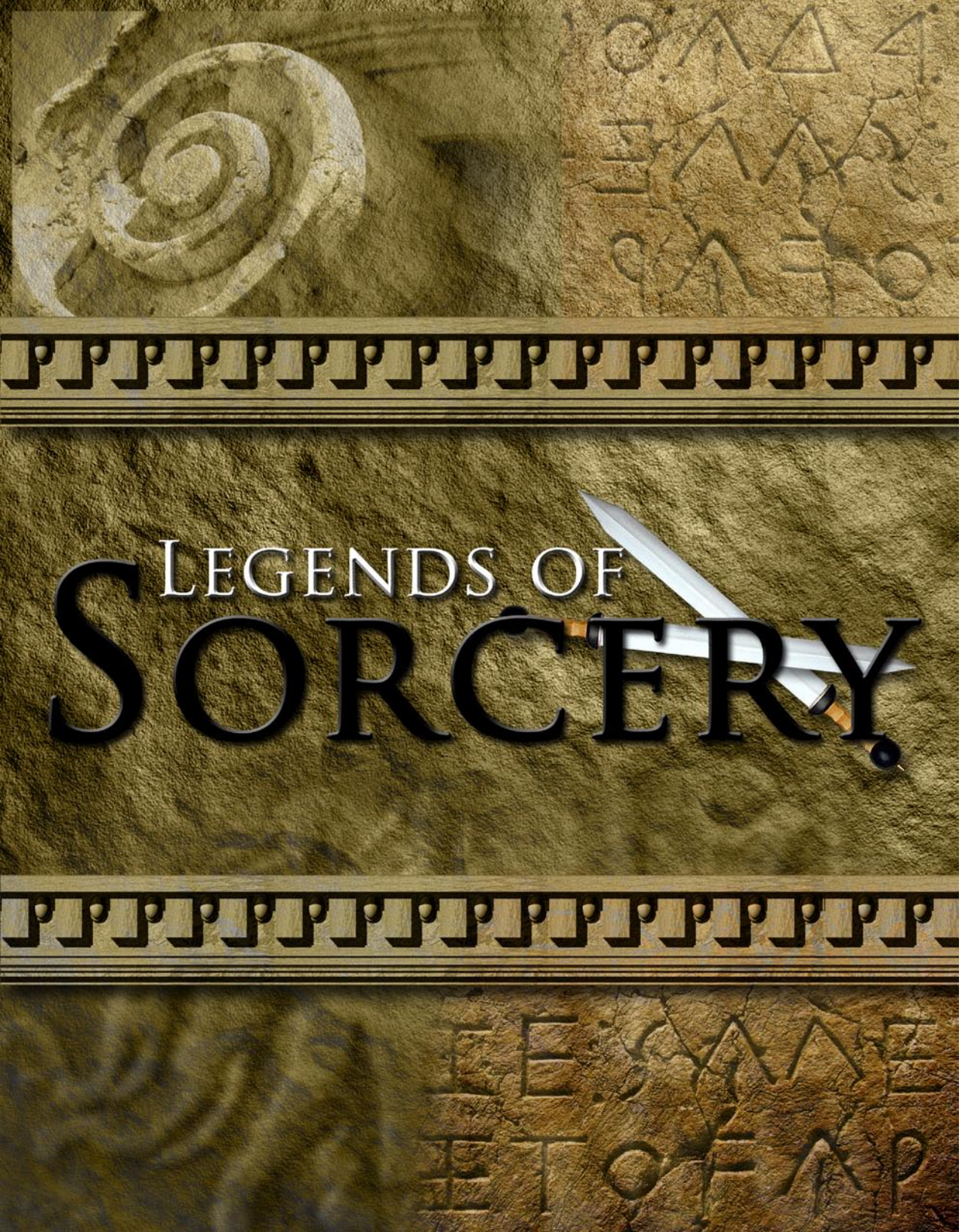

By

Charles Rice

Additional Design By
Chris Davis

Cover Artwork
Jeremy Simmons

Interior Artwork
Joseph Wigfield

Layout
Chris Davis

Editing
Andy Rau

Play Testing
Ed Lennon, Corey Hodges, Paula Rice, Ethan Ripplinger, Ryan Kelley, Jay Fitzloff, Chris Hoover, Aaron Wiggins.

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Chapter 2: Magic Characters

Low, Medium or High Magic?

One of the first choices a Gamemaster needs to make when using *Legends of Sorcery* is the magic level of his campaign: low, medium or high.

Low magic campaigns use only the low magic classes, which are only able to cast spells up to 3rd level and are more dependant on their class abilities and skills. Magic is hard to control and barely understood; low magic campaigns tend to have a more historical character than do campaigns with higher levels of magic. There will be magic, but no *wishes* will be cast—and once dead, a person *stays* dead, since access to *raise dead* and *resurrection* spells is nonexistent.

Medium magic campaigns use the low magic classes as well as the medium magic classes. The addition of the medium magic classes means that spells of all levels can appear, though high-level spells are still difficult and dangerous to cast—most require the use of the Ritual Spellcasting or Sacrificial Spellcasting feats or require the caster to place himself in grave danger to work such powerful magic. Medium magic campaigns may include magicians and healers who can change the course of history, but such characters are extremely rare. The low magic classes also appear in the medium magic campaign, and are still viable as PC classes. Though they take a back seat to the medium magic classes in terms of raw power, they have slightly better class abilities and skill access to make up for it. This is the default magic level for most *Legends* games.

High magic campaigns feature the low and medium magic classes from this book, but also include the spellcasting classes from the *PHB* (with the exception of the sorcerer). (The Base Magic Bonuses for *PHB* classes are listed in the High Magic Classes section at the end of this chapter.) In a high magic campaign, magic is common and not just the domain of powerful wizards and priests. A campaign of this type can feature many spellcasters capable of changing the course of world events, and historical games have the distinct possibility of veering off in unhistorical directions. Still, it *is* possible to run a high magic historical game—one simply needs to assume that the actions of most NPC spellcasters are countered by those of other NPCs, leaving it up to the PCs to substantially alter history. *All* character classes appear in the high magic campaign, including the medium and low magic classes, who must rely more on their skills and class abilities and use their magic as a supporting element rather than as a primary ability. Indeed many of the *PHB* classes themselves have either medium BMBs (the bard) or low BMBs (the paladin and ranger).

Low Magic Classes

Alchemist

Alchemy is one of the two most important magical sciences (the other being astrology). Whereas astrology attempts to understand man's relationship with the stars, alchemy attempts to understand man's relationship with the Earth and the basic elements of which it is composed.

While the student of alchemy may feel he is studying nothing more than the magical chemistry of potions and acids, the true master of alchemy knows that he seeks to understand the fundamental nature of the world. The true heart of alchemy is the knowledge that all objects are the same.

Alchemy ultimately seeks the improvement of the physical world and the human condition. The alchemist seeks perfection. Each object he handles or studies can be improved, made pure. In time, the ability to perfect and purify will lead the alchemist to the three things all men seek: wealth, longevity and eventually immortality.

Adventures: The alchemist usually adventures as part of his quest for knowledge. Alchemists by their very nature want to learn about the world, and the hidden and unknown areas explored by adventurers are particularly appealing to members of this class.

Characteristics: The alchemist is a master brewer, adept with mixtures and potions ranging from the mundane (including acids and poisons) to the magical. His role as a magical scientist lends him to knowledge of a number of academic disciplines.

Nobility: The alchemist cares little for honor or nobility. He sees himself as an explorer of the way things *are,* and tries to avoid value judgments about whether the things he discovers are "good" or "evil."

Religion: The alchemist's scientific nature puts him at odds with most religious organizations. They implore their followers to have "faith," something the alchemist has little time and less patience for. The alchemist seeks to prove things, to understand the nature of existence. In many campaigns with strong religious institutions (including those set in historical Europe), the dominant religions frown on alchemy. In some cases the study of alchemy is deemed heretical and the followers of a religion may try to prevent the study of alchemy or destroy its treatises. For this reason, many alchemists write their books in an intricate symbology, causing their works to appear as metaphysical nonsense to the uninitiated.

Background: The alchemist begins his training at a young age and spends most of that time in a

laboratory, serving a more experienced alchemist while learning the ways of the art from him.

Other Classes: Alchemists are valuable traveling companions and get along well with all classes. Through their potions and formulaic spells, they can provide additional healing or offensive firepower as needed by the party.

Role: The alchemist is able to fill a wide variety of roles ranging from healing to offense to magical sage. As he rises in level (particularly when he gains the Mixology ability), he becomes an extremely versatile character and is able to help a party cope with unforeseen events as they explore and adventure.

Game Rule Information

Alchemists have the following game statistics.

Abilities: The alchemist is a scientist exploring the magical and natural world, which makes Intelligence his most important ability score.

Nobility: The alchemist has no nobility requirements or minimums.

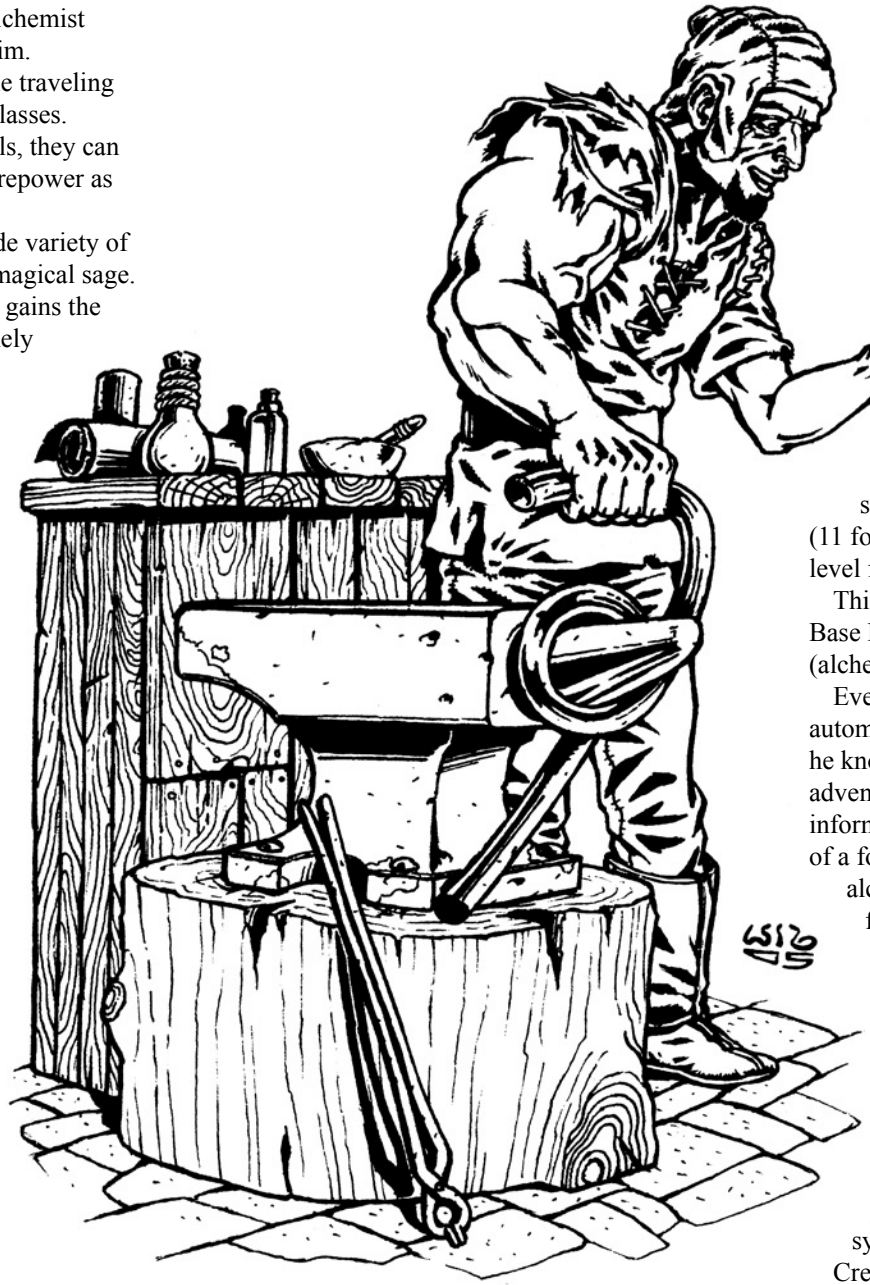
Hit Die: 1d6

Class Skills

The alchemist's class skills (and the key ability for each skill) are: Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Knowledge (arcana, geography, history, nature) (Int), Spellcraft (Int), and Survival (Wis).

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.



Class Features

All of the following are class features of the alchemist.

Weapon and Armor Proficiency: The alchemist is proficient in light armor (but not shields) and simple weapons.

Alchemical Formulae: An alchemist casts arcane spells (called *formulae* by alchemists) drawn from the alchemist formulae list.

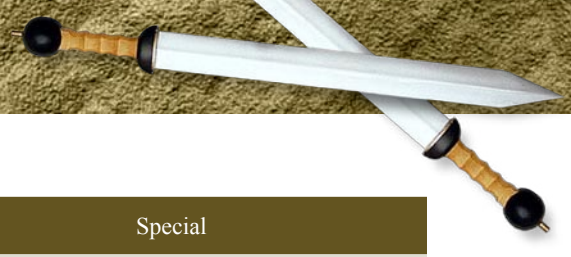
To cast a formula, an alchemist must have a minimum Intelligence ability score equal to at least 10 + the formula's level (11 for a 1st-level formula to as high as 13 for a 3rd-level formula).

This ability also allows the alchemist to add his Base Magic Bonus as a competence bonus to all Craft (alchemy) skill checks.

Every time the alchemist gains a level, he can automatically add one formula to the list of formulae he knows as if he had found and learned it during an adventure (see the Knowledge skill entries for more information on learning spells). The maximum level of a formula learned with this ability is equal to the alchemist's Base Magic Bonus, but it must be a formula of a level he can cast (3rd-level or less).

Ipecac: The alchemist can create a simple purgative to aid the victim of an ingested poison. If a character ingests poison and fails his initial saving throw (suffering initial damage), administering ipecac will replace the poison's usual secondary effect with nausea that lasts 1-4 rounds. Ipecac may be administered at any time between the poison's ingestion and the onset of secondary symptoms.

Creating a dose of ipecac requires one minute



(assuming the materials are at hand), a Craft (alchemy) skill check with a DC of 15, and 1 sp in materials (usually bitter herbs and roots). The alchemist can avoid paying the cost to create ipecac by gathering the materials himself, requiring an hour and a Survival skill check (DC 15).

Advanced Acid: Alchemists use acids in their experiments and are credited with discovering nitric, sulfuric and hydrochloric acids. The alchemist can create a powerful acid that inflicts the damage listed on the alchemist class table.

Creating an advanced acid requires one day and a Craft (alchemy) skill check with a DC of 20 plus the number of damage dice of the acid (from 22 to 27). The materials to create an advanced acid cost 50 gp per damage die inflicted by the acid (between 100 and 350 gp).

In addition to inflicting the normal listed damage, advanced acids have the potential to inflict continuing damage on the target. When a target is struck by an advanced acid, the target must make a Fortitude saving throw. If this save is successful, the target suffers ½ normal damage from the acid. If the saving throw fails, the target not only suffers full damage, but suffers additional damage equal to the number of dice inflicted for one round per damage die. For example, a target hit with a 4d6 advanced acid that failed its saving throw would suffer 4 additional points of damage each round for 4 rounds.

A character may make an additional Fortitude saving throw as a full-round action to halt the continuing damage of an advanced acid. This saving throw receives a +2 bonus if the character applies at least a gallon of water to the affected area and a +4 bonus if the target is able to completely immerse himself in water (such as in a nearby river).

Chemical Resistance: Alchemists deal with poisons and acids on a regular basis; this constant exposure causes them to develop immunity to toxic chemicals. The alchemist receives the listed bonus to any saving throw against an acid, poison or other chemical attack (such as the saving throw against a *stinking cloud* spell)

Table 2-1: The Alchemist

Level	Base Attack Bonus	Base Magic Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+0	+2	Alchemical Formulae; Ipecac
2nd	+1	+1	+0	+0	+3	Advanced Acid (2d6); Chemical Resistance +1
3rd	+1	+1	+1	+1	+3	Brew Potion
4th	+2	+2	+1	+1	+4	Advanced Alchemy (+5); Chemical Resistance +2
5th	+2	+2	+1	+1	+4	Advanced Poison +1; Mixology
6th	+3	+3	+2	+2	+5	Advanced Acid (3d6); Chemical Resistance +3
7th	+3	+3	+2	+2	+5	Mixology (1 minute); Mobile Laboratory
8th	+4	+4	+2	+2	+6	Chemical Resistance +4; Mixology (Concentrate)
9th	+4	+4	+3	+3	+6	Advanced Acid (4d6); Mixology (Dilution)
10th	+5	+5	+3	+3	+7	Advanced Poison +2; Chemical Resistance +5; Sal Ammoniac
11th	+5	+5	+3	+3	+7	Alchemical Symbology; Mixology (Full Round)
12th	+6/+1	+6	+4	+4	+8	Advanced Acid (5d6); Chemical Resistance +6
13th	+6/+1	+6	+4	+4	+8	Mixology (Standard Action)
14th	+7/+2	+7	+4	+4	+9	Chemical Resistance +7; Timeless Body
15th	+7/+2	+7	+5	+5	+9	Advanced Acid (6d6); Advanced Poison +3
16th	+8/+3	+8	+5	+5	+10	Chemical Resistance +8
17th	+8/+3	+8	+5	+5	+10	
18th	+9/+4	+9	+6	+6	+11	Advanced Acid (7d6); Chemical Resistance +9
19th	+9/+4	+9	+6	+6	+11	
20th	+10/+5	+10	+6	+6	+12	Advanced Poison +4; Chemical Resistance +10; Transcendence

Brew Potion: At 3rd level the alchemist receives this feat as a bonus feat.

Advanced Alchemy: At 4th level the alchemist is an expert at his craft and can create superior versions of standard alchemical items. The saving throw DC of alchemist fire, tanglefoot bags and thunderstones crafted by a character with this ability are increased by +5. A character with this ability can also create a superior anti-toxin, granting a +5 bonus on poison saving throws for 2 hours (an anti-toxin normally lasts for one hour).

Advanced Poison: Just as alchemists possess a great knowledge of acids, they also know the nature of poisonous substances and are able to make them more toxic. The initial and secondary ability damage of a poison treated by an alchemist is increased by the amount listed on the table. For example, a 5th-level alchemist could strengthen arsenic, increasing the initial damage from 1 to 2 points of Constitution and the secondary damage from 1d8 to 1d8+1.

Mixology: At 5th level the alchemist gains the ability to mix two potions together, creating an entirely new potion of the alchemist's choice. The alchemist does this through a combination of magical ability and knowledge of the chemistry of potions. The resulting potion has a caster level equal to the lower casting level of the two potions that are mixed.

Using this ability requires one hour and a Craft (alchemy) skill check with a DC of 20 plus the caster level of the final potion. If this skill check fails, both potions are ruined. This ability may only be used in

an alchemical lab, but may be used in the field by a character with a mobile laboratory (see below).

At 7th level this ability only requires one minute to use, allowing the alchemist to tailor the party's store of potions on the fly.

At 8th level the alchemist can concentrate a potion or poison to increase its effect. For a potion, this increases the caster level by an amount equal to the alchemist's Base Magic Bonus. For example, an 8th-level alchemist with this ability could strengthen a potion of *cure light wounds,* increasing the caster level by +4 (his Base Magic Bonus).

For a poison, this increases the saving throw DC by an amount equal to the alchemist's Base Magic Bonus. This requires one hour and an alchemical lab (or mobile laboratory).

At 9th level the alchemist can separate one potion into two potions of the same type, although the resultant potions are less potent than the original. Each potion created in this manner has a caster level of one-half that of the original potion. The alchemist can even use this ability in combination with his standard Mixology ability to turn one potion into two, then combine them to create a completely different potion.

At 11th level the alchemist can perform Mixology as a full-round action without the need of a lab or mobile lab. This allows the alchemist to mix potions in combat (though the skill check must still succeed as normal).

At 13th level the alchemist can perform Mixology as a standard action.

Mobile Laboratory: While an alchemist is always more at home in the lab, the more experienced alchemist learns to bring his tools with him in the field. At this level the alchemist can spend 750 gp to make a field kit, granting a +2 bonus on Craft (alchemy) skill checks.

Sal Ammoniac: This closely guarded alchemical acid can find the flaw in almost any metal. When applied to a metal, it will eat through it in 1-10 rounds. One application of this acid is enough to destroy a lock or a weapon, or permanently reduce the armor bonus of a shield or suit of armor by one.

Creating a dose of sal ammoniac requires an alchemical lab (or mobile laboratory), one day and a Craft (alchemy) skill check with a DC of 25. Creating a dose of this acid costs 500 gp.

Alchemical Symbology: As the alchemist's power grows, he learns to guard his learning from the uninitiated. Reading anything written in alchemical symbology requires a Decipher Script check with a DC of 15 plus the alchemist's level.

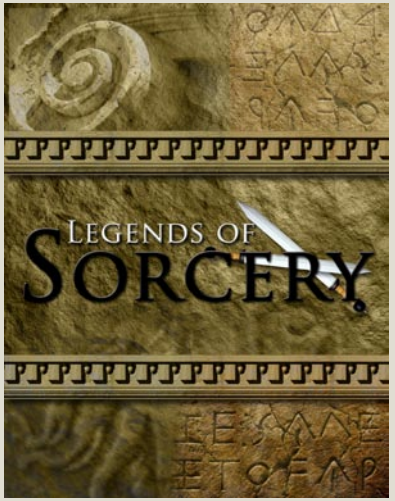
Since alchemists are familiar with the symbols and terms used in symbology, they gain a bonus on their Decipher Script checks equal to their level.

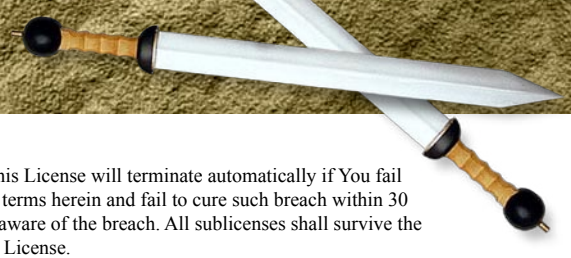
Timeless Body: At 14th level the alchemist no longer suffers penalties to his ability scores from age. Any penalties already incurred remain, as do all ability score bonuses due to age. The alchemist continues to accrue bonuses as he ages, and dies after exceeding the maximum age for his race.

Transcendence: At 20th level the alchemist has learned to transcend the limits of his body, becoming effectively immortal. Though the alchemist is no harder to kill than any other man, he will never die of natural causes. The alchemist is also restored to youth through this ability and removes any penalties to physical ability scores from advanced age (mental ability bonuses remain, however).

Legends of Sorcery

We have introduced a new companion book, Legends of Sorcery, to our line of historical fantasy supplements. Past products in the Legends line have walked a fine line with magic, either incorporating a limited magical presence into the rules themselves (as was done in Legends of Excalibur) or publishing magic rules for each setting in a separate book for the Gamemaster to use or exclude as appropriate for his particular campaign (as was done in Legends of the Samurai). Legends of Sorcery takes the latter approach one step further, serving as the magic supplement for all future books in the Legends line. From this point forward, Legends books will be written as magic-free historical sourcebooks, providing historical information and combat classes. They will include guidelines for using Legends of Sorcery to add magic to the setting or time period (if desired).





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