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Subject: Alchemist things to OK  
Posted by [Tangaroa](#) on Sun, 02 Dec 2012 21:42:01 GMT  
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Items for approval:

From Ultimate Equipment:

Formula Alembic - 200gp, learn an alchemist formula from a potion (doesn't use up the potion)

Hybridization Funnel - 200gp, mix two alchemical splash weapons into one; mixture lasts for 24 hours; Craft Alchemy check involved (not clear if it works with bombs)

Preserving Flasks -  $1000 * (\text{Extract Level}^2)$  - Stores extractions longer than a day

Vest of Stable Mutation - 20,000 - No penalties from mutagens

Poisoners Glove - 5000 - fill 1 dose poison/glove, touch attack to deliver

Admixture Vial - 5000 - combine extracts (so you can drink both at once)

Boro Bead -  $1000 * (\text{Extract Level}^2)$  - Recall extract

Feats for approval:

Splash Weapon Mastery

Ability Focus (for some or all bombs)

...oh, and of course

LEADERSHIP

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Subject: Re: Alchemist things to OK  
Posted by [Tangaroa](#) on Mon, 03 Dec 2012 00:26:18 GMT  
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...errr, scratch leadership. Forgot that you weren't allowing it.

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Subject: Re: Alchemist things to OK  
Posted by [like\\_a\\_god](#) on Mon, 03 Dec 2012 02:41:17 GMT  
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Tangaroa wrote on Sun, 02 December 2012 17:26...errr, scratch leadership. Forgot that you weren't allowing it.

True true,

But I will keep in mind that you're looking for understudies and whatnot. Also, Anna will be leveling up

like\_a\_god

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Subject: Re: Alchemist things to OK  
Posted by [Tangaroa](#) on Mon, 03 Dec 2012 02:55:59 GMT  
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I've DM'd too much. If I'm not running at least 3 characters, I'm probably not happy... I should really run a necromancer one of these days!

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