

# ALCHEMISTS

## References:

[NFW-Ars-Arcana-2012-03.pdf](#) p134

[M08 4 Alchimisti Astrologi.pdf](#) p

Alchemists are a subcategory of the elemental wizards and have developed special skills in handling materials and fire to create filters, potions and metals with special characteristics.

To use Alchemists, one must select a character who has access this arcane art. These alchemists are then able to purchase and create weapons, potions and devices for the army to use. Alchemists, like Wizards, use Magic Points for some of their spells and actions. These are called Alchemy Points and can only be used on spells available for Alchemists unless the Alchemist has other specialisations.

## Availability:

- Alchemists are available as:

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ratman Alchemist	Poor	Fan	-	-	1	lt	hw	20	8	no	night	6+M	-	-	-
Conq Alchemist	Poor	Fan	-	-	1	lt	hw	20	8	no	night	6+M	-	-	-
DE Alchemist	Vet	Fan	-	-	1	lt	hw	20	8	no	no	12+M	-	-	-

## Darts of Carbonite

- Alchemists are able to synthesize carbonite, a light, rigid material which can be used to make fast and deadly ammunition for ranged weapons.
- Carbonite darts increase the range of shooting weapons by 5cm.
- They can only be assigned to a unit armed with short bow, longbow or crossbow.
- Each salvo of such missiles costs 1 point for every model in the unit.
- Carbonite is rare and expensive and so only one can be so equipped per 1,000 points.

## Mercurial Weapons

- Alchemists are able to manipulate the "spirit" of mercury which lives in metals.
- Alchemists can instill "vitality" into previously normal metal blades.
- These "blades alchemicals":
  - Give a +1 to hit whoever wields them.
  - Cost 2 points per WORTH of who wields it.

## Philosopher's Stone

- Lapis philosophorum* may be made into an amulet used by the Alchemists.
- It costs 60 points.

- ❑ It provides a +1 bonus to spells of the Alchemists.
- ❑ Possession of the *lapis philosophorum* allows the alchemist to prepare the Elixir of Life.

### Elixir of Life

- ❑ Alchemists with an amulet of *lapis philosophorum* may prepare this before a battle.
- ❑ The Elixir of Life can be prepared only for Individual characters.
- ❑ Each Elixir costs 1D6 Alchemy Points per worth of character who is given the elixir.
- ❑ Each Elixir allows you to repeat a failed saving throw the character.

### Potion of Asmodeus

- ❑ The *Potion d'Asmodeus* is the quintessence of alchemical potions. It is a powerful concoction that may enhance the physical abilities of the person who consumes it.
- ❑ Not everyone experiences good outcomes of the powerful transmutation magic.
- ❑ Each potion Asmodeus costs 30 points per unit or character and can be taken only by infantry units.
- ❑ The effects of the Potion of Asmodeus will last for 6 rounds.
- ❑ The potion may be consumed during the Threat phase as long as the unit is not:
  - ❑ Engaged in combat
  - ❑ Affected by the reactions of demoralization and disorganization.
- ❑ For each unit or person who took the potion throw 1D6 to determine the effects:
  - ❑ **1:** +5 cm Mov.
  - ❑ **2:** -1 Resilience.
  - ❑ **3:** +1 Strength.
  - ❑ **4:** -1 Resilience per worth.
  - ❑ **5:** +1 Strength per worth.
  - ❑ **6:** Strength +1 per worth, -1 Resilience per worth and +5 cm Mov.
- ❑ When the effect ends you need to determine what happens to the body of those who have taken: for every *model* that has taken the potion throw 1D6:
  - ❑ A 6 kills the model, but it may attempt a save if it has one.
  - ❑ If the D6 roll for the transmutation was "6", when the effect ends, the model must also roll a D6 and if the result is 5-6, they take a permanent +1 on their saving throw.

### Alchemic Gate

- ❑ Alchemic Gates are portals that are able to link the *plane materiel* with the *plane astrale* of the underworld.
- ❑ An Alchemic Gate is represented by a miniature on a base minimum 5 x 5 cm.
  - ❑ A Gate can be represented by a real door that is in a building or a structure or ruins, the player fielding the Alchemist can put in his deployment zone.
  - ❑ A Gate may take the form of a dolmen or a circle of stone.
- ❑ The Alchemist will have to remain in contact with it to use its power.
- ❑ An Alchemic Gate allows an Alchemist to summon a demon (see the magic of Evil) using his PA for the ritual.
- ❑ An Alchemic Gate costs 50 points.

- ❑ In addition, the Alchemical Door count as Amulet and costs 50 points.
- ❑ Because the use of Alchemic Doors is intrinsically linked to the magic of Evil, an army with an alchemist with an Alchemic Door may never ally with an army containing a Wizard of Good magic.

## Mastery of Poisoning

- ❑ Alchemists are known for their skill in preparing filters harmful and real lethal poisons, they are considered, rightly, the Masters of Poisons.
- ❑ An army may deploy an alchemist who has the skill of *Avvelenatore* (poisoning).
  - ❑ This costs +15 points, in addition to the cost of the Alchemist.
- ❑ The army may purchase poisoned darts and arrows for 20 points per volley per unit.
  - ❑ Poisoned darts/arrows have no effect against Vampires, Undead and Demons.
  - ❑ Any creature or person who is entitled to a saving throw takes a -1 modifier to the roll per poisoned arrow in the volley.
- ❑ The army may buy poisoned blades for individuals.
  - ❑ These cost 96 points.
  - ❑ The effect will be that of the Poisoned Arrows — a -1 to saving throw.
  - ❑ In addition, the Individual Character equipped with 2-handed weapons with poisoned blades will gain +2 Strength.
  - ❑ The effects of this poison can be neutralized by antidotes that are effective towards poisoned arrows.
  - ❑ The blades are all 2-handed weapons so whoever wields it with a basic profile of shield/hand-weapon will become armed with a 2-handed weapon and no shield.

## Decay Steel

- ❑ Spell may be cast on enemy unit/individual to which the alchemist has line of sight.
- ❑ It is cast just before the combat phase.
- ❑ It is a relatively simple spell and the incantation is short, so can be cast more than once, even against the same unit or individual.
- ❑ The casting alchemist is required to declare whether it intends to seek to decay the target's weapon or armour.
- ❑ For the warriors of a Cavalry unit, the effects of this spell will affect only the weapons and armor of the rider.
- ❑ Cost:
  - ❑ 1D6 MP
  - ❑ + 1 MP for every 30 cm from the alchemist to the target.
  - ❑ + 1 MP for every point of worth of the target.
  - ❑ +1 if the alchemist is of Elite quality.
- ❑ Result and Effects:
  - ❑ 1 = Enchantment failed - the Magician must make a saving roll or die.
  - ❑ 2 = Enchantment failed.
  - ❑ 3-4-5 = Enchantment successful, the target hit will suffer the following damage to the combat phase of the turn in progress:
    - ❑ Weapon: -1 strength
    - ❑ Armor: +1 on their adversaries strength..
  - ❑ 6 = Enchantment successful and permanent, the above effects will persist for the rest of the game.

### Corruption of Riches

- ❑ Alchemists who are able to turn lead or iron into gold, can use the same arcanery in reverse, destroying the magic value of a talisman, magical armour or weapons
- ❑ This spell is launched in Phase Threats against an Individual or unit.
- ❑ Cost:
  - ❑ 4D6 AP
  - ❑ + 1 AP for every 30 cm away from the alchemist to the target
  - ❑ + 1 AP for every point of worth of the target (considering the worth of the rider for cavalry).
- ❑ Throw D6 to determine the effects.
- ❑ If the alchemist is elite quality, they gain a +1 bonus.
  - ❑ 1 = Enchantment failed - the alchemist must make a saving throw to avoid his own death by mistargeted corruption.
  - ❑ 2 = Enchantment failed.
  - ❑ 3-4 = Enchantment succeeded, the Magic Item Unit or the IP struck loses its effects throughout the duration of the Turn ongoing
  - ❑ 5 = Enchantment successful and permanent; the Magic Item lose its properties for the rest of the game;
  - ❑ 6 = Enchantment successful and permanent; the Magic Item lose its properties throughout the remainder of the game and its owner will have to make a save; if the affected unit has its own save it will have to make one with a value of 8 (eight) for each of its components.

### Transmutation of Lead into Gold

- ❑ Alchemists who are able to turn lead into gold, may do this before the Deployment Phase.
- ❑ If their army contains a Mercenary Command, and if the same was paid less than its value (half or a quarter), it may be able to be paid in transformed gold.
- ❑ Cost 1D6 AP for each unit and / or individual that make up the command, including any BL.
- ❑ Roll D6 to determine the effects.
  - ❑ 1 = Enchantment failed - the alchemist must make a saving throw to avoid his own death by mistargeted transmutations.
  - ❑ 2 = Enchantment failed.
  - ❑ 3-4-5 = Enchantment successful, the Command is paid with money obtained from pieces of lead turned into gold doubloons. It will be considered to have been paid up to the next level from which it originally was.
  - ❑ 6 = Enchantment superbly successful: if the command was paid to a quarter of its value it will be considered paid in full value; It will be considered to have been paid up to the next level from which it originally was and the alchemist will regain the Alchemy Points used for the evocation of this spell.

### Dispersion

- ❑ Alchemical magic may only be dispersed or dispelled by another Alchemist.
- ❑ Dispersion follows the rules for "spellbreak".