

Gregorius21778:

# Works and Misfortunes of Ye Alchemist



LAMENTATIONS  
*of the*  
FLAME PRINCESS  
WEIRD FANTASY ROLE-PLAYING  
**COMPATIBLE PRODUCT**

Version 1.1; written by Kai Pütz  
(c) 2018



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## How to use this supplement:

You want to give your players access to a source of healing potions, but a bland "magic potion shop" will not fit the atmosphere of your game? You want an element of uncertainty that just handing out a list of what is on sale will not generate? You want something that will turn any purchase into a minor encounter at the start (or the end) of an adventure? Do you want an ongoing background story about **the Works and Misfortunes of Ye Alchemist** the characters visit regularly?

If you do, the purchase of this PDF will not only give you the basics about two fantasy OSR NPC (Howell the alchemist and Turlough, the Dwarf smith) but also a set of rules for randomizing the available healing potions and a total of 30 incidents that will affect the PC's current and future business with Howell (and have the potential to terminate it). These incidents include:

- ideas for little, odd side quests
- potion offers based on existing spells
- surprise offers of new alchemical products (which may not be without flaws)
- dangerous encounters related to ye alchemist
- two magic items the PC may acquire
- diverse mishaps and misfortunes!

Use a d100 to determine a random incident for each visit after the first, or handpick and arrange those you like to create your own "chain of events" around ye alchemist.

Last but not least, optional rules are included to make *Alchemy* accessible for players as a Specialist skill.

***Have fun! ... and don't inhale the fumes!***

**Howell, the Alchemist** lives in a town where he rented the complete upper floor of a smithy (reachable by a separate outside stair) from a dwarf named **Turlough Coalbelly**. The childless, unmarried smith spends most of his time working or drinking, and both so much that it will have him end in an early grave (for his kind). Howell has established himself a laboratory and keeps this and his work as much of a secret as doing business allows him. He used to live a monk's life in a monastery, but the studies he had started to conduct forced him to flee one night. He then took a couple of books with him that were kept under lock and key in the abbey.

Howell believes firmly that everything that may be harvested and extracted from god's creation is godly, as well as what it may be harnessed for. This is a point of view not shared by others of his faith. In fact, what the abbey later found out about his doings will have him being put on trial for heresy and witchcraft if he ever returns to the monastery, or is caught by those who the prior informed about "the fallen monk".

Howell is a 3<sup>rd</sup> level Specialist with WIS: 16 and 10 hit points

**Turlough** is a 1<sup>st</sup> level Dwarf with CON:15 and STR:14 as well as 16 hit points.

Turlough knows what Howell does and assumes that he is in hiding, and uses both to press money out of him (by sudden increases of the rent).

The player's characters may learn about Howell when they look for an alchemist, try to buy potions or want to sell magic items of one kind or another. While Howell is not advertising what he does, he needs to pay for a living and so he slowly developed a network of hearsay and word-of-mouth recommendation that may lead the characters to him. Furthermore, Turlough may have slipped a word or two in a tavern while being drunk.

**The first time the PC meet Howell** he will have 1d4+1 potions of *Cure Minor Wounds* (as cast by a 2<sup>nd</sup> level cleric) ready, and will be eager to sell them. At first he will demand 500sp per bottle, but the PC may haggle to get them for as little as 200sp a piece. If the characters doubt the truth of his claims in regard to his potions and one of them is wounded, Howell will even give them one for 100sp just to show that he speaks the truth (as he is currently desperate to gain money).

When the PC visit him again, the number of potions he has to offer is determined by a d8 and the price that the PC paid last time (per potion): If the result is equal or lower to the price in sp divide by 100 (round down), Howell will have 1d4 potions ready the next time the characters meet him (if at least a week has passed). Otherwise, none will be available this time. If Howell is asked about it, he will grudgingly reply "Why should have I made any? It is not like I could earn a living with them". If the PC pay him 200 sp up front, he will have 1d4 potions ready next time, but will still demand additional payment for them.

The alchemist lives a rather interesting life, and the happenings of it will affect the characters business with him (or themselves). Roll a d100 every time the PC visit him again and at least a week has passed. Cross-out a result once it has been used in your game. If the result comes up again, take the result right below it instead. **This means that sooner or later, things will come to an end.** Of course, you may simply hand-pick results you like and use them in any order.

#### **01-04# Improved Formula**

Howell brewed up 1d4 potions of *Cure Light Wounds* based on a new, "improved" formula. The potions each heal 1d6+5 points of damage, but after 1d4 rounds a character who drank one will feel weak for a 1d6 turns (-2 to all melee damage rolls).

#### **05-08# Snuffbox**

The former monk will be very excited to offer the characters a new substance he created. He calls it *Vulcanos' Salt*, and it indeed looks very much like orange-red salt. According to Howell one has to sniff it like tobacco, and he offers it in a little silver snuffbox. Characters who take it will at first feel a burning sensation in the nose and then become excited and invigorated within 1d3+1 rounds. From then on they may ignore the effects of exhaustion and increase their Strength Bonus by +1 for 2d6 turns. On the downside, they check for *Surprise* with a d4 instead of a d6 till the effect expires.

Howell does not know it yet, but the salt he created is potentially addictive: if the roll for the duration shows doubles the character has to take a dose each day unless a *Save vs. Devices* is passed. An addicted character that decides (or is forced) to go through withdrawal will feel weak and listless: during the next adventure the character will suffer a -2 penalty to all melee damage rolls and checks for *Surprise* with a d4 instead of a d6.

Howell offers a snuffbox of Vulacnus' Salt for 10sp (enough for 20 applications), and will be able to offer his personal snuffbox the next time the PC ask (2d8 applications are left, but the price is still 10 sp). If he is ordered to produce more, the price will increase by +10 sp each time "because..."

### 09-10# Poisonous Brew

The quarters of the alchemist will have a foul, sickening stench to them when the PC visit him. He will smile maliciously as he tells them that he has something for them that "those like you will find useful". A failed brew of his turned out to have highly toxic qualities if imbibed or introduced into the blood stream ("say, by being cut by a weapon coated with it. It is impossible to mask it in food or drink"). A victim of this slimy, ochre-gray stuff must *Save vs Death* after 1d4 rounds or will suffer violent seizures and foam from the mouth. It is thereby *helpless* and must pass another saving throw after 2d6 rounds. On a success, the victim overcomes the effects, otherwise it will die from a heart attack. Creatures with 5+ HD are immune to the poison.

Howell does not know it, but he will be unable to reproduce the brew. He will offer his current batch for 50sp, but will eventually sell it for as little as 25 sp. The brew itself will lose its potency after 3d6+2 days. The flask holds 10 applications: one application is good for 4 arrows, bolts or throwing knives, or for one minor or light weapon. Other weapons need two applications. Applications to a weapon need to be renewed after each fight or after 1d4+3 turns have passed (the slime dries)

### 11-14# Dragonbreath Potion

On one of the shelves, three small vials with an orange-red, glowing liquid will catch a character's eye. The content of the bottles seems to move and twirl on its own, in a way that reminds of dancing flames. If asked, Howell will reluctantly tell that this is one of his latest experiments, one he did not have the guts to test yet. If his formula is right, he says, these are potions of dragonbreath, and the user should be granted a flaming breath after consumption. But he would rather not test it in his laboratory. He will then ask the PC if they would like to test it: a bottle should hold enough for 5 applications, and he will give them one for free if they are willing to test it.

The liquid is always as hot as fresh tea. After drinking a small cup of it (what Howell's estimates to be one application) a character will have the feeling of a warm movement in the stomach for 1d6 turns. If another application is consumed during this period, roll again and take the new result as the duration if it

is higher than the current one. When the character tries to throw up what's in his or her stomach it will shoot up the throat like scalding hot food and a heartbeat later, the PC spews forth flames. The flames may be used as an attack and deal 1d4 damage per application that has been consumed. The victim may half the damage with a successful *Save vs Breath Weapons*.

The flames are not completely harmless to the user. If the damage is 6+ in total (before reduction), the character will not only badly burn the own mouth and lips but turn the own teeth into blackened stumps as well (-1 Charisma bonus). This damage may be healed with *Cure Minor Wounds*.

If the characters want to buy the remaining bottles after the test, they will be offered for 300 sp each. "The ingredients are very rare", Howell will say (but not tell what they are). He will not be able to produce more of the potion.

### 15-18# Special Ingredients I

Howell will ask the characters if they would be able to procure a special ingredient for him: he needs the spittle of a young woman who is currently having a baby, and is herself the seventh child of her mother. If they are able to procure this, he will pay with a healing potion for it. A vial (that the woman will have to spit into about a dozen times till it is filled) is provided as well. If the PC try to trick him or bring him other spit by accident, the alchemist will never entrust them with other such tasks again (cross out all "Special Ingredients" entries).

### 19-20# Enraged Customer: Love Potion

On their way upstairs to Howell's workshop the characters will hear a heated argument from inside. A man shouts at Howell from the top of his lunge, calling him a liar, quackster and imposter. Howell's own voice is drowned out by the other's, and his part of the argument is unintelligible (but he is clearly raising his voice).

A merchant came to Howell to buy a love potion. Howell figured that he -could- brew one up, but told the man up front that "such things are fickle, it may not work". Of course, it did not and the customer is now enraged and wants his money (300 sp) back from the alchemist. When the PC arrive, roll for the merchant's *Reaction*. On a result of *Indifferent* or better, he will just continue to argue and demand his money back, on a worse result the merchant will draw a hidden weapon (cane sword: counts as rapier, but only does 1d6 damage) and ready himself for a fight. If the characters calm him down, he may be willing to



settle for 150 sp, but if the reaction was hostile the merchant will simply want to leave. He will later spread rumors about “the evil warlock” that lives over the dwarf’s smith. The next incident will either be **45-48#Thiefs** or **76-80# Witch-Finders at Work** (Referee’s choice). If the PC manage to talk Howell into a total refund, nothing else will happen.

#### **21-24# Magic Item I**

At an auction of belongings that have been confiscated by the church (but have later been deemed non-heretical) Howell bought a silver hand-mirror of a noble woman. Said woman had been burned at a stake a couple of years ago, as she had been found guilty of sadistically draining serfs of their blood and of conducting infernal rituals. Rumor has it that she was a vampire. Howell determined with certain techniques and procedures that the mirror was magical and able to show the reflection of invisible things as if they would be visible. He will sell the mirror for 500sp. If the characters do not buy it then, roll a d6 next time. If the result is equal or higher than the current price divided by 100, the mirror has been sold to a third party. Otherwise, the price will drop by 100 sp. Repeat until it is sold.

#### **25-28# Giant Size Potion**

The alchemist’s workshop will have a dent in the ceiling, while Howell himself will have a bandaged head and a VERY bright grin on his face. “*THIS you are going to love! Trust me, THIS you will want to own BADLY!*” He was able to create an *Enlarge* Potion (as per the spell with the same name) that will increase the size of a character by 50% for two turns (his first brew was... not that well-dosed). He will offer the potion for 500sp.

#### **29-30# There has been an accident...**

The street in front of the smithy will be exceptional quiet during the PC’s visit. Nobody seems to loiter or stand for a chat. Those who are out in the open haste by, and perceptive characters may note that some of the passers-by give Howell’s workshop in the upper story a worried look. Turlough will be found idle in his smithy, both drunk and in a sour mood. It does not look like business is good for him at the moment.

The alchemist had an accident. The result was a loud !PUFF! and a most foul smelling cloud that killed all the nearby flies and made some people in the quarter feel sick. Howell himself still is. His rooms have a foul tang to them, and he keeps to his bed together with a pot for vomit and one for feces. He did not prepare anything due to being sick and will send the PC away.

#### **31-34# Drunken Turlough**

When the characters come knocking, Howell has a black eye and several bruises on his face. Last night, Turlough was in a very sour mood regarding the last and current “rent” that Howell failed to pay. He was drunk and beat the alchemist up pretty bad (e.g. sat on his chest and pounded on him). Howell will not tell any of this and will be tight lipped about what happened. He will sell what he has for half the regular price, just to be able to pay up Turlough. If the characters ask the dwarf about Howell, Turlough will get a high-red face and shout at them that they should mind their own business (before he throws them out and threatens to call the guards if they don’t leave).

#### **35-38# Partial Amnesia**

Due to a failed experiment, Howell has temporarily lost some of his memory. He still knows who he is, but he is not sure who is a customer he can trust and who might be a witch-hunter. A *Reaction* roll decides if he is willing to treat the PC as customers (result of 9+) or if he will claim not to know anything about alchemy and send them away. The temporal amnesia will be over after 1d4+1 days.

#### **39-40# Anti-Venom**

The alchemist has brewed up a very potent anti-venom. It looks a bit like milk and has a metallic smack to it, but will grant a re-roll of a failed *Save vs Poison* (with a +2 bonus to it) if taken after a poison took effect. If it is taken prior to it, the potion will grant a re-roll on all *Save vs. Poison* for the next 2d6 turns. Sadly, it is not without side effects: for 1d6 turns (the higher of the duration die results if it was taken prior to a poisoning) the character will be sweaty, unwell and weak (-1 penalty to all dice rolls but *Saves vs Poison*). Howell will sell the anti-venom for 200 sp each and will from now on have 1d3 of these potions readily available. They do go off after 4d6 days, at which point they start to look, smell and taste like putrid milk.

#### **41-44# Special Ingredients II**

Howell will ask the characters to procure special ingredients for him. He is in need of the heart and the testicles of a fine young steed, (“*Not some merchant’s beast of burden or one of the old horses that are brought to the slaughter. It must be a fine steed at its prime.*”) and offers a healing potion for it. If the characters trick him, he will never entrust them with such tasks again (cross out all “Special Ingredients” entries).

#### 45-48# Thieves

The next time the PC seek out Howell, they will be watched from the shadows of a nearby alley. Once they leave again, three figures will slip out of it a few moments later and follow them. At a moment that seems appropriate (or before the PC enter a different place) they close in and produce rapiers and pistols. The robbers will demand their bags and backpacks (but not their purses or jewelry) and will try to retreat after they got it. If the characters resist, they will attack but retreat (or flee) as soon as one of them is heavily wounded (or worse).

The three are cutthroats that have heard about the alchemist and want to rob his customers to sell the potions themselves (*they think that this is a good plan*). One of them is 2<sup>nd</sup> level Fighter with 15 hit points, the others are 1<sup>nd</sup> level Specialists (Sneak Attack 3; Stealth 3) with 6 hit points. All carry rapiers, both one of the Specialists and the Fighter have a black powder pistol, the fighter will wear leather armor (AC:14). Furthermore, each of them carries 1d3 hidden knives and a purse with 4d6+3 cp.

#### 49-50# Charm Person Potion

On their next visit, Howell will be surprisingly well-disposed toward Turlough (as soon as the dwarf is mentioned) and have a new offer for the characters: a potion that will have the one who drinks it fall under the spell of the first person to address him or her thereafter. If the PC point out that the alchemist himself might be under the effect of it (towards Turlough), he will just shrug. *"Could very well be the truth, yes. But if so, it could be worse. Turlough is, under his grumpy surface, a reasonable and well-meaning man. I guess one could even call him sympathetic if one gets to know him better."* The potion works like a first level Charm spell and is sold for 400 sp. He made 1d4 of them, but will not make any further ever again (and will act odd if he is asked why).

#### 51-54# Magic Item II

As the characters enter the laboratory of the alchemist a new curio comes to their attention: on a by-table rests a large human skull, crowned by antlers. *"I first thought somebody tried to fool me, but it is authentic."* It is the skull of a woodland fairy, one that was "minor nobility", so to speak. A character that raises the skull with both hands above the own head will benefit from the equivalent of a 3<sup>rd</sup> level *Speak with Animals* spell and will gain a +2 bonus for a mundane animal's Reaction. But the magic does only affect woodland animals, and if a fairy finds it in the possession of the characters it will demand it to be handed over on anything but a Reaction roll of 9+. The skull counts as an oversized item, and Howell will demand no less than 1.000 sp for it.

#### 55-58# Turlough smashed the Lab

In a drunken fit Turlough marched up to the alchemists door, kicked it in and smashed most of the lab while he cursed him for his "ungodly works!" Not all of Howell's equipment has been destroyed, but a lot of it. He will not be able to offer any potions when the PC come knocking, and when they come back next time he will only have half of the goods he would usually be able to provide, each for 100sp more than he usually charges per item.

#### 59-60# Bad Batch

Unbeknownst to Howell, his latest batch of healing potions is flawed. They still restore hit points, but at the end of the day any character that imbibed one must *Save vs. Poison* (with a -1 penalty for every potion after the first). On a failure, the character permanently loses 1 point of Constitution for every potion. Howell won't believe a word about this, unless the character that explains it to him scores a 9+ Reaction roll. In that case, he will be terribly sorry and offer all of his goods for a special price from now on (100 sp less) to each harmed character, as compensation.

#### 61-64# Invisibility Potion

*"I finally was successful with this one!"* The alchemist will offer the characters a filigrane glass vial with a clear liquid in it. It is a 2<sup>nd</sup> level *Invisibility* potion. He has only one for sale (another one he keeps for himself) and demands 600 sp for it.

#### 65-68# Special Ingredients III

Howell asks the characters to procure a special ingredient for him. He is in need of a life, venomous snake (which one does not matter) that has bitten a virgin at least once. For their troubles he offers a healing potion. If they trick him, he will never entrust them with such a task again (cross out all "Special Ingredients" entries).

#### 69-70# Fumes of Sleep

The alchemist tries to sell something special to the PC this day *"which is, honestly, a by-product of an experiment of mine. But adventurous folks like you may have a use for it"*. He offers two small vials made of clay. Each contains a liquid *"..that is unhealthy, but without further effect. But when the two liquids mix..."* *"...fumes develop quickly that have an effect similar to a 1<sup>st</sup> level Sleep spell. A Save vs. Poison is called for instead of one against Magic, and monsters with 3+ HD are entirely unaffected by it. The small vials may be thrown like*

grenades. Howell is unsure about the price and the characters may gain them for as little as 100 sp. When they paid at least 300 sp, there is a 1-out-of-6 chance that the alchemist will have prepared another set on their next visit.

### 71-74# Metal-Melting Potion

Today's special offer is a potion that dissolves metal, but is non-aggressive towards organic substances. Howell sells it in a glass ampulla not larger than a woman's small toe that contains ten drops of the potion: one drop is enough to dissolve a coin within one round or eat away a lock within three. Three drops will melt the links of an iron chain within three rounds. Doubling the number of drops will quicken the process by one round, fewer drops than stated above will become inert before the work is finished. The melting produces acrid fumes that are toxic. Those who use it in enclosed, small spaces must *Save vs. Poison* (-1 per drop above the first) or will suffer a -2 penalty for all dice rolls for 2d6 turns. The potion is a by-product of an experiment, and Howell will thereby sell it for 200sp but will never be able to reproduce it.

### 75# Gold!

As the characters come knocking, Howell will open the door in a brilliant mood and with a wine-red nose. He will listen to what they say, but not answer to it *"I am out of business, and will never start up that work ever again. Here, take this for your troubles, but leave me to my own devices from now on."* With this words, the alchemist will hand them a little gold nugget (worth 1d4 gold pieces) and close the door.

The alchemist indeed found a way to turn lead into gold, but his gold isn't "the real thing". It begins to corrode like cheap iron after a about a week. For a few days, Howell lives the life of his dreams, but an angry mob will eventually storm his home. He will be thrown into a prison tower, put on trial and in the end, burn at the stake. (unless the characters intervene somehow) ***This may very well be the end of Howell, the Alchemist.***

### 76-80# Witch-Finders at Work

The people in the streets of the neighborhood will be startled, and some will be in a hurry to get somewhere else. The reason is a group of witch-finders that the characters will encounter not far from the home of the alchemist. They make a show of their presence, complete with a torchbearer and a monk that holds a staff with an oversized iron cross at its end. Basically, they move around in the streets, from shop to shop, and question everyone they deem suspicious (or just easy to startle) about "a

blasphemous heretic and alchemist". If they try to question the PC depends on a *Reaction* roll: on a result of 7 or worse they will try to stop them in the middle of the street. The best Charisma bonus of the characters applies, but they suffer a (-1) for each of them that looks *unusual* (which is up to the setting and the Referee), a (-2) for every obvious Elf in the group and a (-3) if one of the characters is obviously a Magic-User. If the characters are unwilling to give any-answer, the group will hue and cry about it. If the *Reaction* roll indicated a *Hostile* result, they will then demand that they follow them to the magistrate (or a similar body of justice) under the threat of violence. Otherwise, a few lies will be enough, but the Witch-Finders will remain suspicious (they treat everybody that way).

If the encounter is rolled for again, the witch-finders will immediately want to bring the characters in front of the magistrate under the accusation of collaboration with a heretic.

**Should the PC be brought to the magistrate,** another *Reaction* is rolled once the Witch-Hunters brought forth the charge (collaboration with a heretic, buying forbidden potions and poisons, keeping the whereabouts of a heretic secret to hide him from justice, being vagabonds and what not). A spokesman of the PC (or one of their own) may answer to those claims. The spokesman's Charisma bonus modifies the result, and another +1 is given as the magistrate wants to occupy itself with other matters than the claims of some roving band of witch-hunters. On a result of *Indifferent* or better, the character may go their way without further molestation. Otherwise, the city guard is ordered to put them into a cell and search their belongings. After 1d4 days, they are either released (but charged a fee of 1 sp per day for bread and water) or put on trial (if they owned any potions, spellbooks or obviously arcane items). Of course, they are offered freedom if they reveal the whereabouts of Howell instead (and abandon their heretic items).

**Should the PC fight the Witch-Hunters** they are up against three level 0 human NPC (3 hit points; two with minor weapons, one with a small weapon), a level 1 Fighter with 8 hit points, a cudgel (small weapon) and leather armor (AC:14) and a level 1 Cleric with 6 hit points, a whip and a prepared *Command* spell.

### 81-84# Clearsalt

The alchemist will consider himself lucky to have made *"such a useful an overall valuable creation!"* His experiments about purifying a substance *"to a more basic and pure form of itself"* provided what he calls *clearsalt*: an almost translucent crystalline salt that has *"magnificent purifying effects on all kinds of foods"*. A meal that was cooked with clearsalt is treated as being under the effect of *Purify Food & Drink*, but is so salty that it is the opposite of delicious. Furthermore,



anyone who eats such food will need to consume twice as much water on the next two days. Even worse: somebody who consumes food prepared with clearsalt more often than (CON bonus +2) per week must *Save vs Death*. Otherwise, the character dies of organ failure, with symptoms similar to drinking large amounts of saltwater, within 1d4 days. *Major Healing* or *Cure Disease* may rescue the character.

Howell does not know this and sells a pouch of clearsalt (enough for 40 meals) for 30 sp.

### 85-88# Better Gunpowder

Howell found himself a more steady, and less obscure source of income: the creation of gunpowder. He hides the fact from Turlough (for some reason, Howells thinks that gunpowder over a smithy might in fact be more dangerous than his other experiments) and sells through a third-man. The latter cuts into his profits, but he is still happy for the extra money. Of course he is willing to sell to the characters as well, and on each visit he now additionally offers (2d8):

1	One firebomb	4sp
2-3	3d6 shots of powder	2 cp each
4-7	1d4 powder horns	9 cp each
8	One small powderkeg (500 shots)	30 sp

Of course, he although offers his "new, improved gunpowder" to "special customers" (guinea pigs): he claims it to be much more reliable and is able to offer 1d4 horns for 2 sp each. His gunpowder is more reliable (misfire is determined with a d12 instead of a d10).

### 89-90# Those useless henchmen!

The alchemist will be in a most foul mood when the characters meet him, and not even welcome them in. "I have *NOTHING right now! NOTHING*" will he say before closing the door. Persistent characters may learn from him that his latest batches were failures due to poor ingredients. He had trusted somebody else with the procurement "but from now on I shall take care of such things myself!". He has -no- offers this time, and the next time a "Ingredients" incident is rolled he will only ask the PC to do the task if they achieve a result of 9+ on a Reaction roll.

### 91-94# Deliver a serious warning

In a drunken fit, Turlough came up to the alchemist to start trouble and (once gain) beat him up badly. Howell is still battered and bruised when he lets the PC in, and there is a hateful expression on his face. "I had it with this drunkard. I had it with his threats and drunken fits. You want to buy healing from me? I sell it for you... in exchange for hurt!". Howell has two healing potions ready, and offers both to the PC when they in turn teach Turlough a lesson "and tell him to better keep his hands of me". As a proof, he demands nothing less than a little finger of the dwarf. If the players decline, he will scoff at them "very well, then. You know where the door is..." He will be unwilling to sell them anything, all he wants is "that you teach that wrinkled, beef-witted coalgnome a lesson!"

They cannot talk him out of it at that moment, but when they leave him alone for more than a week and try again, they may make him sell his goods for sp to them once more on a 10+ Reaction roll. If the characters do the deed, ignore all further results that included Turlough having harassed or mishandled Howell. The overnext incident from now on will be **76-80#Witch-Hunters at Work**, and those will stop and question the PC (Turlough tipped them off after a while).

### 95-98# A Spellbook!

If there is somebody among the PC that Howell assumes to be a Magic-User, he will approach him with a special offer "This one here, you see, is without use to me as I cannot make any sense out of it. But I guess you can, can't you?" The alchemist will offer the magic-user a slightly worn leather folio. It will turn out to be a spellbook, written in flourish but clear writing, in blue ink and with illuminations of holy symbols on the left upper and lower right corner of each page. Howell will not tell how he got his hands on this (he bought it from a thief that procures some of his ingredients for him), but offers it for 500 sp. The following spells are included in the book:

*Change Self; Detect Invisible; Detect Magic; Bookspeak; Unseen Servant*

### 99-00# An End to it All

When the PC return to the smithy all they are going to find is a charred ruin. Not long ago, so they will be told, there was an explosion that set the night ablaze and had the roof of the smithy fly up high into the air. The good folk of the quarter had to deal with multiple minor fires from the burning debris that rained down all around. Two charred corpses were found later. **This is the end of Ye Alchemist, for ye is dead.**



## Alchemy as a Specialist Skill

(Optional Rules)

A Specialist with with an Intelligence Bonus of at least +2 may pick up *Alchemy* as a skill. Unlike other (“basic”) skills, *Alchemy* starts out with zero dots, which means that the only dots in the skill will be those that are allocated to it.

## Brewing Potions

The main use of the skill is the creation of magic potions. The process\* and cost is the same as for a Magic-User, but instead of knowing the *spell* (which a Specialist cannot, as the class cannot learn spells) the right *formula* must be known.

A formula is to an alchemist what a spell is to a magic-user: it is more of a science than “pure magic”, but it is still more of an art than math or chemistry. Likewise, many of the formula in the tome of an alchemist contain very strange components, and often a certain mood, time or circumstance is as important for the brewing of a potion (or the harvest of an ingredient) as the ingredients themselves. For every spell there exists a (theoretical) potion formula. Formulas are kept in (non-magical) tomes and can be researched\* and transcribed\* the same way as spells, only the costs are different.

*Researching a Formula with an equivalent on the Spell list costs 20 sp per day.*

*Researching a brand New Formula costs 30 sp per day.*

*Transcribing a Formula from another’s alchemist tome costs 5 sp per day.*

An alchemist may not “transcribe” a formula from a spellbook (for the lack of the *Read Magic* spell), but may transcribe a spell from a magic scroll to a formula (as scrolls are made to be accessible and usable by the mundane mind). The process\* is the same as for a Magic-User transcribing a spell from scroll to spellbook.

\*see the LotFP Player Core Book pp. 80-83.

## The Laboratory

The laboratory of an alchemist contains far less books and much more beakers, stoves, pots, special ingredients etc. as that of a Magic-User. It is still esoteric, but usually not as outrageous as its “truly” magical counterpart. That being said, the rules for value and space are the same as for Magic-Users, and a laboratory must have a worth of at least 500sp to allow the creation of potion.

In all other regards, the rules for laboratories of Magic-Users and alchemists are interchangeable, but an alchemist will never find more than 50% of a Magic-User’s lab to be worthwhile, and the other way around. If -another- would pick through the left overs, what remains would only have 3d6% of its assumed value, and any further left-overs would be considered junk by both classes.

As alchemists make use of many natural ingredients, a Specialist that has the Bushcraft skill as well may gather such in the wilds. A day worth of foraging produces

*Bushcraft Skill level x 5 x 1d6 sp*

additional worth for a laboratory which worth is less than 750 sp.

Alchemist also may cultivate special gardens to have a steady supply of ingredients. These are treated as a (small scale) *Investment*\* \*. Such gardens may be planted with rather *common* (stable), *exotic* (risky) or *bewildering* (wild) plants. The latter may require the Referee’s express permission and/or might be the hook for an adventure

\*\* see LotFP Player Core Book pp. 53-54

## Further uses of the Skill

Aside from brewing potions, the *Alchemy* skill may be used to identify an unknown potion and to indicate if a certain substance is poisonous or otherwise harmful. The latter attempt may suffer from a penalty if the harmful aspect was hidden (e.g. mixing a poison into spiced wine). It is advised that the Referee rolls such skill test in secret.

## *Further Suggested Material*

### **My own titles:**

[Gregorius21778: 50 Elixirs for “classic” RPG](#)

*(more weird OSR potions for your game)*

[Gregorius21778: 50 Mythic Abilities](#)

*(apply a duration and they become the result of a potion, too)*

[Gregorius21778: Examples of the Dark Arts Vol.2](#)

*(more, sinister magic items for your OSR game)*

[Gregorius21778: Foul is all Magic](#)

*(an ingredients generator; pay-what-you-want)*

[Gregorius21778: Ye ol’ mad monk](#)

*(more weirdness for your OSR game; pay-what-you-want)*

### **Other sources:**

[The Gardens of Ynn](#) are a wonderful not-of-this-world location to venture to for harvesting bewildering plants!

[Vacant Ritual Assembly#1](#) offers a frightening, dark place to acquire magic items: the ghoulish market. PWYW

[Alchemical Tools & Ingredients -1d100](#) will help you if you need more stuff to clutter up the lab.

[Potion Ingredients - 1d100](#) provides a random ingredients table.





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