with the polish of vigor, it takes 2d12 hours for the polish to thoroughly soak into the object and work its alchemical and herbal effects. The object so "invigorated" should now be considered an animated object (see *Monster Manual* for details).

No aura; CL 15th; Craft Unguent, Grow Swathe; DC: 35; Price: 15,000 gp/jar

Potion of Delayed Miscibility [Ingestible; Special]

The user can drink this nonmagical potion while another potion is already in effect. He can then drink a third potion and its effects will not be visited upon his person until 1d2 rounds *after* the first potion's effects have ended. This alchemical potion merely prevents any miscibility problems, internally or magically.

No aura; CL 13th; Brew Ingestibles, Brew Potion; DC: 33; Price: 300 gp/1 oz.

Potion of Extension [Ingestible; Special]

The user can drink this nonmagical potion while under the influence of a magical potion to add 50% more time to the duration of the extant potion's effects. This alchemical potion (inert by itself) interacts with the chymicals of the original potion to retain and restore their magical energy. This potion does not extend the durations or effects of nonmagical potions.

No aura; CL 14th; Brew Ingestible or Brew Potion; DC: 35; Price: 300 gp/1 oz.

Powder of Climbing [Powder; Special]

When blown onto a surface, the simply named powder of climbing absorbs moisture, oils and other surface hazards and makes a wall or surface easier to climb. This powder simply provides an added +2 circumstance bonus to a Climb check.

No aura; CL 4th; Craft Powders & Dusts; DC: 16; Price: 200 gp/oz.

Ptarl's Lurking Menace [Ingestible/Toxin; Special]

Ptarl's Lurking Menace is a toxin that can be added to any and all potions during creation or added as a powder and mixed into an already made potion. As long as the magic is active (either in the bottle or after ingestion), nothing happens. When the potion's effects wear off or if *dispel magic* (cast on the potion or potion-user) succeeds in canceling the magical effects, the menace interacts with the base fluid and becomes a virulent poison. The victim must make an immediate Fortitude save (DC 14) or suffer 1d8 points of damage and severe nausea for a full round. After that, the victim must continue to make successful Fort saves versus the poison (DC 15 each) or suffer 1d4+1 points of damage per round over the next 2d4 rounds.

Adding the Lurking Menace to nonmagical ingestibles is useless, as the toxin is generated by an alchemical interaction with the magical energies of the potion. Also, the only potions this cannot be effectively added to are those storing Healing domain spells.

No aura; CL 11th; Brew Ingestible, Craft Toxin; DC: 22; Price: 350 gp/1 oz.

Ptarl's Potion of Patient Vengeance [Ingestible/Toxin; Special]

An advanced form of Ptarl's Lurking Menace, Ptarl's Potion of Patient Vengeance mimics the effects of any one potion as per normal. However, should the imbiber use any other ingested magics or alchemical or herbal drinks (i.e. potions or ingestibles) within the next 12 hours, the residues from this potion turns the magical fluid into acids that inflict 1d8 pts of damage per Caster Level of the mimicked potion. Those so wounded may make a Fortitude save (DC 18) for half damage.

Variable aura; CL 12th; Brew Ingestible or Brew Potion, Craft Toxin, knowledge of potion's spell; DC: 27; Price: 400 gp/potion

Putty of Heavy Air [Chymical; Special]

This pea-green putty, when used as a material component, makes fog and mist spells less prone to dispersal by wind. The putty fortifies the vaporous effects so that it takes wind force one category more severe than normal to

disperse it. (See *Wind Effects* in the *DMG* for wind force categories.) Usually this means that a strong wind (21+ mph) disperses the fog in 4 rounds and a severe wind (31+ mph) disperses the fog in 1 round. The spells that can be affected by putty of heavy air are: *obscuring mist*, *fog cloud*, *solid fog*, and *acid fog*. The putty affects all of these spells equally; a specific spell does not have to be chosen when the putty is concocted.

Faint conjuration; CL 4th; *obscuring mist*; DC: 16; Price: 32 gp/oz.

Ranyam's Mirror Paste [Unguent; Special]

Ranyam's Mirror Paste is a relatively new creation, but one that has many portrait painters, spies, and nobility simultaneously up in arms and rejoicing in its use. In short, this viscous unguent (like the far older Hyur's Paint) records images it is exposed to and holds them in a slightly flexible medium as the paint or paste dries. This translucent paste is smeared or painted onto a mirror in darkness and prepared using darkvision. The treated mirror is then hung in a room—three seconds after being exposed to light, the photosensitive paste dries, holding the image reflected by the mirror perfectly in its slightly flexible resin. Thus, whatever is directly reflected by the mirror is what can be seen in the image recorded by the mirror paste.

That image can be peeled off and rolled up into a scroll, depending on the size of the mirror. Each jar of mirror paste can be spread over a four-foot-square mirror, so larger mirrors require more jars of paste. Naturally this paste comes in opaque black ceramic jars to protect its contents from exposure to light and air. While it appears like a glistening grey unguent to human eyes, those who view this paste with darkvision see it glow with a slight purple translucence, which makes it easy to use under darkvision. To human eyes, the paste spreads easily and is perfectly clear after being spread upon a mirror, but to those who look carefully with darkvision (Spot check DC25), they can spot the luminescence in the dark and may avoid activating the alchemical trap.

While it is useful in the short term for portrait painters to have a reference image of a subject, the resins do not age well and crumble to dust within two years unless otherwise treated and preserved. Its most common usage among the nobility is to strategically place treated mirrors in dark bedrooms in order to catch images of intruders when they ignite a light source.

Faint illusion; CL 7th; Craft Unguents, *mirror image*; DC: 23; Price: 375 gp/2 oz

Royalscar [Chymical/Toxin; Special]

This chymical, if injected into a person by a weapon's blade or simply poured into an open orifice or wound, causes instant paralysis of the entire body for 1d4 hours (Fort save DC 22). It can also cause permanent damage to the nerves and muscles (1d2 points of Constitution damage if 2nd Fort save (DC 18) failed). For the amount of toxin, it is very expensive, but the effects from such a small dosage make it effective (although they also make it difficult to administer). Lastly, the location where the poison enters the person's system gains a permanent taint or scar in livid red-purple (thus its name).

This poison is often used on arrows. The assassins' guild uses it, not so much to assassinate as to show how

easy it is to render rulers helpless (the permanent scars and damage remind them of the guild's power forevermore).

No aura; CL 5th; At least on rank in Craft (Alchemy) or Profession (Herbalist); DC: 18; Price: 120 gp/0.25 oz.

Saragun's Blackout Oil [Unguent; Special]

Saragun Blackout Oil douses normal and magical flames and lights upon contact, making it a highly useful product for thieves and firefighters alike. This greasy black liquid is icy-cold to touch, and it snuffs out normal fires or torches upon impact or splashing. It can cancel out magical fires if their caster level is lower than its caster level. If used as a weapon directly against Fire-related creatures, it acts as a contact poison or acid of extreme cold, inflicting 1d6 points of damage on impact (save for half) or 1d4 if only contacted within the splash zone.



Saragun's blackout oil is commonly packaged in one-ounce glass globes for use as hand- or sling-propelled grenades (use grenade-like missiles rules), though it can also be purchased in glass or metal vials and poured out. Many richer cities use blackout oil to douse fires if conventional methods fail to stop them.

No aura; CL 7th; Alchemy, Craft Unguent; DC: 21; Price: 210 gp/oz.

Saragun's Condensor [Chymical; Special]

Saragun's Condensor is a chymical which can be mixed with any magical potion to condense that potion to a tincture (1 oz. potion to 0.25 ounce tincture). As a tincture, the potion delivers the same effects with a dosage of 2 drops, but only for 20% of its normal duration (minimum of 1 round or instantaneous, depending on the spell). The benefit is that the potion can now be used in tincture form in 2d3 doses of 2 drops each.

One of the drawbacks of Saragun's Condensor is that it does not reduce curative potions—it destroys them and renders them inert without delivering their effects. Also, if any person takes a second dose while the previous dose's effects are still active, they suffer 1d4 points each of normal and subdual damage (no save) as their body is shocked by an overdose of magic and chymicals. Despite the damage, the dose will deliver the effects of the tincture as per above.

No aura; CL 14th; Brew Ingestible; DC: 29; Price: 75 gp/0.25 oz.

Saragun's Pendant [Wondrous Item; Magical]

This metal pendant looks like a small round amulet of golden glass shaped into an eight-spoked wheel, with a bottle neck at the top, between the chains. The pendant can, like a *bag of holding*, store up to eight potions, elixirs, erlixirs, or any ingestible creation in an extradimensional space without needing separate bottles. All the wearer needs to do is touch the *pendant*, whisper the name of the ingestible he or she wishes to drink, and then drink from the pendant's neck to imbibe a full dose of whatever he or she requested. The *pendant* itself appears to fill up with a liquid when activated—it is necessary to drain the *pendant* before any more of the liquid can materialize, so drinking a potion may take several swigs.

Not a major magical item, *Saragun's pendant* still finds much use among potion peddlers and some healers who



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like to safely store numerous healing draughts. Still others use it to magically store away water, as it can be immersed in water and store a quart of water in each of the extradimensional slots normally reserved for potions. *Saragun's pendant* can identify what is being poured into it and allots the appropriate amount of space to it. All that's necessary is to touch a drop of it to the neck of the *pendant*, and the neck automatically expands so that liquids can be poured in without spilling.

No aura; CL 8th; Craft Wondrous Item; DC: —; Price: 2,000 gp.

Saragun's Temperant Bottle [Alchana/Wondrous Item; Magical]

Saragun's Temperant Bottle is one of Saragun the Alchemist's last creations, and one of his few magical items. This item can produce one temperant paste every 48 hours (one ounce every 24 hours, so 2 days for a full dose) or it can produce a minor or lesser temperant bath once a month (see below for both). At most, the bottle produces one gallon of temperant liquid per day, so producing a temperant bath usually requires it to be left to its creation in a vat or bathtub large enough to hold the fluids and keep them from draining away. See the rules under Temperant Baths for the amounts needed to temper various and sundry items.

Saragun's temperant bottle looks like a small triangular bottle with wide rounded edges and a flat bottom. While the bottle is of variable colors, the neck of the bottle always has black, red, and white rings (in that order) running from the top to the base and symbolizing the schools of alchemy. Also, while still of hard glass, the bottom of the bottle seems flexible and allows the user to help push or pour the contents out of the *temperant bottle* more easily.

No aura; CL 14th; Craft Wondrous Item, Create Alchana, Perfect Materials; DC: —; Price: 28,000 gp.

Satrian's Wildernessalve [Unguent; Special]

Satrian's Wildernessalve acts as a visual and olfactory camouflage for those within the wild. It duplicates the effects of the *Philter of Wildscent* (see above) for its duration of 1d8 hours, but it also provides a +4 circumstance bonus to Hide checks in wild areas. Each dose is enough to coat the skin of a medium-sized being or two small beings, and it must be applied to living skin, not items, clothes, or armor.

No aura; CL 8th; Craft Unguent; DC: 24; Price: 300 gp/4 oz.

Siege Salts [Alchana; Special]

Siege salts were created specifically for castle siege combat, or more particularly for siege defense. These work best when they can be implemented strategically (poured down murder holes or sprinkled out an arrow loop on someone scaling the walls), though they also have their uses in other ways. Siege salts can be flung by hand by opening the standard-sized pouch and swinging the arm wide, scattering the crystals in a five-foot-radius semicircle centered on the person, similar to the area of effect of a *burning hands* spell. Once the siege salts are scattered or placed, all it takes is water (as little as rain or a wineskin of water sprayed across the salted area) to activate their alchemical powers. See below under individual salt types for effects.

Blindness: This siege salt sizzles on the ground after being catalyzed by water and unleashes an invisible gas for 1d4 rounds. Anyone within the area of effect must make successful Fort saves vs. DC 16 (each round within the cloud) or go blind for 1d20 rounds for each failed save.

Burning: This siege salt erupts in flames when contacted by water, betraying the sulphur and phosphorous in its construction. Any within the area of effect suffer 1d4 points of fire damage, and the fires can ignite other flammable materials within that area.

Drying: This siege salt is the most passive siege salt but has proven useful enough for roving guard patrols to carry a supply. When scattered, salts of drying absorb up to a gallon of water per square foot (usually removing standing water and drying the earth beneath it) within the area of effect. In effect, these salts firm up and harden mud, allowing armies on the march to keep their wagons from getting stuck.

Fog: This siege salt, when exposed to water, dissolves into thick fog. As this salt emits the same amount of fog regardless of its placement, this is best poured in one spot so that the fog grows from this central point after water is poured on it. One pound of fog salt creates enough fog to fill a fifty-foot-radius globe around the starting point. If scattered and then watered, fog will fill up the room in which the salts are scattered. The fog salts dissolve after two rounds but the mists dissipate normally only after 1d4 additional rounds. This salt is also useful for catapulting ahead of troops on the move, to hide reinforcements or simply to block the sight lines of enemy archers.

Slumber: This siege salt, like the Blind and Fog salts, dissolves into an effective gas, though this cloyingly sweet green mist only rises up to ten feet above the floor from which the salts are scattered. Victims within the area of effect must make a Fort save (DC 16) or fall unconscious and asleep for 1d3 hours per round of breathing the slumber salt mists. The mists dissipate two rounds after

Table 27: Siege Salts

Siege Salts Type	CL	DC	Market Price	Cost to Create
Blindness	6	22	1,120 gp/1 pound	11,200 gp/20 pounds
Burning	7	24	1,240 gp/1 round	12,400 gp/20 pounds
Drying	4	18	880 gp/1 pound	8,800 gp/20 pounds
Fog	5	20	1,000 gp/1 pound	10,000 gp/20 pounds
Slumber	5	20	1,000 gp/1 pound	10,000 gp/20 pounds

No aura; CL See above; Craft: Alchemy, Create Alchana; DC: See above; Price: See above

activation, allowing defenders to enter the area and abduct, rob, or kill their sleeping victims. This siege salt, above all others, has become a favorite among kidnappers, who find private dining areas and toss slumber salts into a water goblet or soup to knock out their prey. (This method only uses a few pinches of siege salt, allowing rogues to get about eight such uses out of each pouch.)

Silentscent Powder [Powder/Toxin; Special]

Always bottled in a tiny purple glass tube shaped like a screaming humanoid face, silentscent powder is an inhaled toxin blown into the face of a victim. The inhaled dust deadens their vocal cords and tightens the throat, making it impossible to speak or use any vocal abilities, assuming the person fails the Fort save (DC 18). This powder can also induce unconsciousness, if a person fails a second Fort save (DC 18) and passes out for 1d12 minutes due to throat constriction and lack of air.

While seemingly harmless to most, wizards (and politicians) fear this toxin as it robs them of their source of power—their voices. Over the centuries, many have died in wizards' duels as a hired assassin blew this powder into a contestant's face just before the duels were to begin, rendering the spellcaster powerless.

No aura; CL 4th; Craft Toxin; DC: 17; Price: 265 gp/oz.

Skinfernal Powder [Powder/Toxin; Special]

Skinfernal Powder causes living skin or hide to immediately erupt in bright red boils and weeping sores, the pus of which is highly pungent (Fort save vs. DC 16 twice or suffer first 1d4 points lost from Cha, then another 2d4 points). The powder cannot be washed away with water (only alcohol) and only takes a partial action to administer by blowing onto someone's face or exposed skin. Even if a person has little exposed skin, the rash and boils spread quickly to anywhere touched (hands if used to brush off powder, slight amounts falling from hair down into clothes or armor, etc.). If this powder gets in the eyes, there is a chance of blindness (Fort save as above but at DC 14) for 1d4 minutes. While the powder may be washed off by alcohol, any failed saves result in the boils and sores, which take up to three days to clear up naturally (Charisma point losses return at the rate of one point per six-hour span).

This powder comes in a small red glass tube with an eye carved on its stopper. Corporeal living creatures immune to this powder's effects are dragons, elementals, fey, oozes, plants, and reptilian creatures. Undead creatures and constructs are likewise immune to its effects, as they are not alive.

No aura; CL 3rd; Craft Toxin; DC: 16; Price: 225 gp/oz.

Smolder Bottle [Alchana; Special]

The alchemical balance between a smokestick and the magical *eversmoking bottle*, a smolder bottle is more closely related to sophic fire, though that is fire without smoke while this produces smoke without fire. When opened, this thin but heavy green glass bottle produces thick billows of opaque smoke. It fills a ten-foot cube within one round, continuing to pump out more smoke if left unstoppered until it fills a maximum radius of thirty feet cubed around itself. The smoke dissipates naturally only

after the bottle is resealed. If left unstoppered, the smolder bottle produces and maintains its maximum amount of smoke for 1,000 hours, until it exhausts the chymical gel inside of it.

No aura; CL 3rd; Create Alchana; DC: 18; Price: 2,100 gp/2 oz. bottle

Sophic Fire [Alchana; Special]

Contained in a small hand-sized (5" diameter) clay pot with an airtight lid, sophic fire is a constantly volatile chymical fire that burns without smoke and does not heat the sides of the pot. Still, anything flammable inserted into the pot will burn, so it is useful for lighting torches or igniting wet wood for a campfire or merely to provide a small amount of light. All it needs is the merest spark to ignite and it will burn for up to 1,000 hours.

While hardly as flashy or combat-ready as many alchemical creations, sophic fire is a highly useful and desirable item. If the jar is cracked or the lid is not sealed tight, the chymical gel within the pot dries out into a hard resin that is then only useful as spell components for fire-based spells (1d3 spells).

No aura; CL 3rd; At least on rank in Craft (Alchemy); DC: 17; Price: 2,000 gp/2 oz. "firepot"

Sorcerer's Stone [Alchana, Greater; Special]

The last of the Five Great Alchana Stones, the Sorcerer's Stone is most often sought by non-alchemists for its wizardly benefits and its abilities to manipulate magics. Like the others, wearing the Sorcerers' Stone next to one's skin provides some bonuses without cost: in this case, a +5 circumstance bonus to Spellcraft and counterspelling checks. Its active power allows it, when touched to an item, to absorb one charge from a charged magical item (wand, staff, rod, ring, etc.) in a round. In the round following, the Sorcerer's Stone returns that charge as 1d4+1 charges, restoring and reviving more than magnifying the magical energies of the item.

The Sorcerer's Stone is a purple translucent stone akin to a glowing amethyst, its color and shining surface suggesting how much power it holds. If the item is used only to boost Spellcraft and counterspells, it can last an eternity. If it's used to recharge magical items, each charge costs one charge from the Sorcerer's Stone, which holds 5d20 charges. This is by far the quickest way to recharge magical items, and thus it is widely sought by mages and sorcerers alike.

No aura; CL 19th; Create Greater Alchana; DC: 42 (if red alchemist), 43 (if another prestige class alchemist), 44 (if generic alchemist); PPrice: 325,000 gp (minimum)

Steelscrolls [Alchana/Scroll; Special/Magical]

In all ways, these unpolished foil-like scrolls are identical to those used for arcane spell scrolls, except for one thing—they are either metal crafted to work as scrolls or papyrus scrolls transformed to metal. Few alchemists will reveal which is true, though they are happy to make and sell them. The primary reason they are worth the additional expense is their reusability: each steelscroll can be used 2d3 times (-1 on die results for each spell level above 4th) to cast the one spell enscribed upon it, instead of being used up with one casting. The only restrictions are these:

- Only one spell can be scribed onto a steelscroll.



- Only arcane spells are ever scribed onto steelscrolls.
- The scroll's spell can only be read once in a 12-hour period.
- It costs double the normal price to enchant or scribe the spell onto the steelscroll.

Aside from these details, steelscrolls look and operate as detailed in the *Dungeon Master's Guide*.

No aura; CL 3rd; Scribe Scroll; DC: 17; Price: (Normal cost of scroll) x2 + 100 gp

Swatharness

[Swathe/Wondrous Item; Magical]

Always bonded with a lesser swathe of holly and briar roses, this leather harness has only one magical ability—it can actively add to the defense of the armor (+2 natural armor AC bonus) over which it is worn. The *swatharness* crosses the chest and both shoulders and it can be removed and worn by others, so it is a portable defenswathe, not bonded to any one suit of armor. When it is clasped into place, the thorns and holly vines spread over the wearer's chest (and release when the harness is unclasped).

Due to its enchanted nature, the *swatharness* does not have to worry about particular damage by fire or heat, nor does it have food or water needs any longer. The magic sustains its life and both support the full effects of this item.

No aura; CL 10th; Grow Swathe, Craft Wondrous Item; DC: —; Price: 3,000 gp.

Swathelm [Erlcana; Special]

This greater swathe bonds directly with the living being that dons it, wrapping and weaving itself around the head and under any hair. It actually pierces the scalp and anchors itself to the body, inflicting 1d6 hit points of subdual damage. Even so, many rangers and druids don these leaf-helms to aid them in their travels. After bonding, a swathelm grants a wearer the ability to *speak with plants* at all times, and bonded spellcasters can use the Flourish Spell feat whether they have the prerequisites or not. However, any person bonded to a greater swathe requires 50% more water than normal (to maintain both herself and her swathelm) to avoid the effects of dehydration (*Dungeon Master's Guide* Chapter 3).

If the person bonded to a swathelm undergoes the Greengift either by the Elixir of Greengifting or the Cocoon Swathe of Greengifting (see above), the swathelm interacts with the effects of that transformation (its own effects being partially linked to the process). It automatically allows the person to successfully save vs. the problematic effects of the transformation (i.e. no chance of choking). It also advances the wearer automatically to the second stage of greenkin in no more time than the initial transformation should take.

Swathelms generally appear as tiny leaves among the hair of a person, almost akin to the laurel crowns worn at the temples by rulers in some lands (such as ancient Rome). The swathelm does respond to the seasons, producing tiny flowers each spring that match the color of their bond-person's eyes (though browns tend toward reddish hues in flowers).

Faint divination CL 12th; Create Erlcana, speak with plants; DC: 30; Price: 64,000 gp

Swathold [Erlcana/Wondrous Item; Magical]

A *swathold* acts as a *bag of holding* that a greater swathe can enter or exit while it is open. Within it are conditions that help keep the swathe alive—magical sunlight and water and loam or earth. In effect, it's a perfect environment to help support a greater swathe. It cannot be used to light an area, as the sunlight is only active when the *swathold* is closed. Placing a swathe within this pouch for one hour a day provides it with the necessary sustenance per day. Placing any other creature or item within it only serves to cover said object in mud and offers no benefits other than to hide up to a small-sized creature, assuming one could fit through the hand-sized opening of the pouch.

This small pouch identifies itself only by its roughly triangular shape and the embroidered oak tree on its front. The *swathold* loops through the belt from behind, and has a flap of leather that clasps shut and becomes the crown of the embroidered oak on the pouch.

No aura; CL 10th; Grow Swathe, Craft Wondrous Items; DC: —; Price: 7,500 gp.

Tarasta's New Day Tea

[Ingestible/Herbal Restorative; Special]

Tarasta's New Day Tea, while an herbal restorative meant for tired guards and watchmen, has been hailed by many as the greatest hangover cure across a dozen worlds. This tea wakes up its drinkers, clears their heads, and sets them on their way. Drinking four ounces of this brewed tea, hot or cold, removes 1d4 points of subdual damage immediately, removes all lingering side effects of minor toxins (such as alcohol) from the body, and removes the need for sleep for 2d8 hours. The only drawback is the tea's scent—it smells like rotten oranges and overripe apples and another underlying scent close to freshly tanned leather.

Each ounce of tea leaves can brew up to five pots of tea (16 oz. each), and the herb can be sold pre-brewed or cold at 1gp/4 ounces of hot or cold tea.

No aura; CL 2nd; Profession: Herbalist, Craft Herbal Restorative; DC: 13; Price: 25 gp/oz.

Tarasta's Viscent [Unguent; Special]

Tarasta's Viscent is an herbal and pheromonic perfume that duplicates the effects of a *calm animals* spell for 2d4 hours (or until the viscent is washed or worn off). While any animal befriended thanks to the perfume may remain a friend, it can also make a check vs. Animal Handling to return to fully wild mode.

No aura; CL 6th; Craft Unguent; DC: 21; Price: 125 gp/oz.

Tarasta's Immersive

[Herbal Restorative/Erlcana; Special]

Like a temperant bath for living beings, Tarasta's ultimate achievement in herbalism is the Immersive. This herbal infusion bath contains liniments and herbs and tinctures that activate when heated to lukewarm or warmer temperatures. A client subjects himself to a *water breathing* spell and then lies down in the bath for the next six hours, breathing in and absorbing the herb-infused liquid through the skin and lungs. The primary effect is the raising of three ability scores by +2 each—an immersive affects either the

physical stats (Str, Dex, Con) or the mental stats (Int, Wis, Cha). This is an inherent bonus.

If anything interrupts an immersive process before the full six hours have been reached, the process is a failure only in that the effects are not permanent (bonuses are lost within 1d12 months). Due to the potency of the herbs in the bath, characters have a lifetime limit of only two immersive treatments—one physical and one mental ability boost each. If anyone is foolish enough to try more than one of each kind, they lose any benefits previously gained by immersives and must make 3 successful Fort saves (DC 21) or die from the shock to the bodily system.

Faint transmutation; CL 18th; Craft Herbal Restorative, Create Ercana, *water breathing*; DC: 40; Price: 120,000 gp/bath

Teas of the Emperor

[Ercana/Wondrous Item; Magical]

The five teas of the emperor were first blended centuries ago in a remote empire. The taking of tea was a common custom in the region, and the emperor commanded his wisest magic-users to create for him certain teas which would produce advantageous effects. The tea leaves are stored in a tea box, a small chest usually measuring around 3" x 6" x 2" with a hinged lid. Each blend is stored in its own particular style of box. Each tea box, more so than the tea leaves, is enchanted and holds the magical effects (though the teas deliver, enhance, and reinforce the effects). The recipes for each blend are traditionally inscribed in Draconic on the underside of the lid, along with the command words for each effect. When full, each tea box contains enough tea to brew twenty cups. The pourer of the tea determines the effect by uttering the command word while pouring, customarily as a near-silent whisper or disguised in a statement of blessing. Each tea can be used five times per day. Refilling a tea box requires a Profession (Herbalist) check (DC 21) and costs one-tenth the market value in rare tea leaves.

- Tea of Strength (ornate silver tea box): *cure light wounds, magic fang, true strike*
- Tea of Courage (ornate gold tea box): *bles, mage armor, remove fear*
- Tea of Cunning (carved ivory tea box): *change self, charm person, hypnotism*
- Tea of Wisdom (carved stone tea box): *command, message, unseen servant*
- Tea of Woe (carved bone tea box): *bane, cause fear, inflict light wounds*

Faint conjuration; CL 10th; Craft Wondrous Item, Profession: Herbalist, *bane, bles, cause fear, change self, charm person, command, cure light wounds, hypnotism, inflict light wounds, mage armor, magic fang, message, remove fear, true strike, unseen servant*; DC: 21; Price: 40,500 gp per tea box

Temperant Baths

[Alchana, Lesser & Greater; Special]

Temperant baths are the greatest of the common alchana, as they can vastly improve any and all materials they touch (they enhance the strength and integrity of the materials). These are not portable items that can be purchased and moved about—these are processes either set up in your own personal labs or in an alchemist's shop or laboratory.

Temperant baths are various-sized tubs (most often 20-gallon full-length bathtubs large enough to lay out a suit of armor) filled with cloudy liquids that steam and bubble and froth at all times until their work is complete. If you can see clearly through the liquids in a temperant bath, it is now inert and has done its work on the item within the bath.

The temperant bath takes its time in altering the composition and strength of an item within it. Therefore, assume that it takes no less than a number of days equal to the greatest bonus granted by the bath. Thus, lesser baths take 4 days, Minor baths are 5 days long, Major baths take 10 days, and Prime baths take 15 days before their work is done.

Temperant Bath Sizes

While the assumed standard for a temperant bath is a 20-gallon tub, they can be made smaller to save money. These are the smallest temperant baths able to affect the item in question. Of course, these smaller items could be placed in larger baths, so you could temper 20 daggers (tiny weapons) at once in a 20-gallon tub.

1 gallon	1 Tiny weapon or item
3 gallons	1 Small weapon or item
10 gallons	1 Medium weapon or item or shield
15 gallons	1 suit of Armor, less than scale
20 gallons	1 suit of Armor greater than scale or 3 Large weapons or items

Temperant Baths, Lesser [Alchana; Special]

Lesser temperant baths are made type specific—they only affect one type of substance. There are five potential lesser bath types: bone or undead materials, animal hides and leathers, wood and plant matter, metals, or stone.

Temperant Bath, Pliant: These baths increase the tensile and material strength of the item without sacrificing its flexibility or extremely light weight. These baths can only be set to temper wood/plant matter, leather/animal matter, or metals. Bone or stone items have little or no flexibility and thus this type of bath is never made for them. Ultimately, this allows the creation of steel-strength wooden bows, leather armor as hard as steel, etc.

Temperant Bath, Resistant: These baths—which can be made for any of the five types—add damage resistance to the materials. Any and all items subjected to this lesser bath can ignore the first 4 points of damage each round inflicted by acids, cold, electricity, and fire. These benefits extend to the wearer if armor or clothing is what's being tempered.

Temperant Baths, Minor [Alchana; Special]

Minor temperant baths are also type-specific. Minor baths make any worked items equal to Special/Superior items in material quality, even if their workmanship is not as grand.

Temperant Baths, Major [Alchana; Special]

Those alchemists who learned the feat of Perfect Materials can abandon the need for type-specific baths and create a Major bath which tempers all materials equally. It increases the material's integrity and strength to make it equal in strength to masterwork items, despite any flaws in workmanship. Also, items treated in a Major temperant bath now have a Fort save against magical effects (specifically *disintegrations* and the like) of +3 instead of just falling apart.





Temperant Baths, Prime [Alchana, Greater; Special]

Prime temperant baths take any materials placed within their waters and make that material as pure and as close to perfection as possible. In many ways, temperant baths grew out of the search for the Alchana Stones and these alchemical waters are as close as some get to the material perfections promised by the Alchana Stones. Once subjected to the waters of a prime bath, any item can be enchanted with magics even if it is not a masterwork item.

Antemperant Baths [Alchana, Greater; Special]

There are those who would undo the work of others or ruin various items, and thus are born the antemperant baths. Any of the temperant baths can be created as

an antemperant, and its effects are reversed (minor antemperants reduce item hit points by 5 and reduce the hardness and AC by -2, etc.). These baths work the same on items treated by temperant baths and untouched by such alchemy. They can, with a strong enough antemperant, totally dissolve immersed items (hit points reduced to 0). However, dissolving an enchanted item in antemperants unleashes the magical energies, hypercharges the bath in which the item dissolved, and creates an explosion of $1d12$ per caster level x the number of gallons in the bath.

Temperant Cascades

When an item is exposed to more than one temperant bath during its existence, it is said to have undergone a temperant cascade. There are some rules and restrictions to a cascade:

Table 28: Temperant Baths

Temperant Baths	HP of Item	Break DC	Hardness/AC bonus#
Antemperant	As any but bonus becomes a negative penalty	Reduce hardness of item by same amounts.	
Lesser – Pliant*	+4	+3	+1
(wood, leather, metal only)			
Lesser – Resistant*	– (see above)	– (see above)	– (see above)
Minor*	+5	+3	+2
Major	+10	+6	+3; Fort Save +3 (item)
Prime	+15	+9	+4; Can be enchanted

*: These temperant baths must be created specifically for one of five types of materials: leather or animal hide, wood or plant matter, bones or undead matter, metal, or stone. Thus the tub in which the bath is placed must be immune to its effects, and the immersion will not affect any materials to which it is not keyed.

#: The increase in Hardness is also mirrored in improving the AC bonus granted by any items within this bath. These increases do not incur any additional arcane armor or movement penalties despite having changed the nature of the armor.

Temperant Type	CL	DC	Market Price	Cost to Create
Antemperant	Same as below	Same as below	Same as below	Same as below
Lesser – Pliant	12	30	4,200 gp/gallon	42,000 gp/20 gallons
Lesser – Resistant	12	30	4,200 gp/gallon	42,000 gp/20 gallons
Minor	13	32	4,500 gp/gallon	45,000 gp/20 gallons
Major	14	34	4,800 gp/gallon	48,000 gp/20 gallons
Prime	15	36	5,100 gp/gallon	51,000 gp/20 gallons

Prerequisites: Craft: Alchemy, Create Greater Alchana

- The item must be out of the first bath for at least 3d12 days before it can be subjected to the next bath.
- An item cannot gain any benefit from lesser baths after exposure to a more powerful one; thus, if an item is placed in a Major bath, it cannot gain anything from immersion in Lesser baths or a Minor bath.
- An item can go through only one exposure to any of the temperant baths during its existence. If exposed a second time, no additional effects can be gained.

For example, a regular dagger is taken thru a Minor/Major/Prime Bath cascade, and its stats alter as follows (though it does not change in its size, weight, or damage potential):

Dagger Status	Hardness	HP	Break DC
Base/Common	10	1	18
After Minor	12	6	21
After Major	15	16	27
After Prime	19	31	36

After the temperant cascade, even a commonly made dagger could be enchanted with magics, given that its hardness nears adamantite, its hit points equal an inch-thick slab of mithral, and it's easier to break down a locked iron door than break this dagger. (To bring your players back down to earth, this phenomenal dagger costs 14,402 gp (2+ 4500+4800+5100) and it still only deals 1d4 points of damage.)

Temperant Pastes [Alchana; Special]

Smearing this dull gritty paste on an item temporarily increases the hardness of the item. There are five specific temperant pastes, each one for a specific type of material – leather (and other animal hides and products), wood (and other plant matter), bone (and other dead/undead matter), metals (and any refined minerals), and stone (and other raw ores). The affected item gains the following:

- Break DC of item increases by 25% (round up);
- Item's Hardness rises by 1d4; and
- Item gains +2d4 temporary hit points.

These benefits last for only 2d4 hours. During this time, these changes do not affect or change the damage or armor bonuses of any items. This temporary form of alchemical temperant provides battlefield reinforcement and bulwarking of existing materials and resources.

Temperant pastes are packed tightly into wooden tubes (though Type II comes in a ceramic tube), and the pastes are spread by pushing one end of the tube and smearing the ejected paste onto the item or surface to be affected. A single tube (two ounces) will cover a medium-sized or smaller weapon or article, or a small shield. Two tubes are required to cover a large or huge weapon, or a large shield. Four doses of paste will cover a suit of armor, a tower shield, or a standard door. Each dose requires one minute to apply and another minute for its effects to set, so this item is best used when expecting but not actually in combat.

Termite Paste [Unguent; Special]

This oily and very thin paste smells strongly of cinnamon, ashes, and bile all at the same time, but its effects give its identity away before the odor. This near-liquid paste acts as



Catalog Herbalia



an acid on any plant matter, especially hard wood. Termite paste most often comes in a small glass globe which can be thrown or flung by a sling to shatter on impact and unleash the paste as a grenade-like missile (impact splash radius only two feet or five-feet in diameter). The contents of a globe or vial are enough to fully dissolve all wood or other plant material in the impact zone within one round. Enchanted items with wood in them get a Fortitude save against disintegration (DC 19) to avoid the effects, but even on a successful save the item receives 1d4 hit points of damage.

Termite paste can also be purchased in metal vials and applied with a metal-and-horsehair brush attached to the cap. This form allows thieves to carefully apply it to wood around a lock, in order to gain access without having to pick the lock.

No aura; CL 7th; Craft Unguent; DC: 22; Price: 150 gp/2 oz. vial or globe

Throatsprout Mist [Erlcana/Toxin; Special]

One of the few offensive herbal items, throatsprout mist is a powdered mixture of seeds and herbs in a blow-bottle like a powder. It affects a victim like a poison, even though visually it acts differently. It is blown into the face of an enemy and the effects begin at the start of the next round.

- Make a Fortitude save vs. a DC 20 to avoid nausea for 1d4 rounds and a 1d3 point loss of Constitution; this all comes from the damage done to the soft tissues within the eyes, throat, nose, and mouth by tiny vines and plants attempting to take root.
- Tiny seedlings grow within the nasal passages and throat of the victim when breathed in, threatening to choke or suffocate the victim. The plants may also take root around and under eyelids, seeking out tears for moisture. Make a second Fortitude save vs. DC 20 to avoid falling unconscious and losing another 2d4 Con (the toxin's second effect).

If a person falls unconscious due to lack of air and fails the second save, there is a chance of suffocation (see rules, *Dungeon Master's Guide* Chapter 3). Any person suffocating to death from this poison does not expel the seedlings and the tiny plants take root in the corpse, using it as fertilizer (and a grim reminder to not assume all druids or herbalists are peace-loving pushovers).

No aura; CL 3rd; Craft Toxins; DC: 16; Price: 75 gp/oz.

Tincture of Energy

[Herbal Restorative/Ingestible; Special]

The tincture of energy provides temporary relief from sleep and exhaustion for short periods of time. Ingesting 2 drops (2d4 doses per vial) allows a person to do without sleep for 2d6 hours, although they suffer minor effects (1d2 points of subdual damage). If the tincture is taken more than once in a 24-hour period, the imbiber suffers 1d6 points of subdual damage per additional dose. This subdual damage—little more than exhaustion due to lack of sleep—can only be removed by total rest and normal sleep.

No aura; CL 3rd; Craft Herbal Restorative or Brew Ingestible; DC: 12; Price: 25 gp/oz

Tisane of Bloodstrength

[Herbal Restorative/Ingestible; Special]

Drinking a freshly-brewed tisane of bloodstrength restores 1d6 points of subdual damage in the hour following the drink. Taking the moist leaves as a poultice and pressing them into an open wound affords the patient an immediate Fort save to cancel out any diseases or infections and a Fort save at -2 against any poisons.

No aura; CL 4th; Brew Ingestible or Craft Herbal Restorative; DC: 17; Price: 15 gp/0.5 oz.

Tonic of Topicalapse [Ingestible; Special]

The Tonic of Topicalapse is an antidote that provides an immediate Fort. Save vs. the effects of any unguents or topical substances (including toxins and poisons). Thus, it can be used to forcibly negate the effects of ironskin powders or wildernessalves as well as negate external poisons.

No aura; CL 7th; Brew Ingestible or Craft Herbal Restorative; DC: 24; Price: 95 gp/1 oz.

Tonic of Toxinstop [Ingestible; Special]

This drinkable antidote provides an immediate Fort save with a +5 bonus vs. any poisons or toxins in the person's system. It also negates any secondary effects of a poison or toxin without the need for a saving throw.

No aura; CL 8th; Brew Ingestible or Craft Herbal Restorative; DC: 25; Price: 105 gp/1 oz.

Tragar's Esoterinks [Chymical; Special]

Tragar's haphazard learning showed him the many ways and reasons why people both recorded and hid away knowledge and history. Thus, he created special inks for certain circumstances. While his original intent and reasons have long since been lost, his name and his inks remain

active in the world. There are five particular types of inks that have been labeled esoterinks for their obscurely limited uses or for their effects:

- Arcane ink: This ink is a standard ink for use in spellbooks or on spell scrolls. While it is just barely different from mundane inks, there are chymicals in the ink that

Table 29: Temperate Pastes

Temperant Paste Type	CL	DC	Market Price	Cost to Create
I: Leather & Animal Matter	10	27	375 gp/2 oz. tube	14,800 gp/5 pounds
II: Wood & Plant Matter	7	24	312 gp/2 oz. tube	12,400 gp/5 pounds
III: Bone & Undead Matter	9	26	350 gp/2 oz. tube	14,000 gp/5 pounds
IV: Metal & Refined Minerals	8	25	325 gp/2 oz. tube	13,200 gp/5 pounds
V: Stone & Raw Ores	11	28	400 gp/2 oz. tube	15,200 gp/5 pounds

Prerequisites: Alchemy, Create Alchana, Perfect Materials.

interact with the magics of the spells and render these writings indecipherable to those without the *read magic* spell at hand.

- **Cryptink:** This ink contains a high amount of aqua metallorum and shines green-black on any surface. It bleeds out greatly and seems to render the text unreadable, but reading through specially treated glasses allows the reader to decipher the text within the cloud of excessive ink.
- **Darkvink:** This ink does not appear at all under normal lighting conditions or to the naked human eye. Darkvink is a luminescent and highly visible ink if viewed with darkvision (though messages can only be deciphered if the reader has knowledge of the language in which the message is written).
- **Memorink:** This midnight blue ink has a light scent of blueberries and lilacs, and the scent provides some links to memory. If this ink is used in spellbooks, it speeds up the study times by 10% and any ties to information written in memorink adds a +2 circumstance bonus to any Intelligence checks used to recall specific information.
- **Steel ink:** A black-and-quicksilver ink, this is especially created for and used on steelscrolls. The ink is formulated to temporarily fade after one activation, but it reappears when the steelscroll can next be used.

No aura; CL 3rd; Craft Chymicals; DC: 15; Price: 35 gp/oz. bottle

Tragar's Lotion

[Herbal Restorative/Unguent; Special]

This gummy, sweet-smelling lotion is an anti-paralytic agent. Spreading it on the flesh of a paralyzed person counteracts most paralytic effects of supernatural powers, poisons or spells. However, this does not negate other effects beyond loosening the muscles and skin of a paralyzed person. Application provides a +2 Fort save bonus vs. any lingering effects that are tied to or cause the paralysis.

No aura; CL 6th; Craft Herbal Restorative or Craft Unguent; DC: 21; Price: 80 gp/2 oz.

Travelerswathe [Erlcana; Special]

This greater swathe appears as a living plant wrapped about its owner as a kilt, girdle, skirt, or cloak made out of leaves, vines, brambles, and briars. These plants can extend themselves down the bearer's legs and project hard wood stilts of a sort, providing an additional 5 feet the bearer's movement rate while this "league-long stride" is in effect. If allowed to root (i.e. the bearer stays still), these stilts can extend up to 10 feet in height, allowing a nonmagical levitation effect. It can also provide a +2 circumstance bonus to Climb checks when moving among trees and plants, as it's tendrils help to support the wearer's weight.

The travelerswathe's primary ability (and what makes it worth its cost) is its ability to tirelessly keep moving. Its wearer can command it to form a stable platform of living wood on which to sleep, and the living parts of the plant will both hold a person (one medium-size or two small-sized beings) to itself and crawl along the ground at a rate of 12 feet per round in the direction ordered by

its owner. Wounded or unconscious characters can be moved safely in this manner, as can sleeping characters, and a travelerswathe wakes its passenger/owner if it encounters difficulties. Think of it as a *flying carpet* that crawls along the ground.

A Travelerswathe, like all greater swathes, has an innate animal-level intelligence and has some loyalty to its owner, provided it receives sufficient sunlight, water, and nourishment (either allowing it to root for up to six hours a night or to absorb some decaying animal and plant matter for compost nutrition once a week).

No aura; CL 13th; Create Erlcana; DC: 32; Price: 90,000 gp/travelerswathe

Wardingswathe [Erlcana, Greater; Special]

Unlike the other defenswathes which bond to armor or shields, a Wardingswathe fuses directly with a living being. The merging is quite painful and inflicts 1d4 hit points of true damage and 2d4 points of subdual damage to any persons accepting the swathe. After the pain subsides, plant fibers and tiny vines now live both atop and beneath the skin, affording a natural armor bonus of +5 at all times. In addition, the person can now duplicate the effects of a *barkskin* spell on their companions twice a day as a 10th level druid. Neither of these bonuses or effects incur any arcane armor penalties or movement penalties.

The wardingswathe has a final power—it can separate from its bondperson and create a *wall of thorns* as the 5th level druid spell, though separating inflicts the same pain and damage as bonding. Also, once the *wall of thorns* expires, so does the Wardingswathe.

Remember that any person bonded to a greater swathe requires 50% more water than normal (to maintain both herself and her swathelm) in order to avoid the effects of dehydration (*Dungeon Master's Guide* Chapter 3).

No aura; CL 10th; Create Erlcana; DC: 30; Price: 60,000 gp

Wildernesswathe [Swathe; Special]

A wildernesswathe is a lighter, more particular form of swathe that does not aid armor class or toughness. Wildernesswathe-bonded armor shows a bramble of briars across the chest, arms and legs of the armor (and oftimes the boots of the wearer). The wearer gains *pass without trace* once a day for up to an hour, and once a month can use *tree stride* as if he or she were a 9th level ranger.

No aura; CL 9th; Grow Swathe; DC: 27; Price: 14,400 gp + cost of armor

Zarias' Paste

[Herbal Restorative/Unguent; Special]

Zarias' Paste delivers the healing effects of a *cure moderate wounds* spell, but only topically and only for constructs or animated objects (i.e. inorganic life forms). This paste also allows constructs' limbs to be reattached and restored to the main body in the same way as a *mending* spell.

This paste can be stored only in specially treated bone tubes and must be smeared out of one open end of said tube. There is enough paste in each tube (1 oz) to cure or mend damage to two small or one medium-sized object.

No aura; CL 8th; Craft Herbal Restorative or Craft Unguent; DC: 27; Price: 200 gp/1 oz



Appendix One: Monsters

Throughout the text above, there have been mentions and notes of creatures and monsters tied to the alchemical or herbal arts. They have been compiled and defined here as a Construct, a Plant, and a Fey/Plant Template that can be used as the baseline for a new subrace in your d20 campaign world.

Alchemunculus

Tiny Construct

Hit Dice: 1d10 (5 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 25 ft., Climb 25 ft.

Armor Class: 17 (+3 Dex, +2 size, +2 natural)

Base Attack/Grapple: +1/-4

Attack: Claw +3 melee (1d2-1)

Full Attack: 2 Claws +3 melee (1d2-1)

Space/Reach: 2.5 ft./ 0 ft.

Special Attacks: Leaping, Poison

Special Qualities: Construct Traits, Spider Climb

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 9, Dex 16, Con —, Int 8, Wis 9, Cha 8 (min.) or half of creator's abilities

Skills: -

Feats: Improved Initiative (innate ability)

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Any (same as creator)

Advancement: 2-4 HD (Tiny) or as familiar

One of the hidden secrets of alchana is the alchemunculus, a mostly nonmagical servitor and construct for alchemists. The minuscule figures act as spies, scouts, messengers, lab aides, and familiars after a fashion. These constructs are far less hideous than the more commonly seen homunculus, as alchemy does not add in magical shortcuts or require the construct to be molded out of clay ahead of time. After all, the high secrets of alchemy take care of building the form from the basic building blocks within the components.

Alchemunculi, like the common homunculus, are tools for the alchemist or wizard who creates them. They are linked to their creator by blood, share the same alignment, and have a telepathic and empathic bond between them. It knows what its creator knows, and it can transmit what it sees and hears to the creator within 500 yards (a boundary alchemunculi are loathe to go beyond and often fight savagely to retreat within unless ordered otherwise). The death of an alchemunculus inflicts 1d12 points of damage upon the creator, while the death of its creator affects an alchemunculus in no way (save for making it a rogue construct with no master and only its own abilities and limited mind to guide it).

Alchemunculi are humanoid in shape, twelve to eighteen inches in height, and are only slightly monstrous in appearance. They share the general gender and form (without genitalia) of their creators and at least a few facial or bodily characteristics of the same — most often the nose and eyes or hair color, despite their normal coloration (noted below). Their heads and hands are slightly oversized for their bodies, making them appear like one-foot-tall children, though their actions and attitude belie that impression. Their oversized hands have elongated fingers with retractable claws. Alchemunculus coloration depends entirely on alignment, its morality determining its dominant coloring (good/white, neutral/red, evil/black) and their ethics set the color of highlights, whether claws and teeth, hair or eye color (law/yellow, chaos/purple). Their hide is as tough as cured leather, with some scales or minor plating along their musculature (mostly along the torso). Their bodies in general are slim and tightly muscled, the idealized musculature of their creator's body represented in miniature. The alchemunculus' voice is soft and highly-pitched, but it can speak the dominant language of its creator within moments of its creation.

Combat

Alchemunculi tend to hide and leap out at any foes who threaten their creators, attacking from odd angles (by dropping down after running across a ceiling) or hiding under a table and clawing at someone's legs. They tend to use their size and speed to great advantage, only remaining still if safely perched on their master's shoulder.

Construct Traits: Alchemunculi are constructs and as such are immune to mind-influencing effects, poisons, disease, and similar effects. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Leaping (Ex): The thin, wiry alchemunculus can leap the following distances: running jump 6 ft; standing jump 3 ft; jump back 3 ft.

Spider Climb (Ex): Due to various adhesives within the chymicals for its construction, alchemunculi can move as if under the effects of a *spider climb* at will and they move at their full speed, not half speed as per the spell.

Toxin (Ex): The alchemunculus' claws seep an alchemical toxin: Fortitude save (DC 10); initial damage nausea for 1 minute; secondary damage sleep for 1d4 minutes.

Construction

An alchemunculus costs 300 gp to create in all, from labor to construction elements to spell components. While alchemists usually create these creatures for their own use, they may agree to craft an alchemunculus for wizards willing to participate in the process (donating the blood and the spellcasting) and to pay no less than 500 gp for the improved alchemunculus.

Aquas metallorum and permanens are the base liquids mixed and heated in a retort with various other chymicals and one fresh half-pint of the creator's (or client's) blood. Cupellated and calcinated metals are combined with other chymicals and herbs and solvents in an enclosed



mold at the end of the distilling coil. The vapors from the base liquids condense along the coil and slowly seep into the cooling metals over the course of three days, during which neither the alchemist/creator nor any participant can leave. They can only work on the process, eat, sleep, or talk, and they cannot miss any one of the days or the creation fails.

On the dawn of the fourth day, other substances are gathered from the creator or the person to whom the alchemunculus will be bound: an ounce of tears, an ounce of perspiration, eight eyelashes, three fistfuls of hair (often leaving the donating wizard shaved nearly or fully bald), a full pint of blood, and finger- and toenail trimmings equal to at least one full thumbnail (if not an entire thumbnail removed for this purpose). All this is combined in a purifying solvent, then sublimated under high heat. The vapors from that process then drip and seep into the still-sealed mold for three more days.

The creation of the alchemunculus is only completed by the creator casting *summon monster I* upon the sealed mold on the eighth day of the process. The ritual drains 50 XP and 1d4 hp from the caster/creator, and the alchemist must successfully pass a Craft (Alchemy) skill check of DC of 22 for the alchemunculus to be viable and whole. The mold is opened and, if all is successful, the alchemunculus emerges to begin its servitude with its creator.

There are rumors of greater alchemunculi, crafted by high practitioners of alchemy with far greater abilities and powers. The most oft-repeated tale mentions an alchemunculus that acts like a lich's phylactery to store the soul of its deceased master (or become fully possessed by him) until such time as it can alchemically or magically have its master restored.

Alchemunculus Familiars

As bound servants of their creators, alchemunculi retain all their standard abilities as noted herein but they also gain the abilities of a familiar as noted in Chapter 3 of the *Player's Handbook* if the creator does not already have a familiar. If he does, the rituals used in the alchemunculus creation only serve to bind it to the creator as a servitor (as above).

If bound as a familiar, the alchemunculus can gain more abilities. While it already has an enhanced empathic and telepathic link with its master or mistress as well as vocal abilities, it gains the standard abilities slowly rather than automatically. Every year on the anniversary of its creation (or any time its master has gone up two levels), the alchemunculus gains the next set of potential improvements noted in Chapter 3 of the *Player's Handbook*, both in its AC, in an Intelligence increase if higher than its norm, and in the special abilities, if they apply or do not reduce existing abilities. The genus of animals with which the alchemunculus can speak is chosen by the bonded wizard.

Erlmantle

Small Plant

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 15 ft., Climb 8 ft.

Armor Class: 13 (+2 natural, +1 size)

Base Attack/Grapple: +1/-2

Attack: Tendril +1 melee (1d2+1)

Full Attack: 2 Tendrils +1 melee (1d2+1)

Space/Reach: 5 ft. by 5 ft./ 5 ft.

Special Attacks: Entangle, Gaseous Protection, Improved Grab

Special Qualities: Barkskin, Blindsight, Camouflage, Cold Resistance 10, Plant Traits

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 13, Dex 12, Con 14, Int 3, Wis 8, Cha 11

Skills: -

Feats: -

Environment: Any forest or land

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Neutral


Advancement: Medium (3-6 HD), Large (7-10 HD)

Someone once described the erlmantles as “a mobile collection of brambles, rosebushes, and ivies with the cunning and moodiness of a cat, the loyalty of a dog, and the ferocity of a cornered wolf when threatened.” While that hardly speaks to the true nature of the erlmantle, it serves as a good general introduction to this unique creature.

The erlmantle is a sentient bundle of living plants, in effect a small herbalist's swathe with intelligence. Unlike swathes, erlmantles are constantly alive, animate, and sentient. They react to situations around them and their bearer (since they are almost always found as a companion to an herbalist or some other nature-oriented character). While erlmantles were originally only created by herbalists at the peak of their craft, many erlmantles have dropped seedlings that grow without a human or other being with whom to bond. Thus, what might have once been described as a druid or herbalist's familiar has become an amazingly hardy plant creature.

Depending on their mood and the surrounding temperature, erlmantles can appear as they wish—a cape of leaves, a bramble in harness form, a backpack of flowers, etc.—though they tend to keep to one primary “at-rest” state, which is either to wrap around/across a human's shoulders and back like a backpack or to wrap across the torso and shoulders like a harness. If choosing to move on its own, erlmantles become a rustling stretch of vines and bushes up to four feet long. Wild erlmantles congregate toward dryads and other fey creatures, bonding to either the dryad or her tree, though it is not unheard of to find a centaur or satyr with an erlmantle companion. Regardless of its shape or placement, an erlmantle only weighs about two pounds per hit die.





Erlmantles need sunlight and water as their primary foodstuffs, and they sometimes absorb the perspiration off their bearers to survive long trips. They can only survive five times as many days as their hit dice underground and away from even ambient sunlight before they begin to die. Erlmantles can also absorb and digest rotting matter, from dead squirrels to battlefield corpses, though few bearers approve of the lingering stench as it absorbs the nutrients slowly over the course of a few days.

Combat

Under normal circumstances, an erlmantle avoids combat and attempts to hide among underbrush. If it has bonded with another creature, however, it will defend that creature using every ability it has.

Barkskin (Ex): If asked or if it chooses to do so, the erlmantle spreads its vines and wraps more fully around its bearer. This provides a lesser version of the *barkskin* spell, its AC bonus equivalent only to the erlmantle's hit dice.

Blindsight (Ex): All erlmantles register things by movement, not sight. The only thing an erlmantle tends to be more aware of at all times is the person or being it bonds with as a bearer.

Camouflage (Ex): As this is a plant, it takes a Spot check (or Survival check) of DC 20 to identify an erlmantle among the more normal varieties of vines, bushes and undergrowth when it is not bonded to its bearer and independently moving within underbrush.

Cold Resistance 10 (Ex): All erlmantles have very viscous sap veins and thick husks along their vines, no matter what mixture of plants make up their construction. Thus, they are hardier and can continue their activities through winter, given their resistance to cold.

Entangle (Ex): Once the erlmantle has sensed a victim, the entire plant becomes active and the leaves and tendrils of the vine all act as if under the influence of a 1st level druid. It does not stay attached to its bearer while using this power, as its own structure is the core of the entangling mass.

Gaseous Protection (Ex): Once a week, the erlmantle can increase its oxygen output to a great degree for two minutes total, enveloping its wearer in pure oxygen and dissipating any gaseous or vaporous attacks. This adds a +2 circumstance bonus to any saves against such gases or provides a save where the bearer might not have one otherwise.

Improved Grab (Ex): The erlmantle needs to land a tendril attack to bring this ability to bear. It can grapple up to medium-size creatures, as its mass is far greater than it appears.

Plant traits: All erlmantles, like all plant monsters, are immune to poisons, sleep, paralysis, stunning, and polymorphing attacks. They are not subject to critical hits or psionic or mind-affecting attacks either.

Erlmantles do gain in size and strength over time, and some can even adopt the powers of any one of the greater swathes (see Chapter 7).

Erlmantle Bonding

No one knows exactly how or why an erlmantle chooses to bond with one particular being or person (or animal). All that is known is that a bonded erlmantle is loyal unto death (and sometimes beyond, with rumors of at least one rotting corpse still being toted around by its erlmantle).

GMs should treat bonded erlmantles as if they were a druid's animal companion (see *Player's Handbook* Chapter 3).

Erlmantle Familiars

Like the alchemunculus above, erlmantles are highly unusual but well-suited familiars for those who understand them and their needs. If a wizard or sorcerer has at least one rank in Profession (Herbalist) or Knowledge (Nature), they can choose an erlmantle as a familiar, despite its non-animal status. The wizard or sorcerer gains a +2 insight bonus to Move Silently checks but only in natural and woodland settings. Erlmantle familiars retain all their abilities above and gain all the special abilities as noted in the *Familiars* section of Chapter 3 in the *Player's Handbook*, though its Speak with Animals abilities obviously translate over to flora rather than fauna.

Kin o' the Green (Template)

They are a reflection of the highest form of the herbalists' art, as well as a bridge between flora and fauna, a previously unknown mix of animal and plant life. "Kin o' the green" (or "greenkin" for short) is just one of the many names by which these creatures are known. In other lands they have been called "greenmen," "vinekind," or even "swamp things." There are no naturally occurring kin o' the green, as even children born of a greenkin appear as normal denizens of the parent's original base race. Kin o' the green occur from *Greengifting*, rituals or processes either granted by sentient cocoon swathes (or erlmantles of sufficient age and ability) or by the use of the Elixir of Greengift (see Chapter 7). Beings so gifted become crossbreeds between their original animal race and a new plant race, in effect a "half-plant."

Stages of Development

Greenkin have three stages of development, so the amount of time since the *Greengift* affects how closely it resembles the person in his former biological form, though disguising a greenkin of any stage as his or her original race is almost impossible without magical or specialized help. The primary difference between botanical greenkin and biological humanoids is the plant matter that slowly and inevitably subsumes animal matter, even though the bioform remains humanoid. Hair becomes tiny vines, flowers and moss, skin becomes husk and bark, nails and teeth become hardwood, and muscles and blood are slowly replaced by plant fibers and sap.

First Stage

For 1d4 years, the being is a fey creature, a mix of animal tissue and plant matter slowly subsuming it all. Cosmetically, the only changes occur immediately after successfully receiving (and surviving) the *greengift*. The person's irises expand and become the singular color in the eye (no visible pupils, although they are still present). The person's skin and nails begin to toughen (as noted under AC below). Where new hair would normally grow, half of it randomly regrows as small plant vines, with small flowers if so desired.

Second Stage

The 2nd stage as a greenkin lasts four times as long as the first stage (i.e. 1d4x4 years). It marks the being's entry

into life as a plant, albeit in a form similar to its original race. Now unavoidably linked to the plant world, the greenkin's blood is now sap, its skin and muscles are bark and plant fiber. Even with these radical changes, greenkin can remain active adventurers of any and all classes.

Third Stage

The 3rd stage in the life of a kin o' the green is radical and sees the person take root and grow into a treant form. Aside from the few times a treant might uproot itself and move around, the character stays in that spot. It can travel within a lesser second-stage form of itself, but its true body has become a large tree. Kin o' the green can survive in this form for centuries longer than the normal being's lifespan (though only 25% longer than an elf's normal lifespan).

Creating a Kin o' the Green

Kin o' the green is a template that can be applied to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). Greenkin use all the base creature's special abilities and statistics except as noted below.

Size and Type: The creature's type changes to "fey" while it shares both animal and plant natures (1st stage of development). After its makeup is fully plant material (2nd and 3rd stage), its type becomes "plant." Size is unchanged (1st & 2nd stage); same as treant (3rd stage).

Speed: Same as the base creature (1st & 2nd stage); same as treant (3rd stage).

AC: The base creature's natural armor increases by +1 at the time of change and increases +1 each year upon the anniversary of the *greengift*.

Space/Reach: Same as the base creature (1st & 2nd stage); same as treant (3rd stage).

Special Attacks: These differ by the stages of greenkin development.

- 1st & 2nd stage: Same as base creature.
- 3rd stage: As per treant form.

Special Qualities: These differ by the stages of greenkin development, though all stages retain all special qualities of the base creature.

- 1st stage: Woodland Stride (as per druid ability)
- 2nd stage: Regeneration 5 (Greenkin can regrow or reattach any lost limbs, provided damage is not from fire. Death cannot occur unless the head is destroyed by fire.)
- 3rd stage: Speak with Plants (Su) as a constant ability. Also see Advancement below.

Saves: Same as base creature.

Abilities: Increase these as follows immediately upon gaining the 1st stage: Str -1, Dex +1, Con -1, Int -1, Wis +1, Cha +1.

Skills: Same as base creature (1st stage); +4 racial bonuses on Knowledge (Nature), Listen, Move Silently, and Survival (2nd stage); +8 racial bonus (total) on skills mentioned above (3rd stage).

Feats: Greenkin gain two feats per stage, assuming the base creature meets the prerequisites and does not already have them:

- 1st Stage: Spell Focus (Transmutation: +4 DC on plant-based spells), Toughness;
- 2nd Stage: Blind-Fight, Lightning Reflexes;
- 3rd Stage: Maximize Spell (Choose two of the following: *Commune with Nature*, *Control Plants*,

Entangle, *Plant Growth*, *Resist Energy*, *Wall of Thorns*, *Warp Wood*, *Wood Shape*).

Climate/Terrain: Same as base creature, but no arctic or subterranean.

Organization: Same as base creature (1st and 2nd stage); as treant (3rd stage).

Challenge Rating: Same as base creature +1

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: These differ by the stages of greenkin development.

- 1st & 2nd stage: By character class or base creature, plus abilities noted above.
- 3rd stage: Once the greenkin enter the final stage of development, he or she is in effect a greenkin treant and is generally rooted to one spot. In all ways, the character adheres to the statistics and abilities (and advancement) of a regular treant save for these exceptions:
 - o **Armor Class:** The character retains its natural AC if greater than the treant standard AC.
 - o **Hit Dice:** The character retains any hit dice and hit points, and the rooted treant form simply grows to the appropriate size.
 - o **Grow Animate Shell (Sp):** The greenkin treant can regrow a facsimile plant body that mirrors its 2nd-stage form perfectly. It can project its soul into the shell and operate at its character levels from the end of the 2nd stage (i.e. no gained XP from being a treant, though additional skills may remain). This shell can house the treant's soul for the number of days equal to its hit dice and only within a 100-mile radius from the treant's rooted position. The shell can be abandoned at will, leaving behind a scarecrow-like figure or a collapsing pile of plants. While the shell is active, it acts as the character, and only one shell can be active at any one time.
 - o **Self Sense (Su):** The symbiosis between the greenkin treant and an animate shell works like the link between sorcerer and familiar. Regardless of where the soul is (shell or treant), both instinctively know when the other form is in danger.

Greenkin Weaknesses and Restrictions

Just as a vampire can no longer walk in sunlight, kin o' the green cannot operate exactly as they did when they were their base races. These are some of the direct trade-offs and penalties for having taken on this template:

- A kin o' the green cannot cast any spells from the following groups or types: Cleric Domain—Death, Cleric Domain—Fire, Necromancy.
- A kin o' the green cannot use any spells evoking fire as either a component or an effect (*burning hands*, *fireball*, etc.)
- As holy symbols keep vampires at bay, fire tends to do the same for greenkin. They are unable, due to ingrained fears, to cross over or enter an area that has large open flames. Torches make them nervous but waving one at greenkin will not be enough to repel them from an area, though a line of flaming oil will be an effective barrier. Kin o' the green



PCs can attempt to overcome these fears by making a Will save against them (see the *Dungeon Master's Guide* for details on fear effects). Success puts them at Shaken status (unless the save is made by more than 10), while failure leads automatically to Panicked status or greater.

- Greenkin suffer any fire-based spells as if they were cast with a Maximize Spell metamagic feat (the effects are doubled if that feat was actually used).
- A greenkin suffers any plant-affecting spell as if they were cast with the Empower Spell metamagic feat (the effects are doubled if that feat was actually used).
- 1st stage greenkin still consume the same food as the base creature, but they need twice as much water as normal.
- 2nd stage kin o' the green suffer subdual damage as if starving and dehydrated for every day they are not exposed to

sunlight. They also need three times as much water as the base creature to avoid starvation and dehydration subdual damage.

Sample Greenkin

This example uses a 5th-level human fighter as the base creature.

Medium Fey (1st Stage Kin o' the Green)

Hit Dice: 5d12 (49 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 17 (+2 Dex, +1 natural, +4 scale mail)

Base Attack/Grapple: +5/+8

Attack: Masterwork scimitar +10 melee (1d6+3) or throwing axe +8 ranged (1d6+3)

Full Attack: Masterwork scimitar +10 melee (1d6+3) or throwing axe +8 ranged (1d6+3)

Space/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Woodland stride

Saves: Fort +7, Ref +3, Will +2

Abilities: Str 16, Dex 15, Con 16, Int 12, Wis 12, Cha 14

Skills: Climb +5, Craft: Weaponsmithing +3, Intimidate +3, Intuit Direction +3, Jump +6, Knowledge: Nature +2, Search +3, Spot +6, Survival +4, Swim +1

Feats: Alertness, Combat Reflexes, Improved Initiative, Quick Draw, Toughness, Weapon Focus [Scimitar], Weapon Specialization [Scimitar]

Challenge Rating: 8



Appendix Two: The Feats Table

This table is a compilation for DMs quick-checking the prerequisites or abilities of any of the new feats introduced in this product. After the table are two

lists of the feats, arranged in the general order most of these feats are learned (by virtue of minimum skill ranks or additional prerequisites, including some of the feats on this same table).

Table 30: The Complete A&H Feats Table

Feat	Feat Type	Prerequisites	Effects/Abilities
Bodily Awareness	General	Craft: Alchemy or Profession: Herbalist at 5+ ranks	+2 to all Heal or Profession: Apothecary checks
Brew Ingestibles	Item Creation	Craft: Alchemy 9+ ranks OR Profession: Herbalist 7+ranks	+3 to your Craft: Alchemy or Profession: Herbalist skill when crafting any ingestible
Craft Chymicals	Item Creation	Craft: Alchemy 5+ ranks, Skill Focus: Craft (Alchemy)	+3 to Craft: Alchemy skill when creating any and all acids, chymicals, etc.
Craft Herbal Restoratives	Item Creation	Profession: Herbalist 8+ ranks or Profession: Apothecary 6+ ranks	+3 to your Profession or Heal skill when creating any nonmagical healing draughts, powders, poultices, or other medicines
Craft Powders & Dusts	Item Creation	Craft: Alchemy 7+ ranks or Herbalist 6+ ranks, Skill Focus (for respective skill)	+3 to your Craft: Alchemy and Profession: Herbalist skills when creating alchemical or herbal powders; acts as Craft Wondrous Item if prereqs met
Craft Toxins	Item Creation	Craft: Alchemy 8+ ranks OR Profession: Herbalist 6+ ranks, Great Fortitude	+3 to your Craft: Alchemy or Profession: Herbalist skill when creating any and all types of poisons
Craft Unguents	Item Creation	Craft: Alchemy 9+ ranks OR Profession: 7+ ranks, Crafts Powders & Dusts	+3 to your Craft: Alchemy or Profession: Herbalist skill when creating any and all types of Unguents acts as Craft Wondrous Item if prerequisites met
Create Alchana	Item Creation	Craft: Alchemy 9+ ranks, Endurance, Craft Chymicals, Craft Wondrous Item	Create miscellaneous creations of alchemy either magic (or Craft Wondrous Item) or alchemy alone
Create Ercana	Item Creation	Profession: Herbalist 16+ ranks, Grow Swathe, Knowledge: Nature 5+ ranks.	Create greater erlcana, plants and plant derived substances with their own sentience and magics
Create Greater	Item Creation	Craft: Alchemy 16+ ranks, Perfect Materials, Create Alchana	Create the Five Stones of Alchemy!
Crisis Creation	Item Creation	Concentration, Skill Focus (Craft: Alchemy or Profession: Herbalist), and at least one Item Creation Feat	Create items in an emergency in less time or away from laboratory
Diagnosis	General	Heal, Profession: Apothecary 5+ ranks	+3 circumstance bonus for Heal skill
Flourish Spell	Metamagic	Profession: Herbalist 12+, spellcaster level 4th+	Alter spells to heal or change plants
Grow Swathe	Item Creation	Profession: Herbalist 12+ ranks, Craft Powders & Dust, spellcaster level 5th+	Create swathes to graft onto items
Perfect Materials	Item Creation	Craft: Alchemy 12+ ranks, spellcaster Level 7+, Create Alchana	Can refine materials to their strongest or purest forms
Reciprocal Knowledge	General	7+ ranks in two related skills with synergy bonuses	Advanced synergy of +3 that stacks with other synergy bonuses





Alchemy feats in order by minimum prerequisite ranks

Bodily Awareness

Craft Chymicals

Craft Powders & Dusts

Craft Toxins

Brew Ingestibles

Craft Unguents

Create Alchana

Perfect Materials

Create Greater Alchana

Herbalism feats in order by minimum prerequisite ranks

Bodily Awareness

Craft Powders & Dusts

Craft Toxins

Brew Ingestibles

Craft Unguents

Craft Herbal Restoratives

Flourish Spell

Grow Swathe

Create Ercana

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