### Alchemical Equipment

Being a practitioner of alchemy is expensive and requires the use of specialized equipment. A well-equipped alchemy lab can cost well over 10,000p. Some of the equipment used in an alchemy lab is listed in this section. At the GM’s discretion, certain pieces of equipment can modify alchemy skill tests. Any such modifiers are listed with the equipment description.

The following list of alchemical equipment is only a partial list. The GM and players should feel free to create new pieces of equipment, or even ignore this information if they feel it is too complex. The list is included to give the GM an idea of the types of things that might be found in a Bostonian alchemy shop and to add flavor to the game, especially if you have an alchemist PC.

Consumable costs are listed by use or by time period. The time periods assume regular use. So if a device lists a cost of 5p/day, it means 5p/day of use. If the equipment is unused, then it costs nothing.

Analyzer

Cost: 750p

Consumables: 5p/use

A clever device that contains a mini-separator, burner, atomizer and other equipment. It is designed form small samples and allows the alchemist to analyze potions more quickly and using less of the substance. The analyzer gives a +1 to alchemy tests dealing with analysis, allows the alchemist to keep the potion after analysis and cuts the time to analyze to a few hours.

Analyzer, Miniature

Cost: 1000p

Consumables: 5p/use

A miniature version of the analyzer mentioned above. This version is smaller, more resistant to damage, and more compact than its regular counterpart, making it ideal for the traveling alchemist. It can be carried and will resist normal bumps and bangs from walking about. The mini-analyzer provides no bonus to alchemy tests, but allows the alchemist to keep the potion after analysis and cuts the time to analyze to a few hours.

Atomizer

Cost: 200p

A device that takes a liquid reagent and sprays it in a fine mist. It is very useful for analysis. Not having an atomizer can give a –1 to alchemy tests regarding analyzing potions.

Blower, Alchemical

Cost: 400p

Consumables: 2p/day

A fan attached to an alchemical drive system. This device creates a constant breeze that is used to disperse dangerous vapors. A blower is a required piece of equipment in any lab. Work with vapors, or on substances that produce fumes is impossible without a blower.

Blower, Mechanical

Cost: 50p

A fan attached to a pedal system. This device creates a constant breeze that is used to disperse dangerous vapors. A blower is a required piece of equipment in any lab. Work with vapors, or on substances that produce fumes is impossible without a blower.

Condenser, Cheap

Cost: 50p

This device gently cools vapor into liquid of crystal. This simple version of condenser consists of a set of metal rods that extend from an existing icebox. This version works, but tends to lose a fair bit of material and contaminate it with water. A cheap condenser gives a –1 penalty to alchemy tests requiring condensation.

Condenser, Regular

Cost: 1000p standalone

600p add-on

Consumables: 10p/day

This device gently cools vapor into liquid of crystal. It is an enclosed box containing metal coils upon which the condensate settles and crystals to desiccate the air and minimize contamination. An add-on unit may be purchased if the lab already has an alchemical icebox.

Condenser, Super

Cost: 2000p standalone

1200p add-on

Consumables: 16p/day

This device can act as a regular condenser but also has the added ability to liquefy substances that are gas at normal temperatures. An add-on unit may be purchased if the lab already has an alchemical icebox.

Consumables, General

Consumables: 150p/month

This includes papers, replacement glassware, tubing, oil and other consumable goods that do not appear elsewhere.

Desiccator

Cost: 250p

Consumables: 3p/day

This device uses special alchemical crystals to draw the water from a substance. It can turn almost any organic material into powder in a matter of hours.

Dryer

Cost: 100p

A dryer attaches to an oven. It takes the hot air from the oven, cools it in a water-free chamber, and then blows it over a substance. It is used to gently dry a material without heating it.

Electrifier

Cost: 1500p

Consumables: 20p/month

This device uses a simple mechanical process to produce a small electrical charge. This charge is then applied to a substance through the use of thin copper wires. An electrifier is required for certain rare processes. Various parts of the device will wear over time, leading to the monthly maintenance cost.

Glassware

Cost: 2000p

All alchemy labs have assorted glassware. Beakers, tubes, flasks, mixers, spoons and various pieces of pottery are included. Glass and clay are considered to be alchemically inert and so are used instead of metal. Without this equipment, there is no lab.

Icebox, Alchemical

Cost: 300p

Consumables: 8p/day

Iceboxes are used to keep reagents fresh and to control the speed and violence of certain reactions. An alchemical icebox uses a series of special mixtures to cool the interior. The alchemist has a fair bit of control over the temperature.

Icebox, Common

Cost: 300p

Consumables: 2p/week

Iceboxes are used to keep reagents fresh and to control the speed and violence of certain reactions. A common icebox is simply an insulated box. Ice must be found to cool the inside. During warm months, this ice may have to be purchased at a cost of 2p/week. A common icebox provides no fine control over the temperature and may give a –1 to alchemical tests requiring this device.

Icebox, Magical

Cost: 5000+p

Iceboxes are used to keep reagents fresh and to control the speed and violence of certain reactions. A magical icebox is enchanted to allow the alchemist total control over the box’s temperature and costs nothing to run. This type of icebox gives a +1 to alchemical tests requiring refrigeration.

Infuser, Coarse Manual

Cost: 250p

Made of a tapered glass tube with a small reservoir and pump system, an infuser is used to forcibly inject one substance into another. The coarse infuser is typically used to inject liquids and small pellets or powders into a relatively large target substance. A manual infuser uses a hand pump to inject the infusate. The process is crude and much of the infusate can be lost, giving a –1 to any alchemy rolls requiring infusion.

Infuser, Coarse Steam

Cost: 500p

Made of a tapered glass tube with a small reservoir and pump system, an infuser is used to forcibly inject one substance into another. The coarse infuser is typically used to inject liquids and small pellets or powders into a relatively large target substance. A steam infuser uses pressurized steam to do its work.

Infuser, Fine

Cost: 1000p

When the target substance is small, the infusate is a gas, or when exact control of the infusion process is required, then a fine infuser must be used. This device has a similar reservoir and pump system as a coarse infuser, but the delivery system is a tiny tube with a dozen or so hollow spines used to deliver the infusate. All fine infusers are steam powered. Fine infusers allow precise control over the amount and speed of infusion.

Mixer, Alchemical

Cost: 500p

Consumables: 2p/day

Many experiments and processes last for several days and must be stirred continuously. This machine uses an alchemical mix for power and will slowly stir for days on end. If you are really pressed for cash, you could skip this and hire a few apprentices instead. Just pray they don’t fall asleep.

Oil Burner, Common Lamp

Cost: 10p

Consumables: 1p/week

A lamp is used to melt, heat and boil substances and as a catalyst for reactions. Lamps provide little control over the temperature of the flame and if such control is needed, a –1 to the alchemy test is applied.

Oil Burner, Standard

Cost: 50p

Consumables: 3p/week

An enhanced version of the oil lamp, the standard burner provides the alchemist some control over the size and heat of the flame.

Oven, Alchemical

Cost: 1500p

Consumables: 5p/day

An oven is used for mixtures that must cook to become potent. The alchemical oven can burn hotter and with more control than a common oven. This is the standard oven used in most alchemical labs.

Oven, Common

Cost: 150p

Consumables: .5p/day

This oven is a simple brick oven fueled by wood or coal. It is common and inexpensive, but allows little control over the temperature and cannot burn as hot as an alchemical oven. If such heat or control is required, then a –1 will be applied to the alchemical test.

Oven, Magical

Cost: 5000+p

The magical oven is enchanted to produce heat on command with amazing control. It gives a +1 bonus to alchemy tests and requires no consumables or maintenance.

Scale, Common

Cost: 20p

Reagents must be measured precisely to insure the purity of the mixture. A common scale is little more than a crude balance and weights. It is not very accurate and confers a –1 penalty to alchemy tests.

Scale, Fine

Cost: 250p

A fine scale is accurate and is considered standard equipment for an alchemy lab.

Scale, Mechanical

Cost: 600p

A mechanical scale dispenses with the weights and uses one or more mechanical principles to determine the weight of a substance. It confers a +1 bonus to tests where the accuracy of measurement is important.

Separator, Alchemical

Cost: 500p

Consumables: 1p/day

The separator is a primitive centrifuge which slowly spins samples until they separate. The alchemical version spins on its own and thus, saves tons of manual labor.

Separator, Manual

Cost: 200p

This is a manual version of the separator requiring someone to hand crank the device. This is what apprentices are for.

Still, Alcohol Homemade

Cost: 30p

Consumables: 2p/week

This is a still used to ferment plant product and produce alcohol. This version produces alcohol that is not quite pure and thus confers a –1 to alchemy tests in which it is used.

Still, Alcohol Standard

Cost: 400p

Consumables: 2p/week

A slightly better version of the alcohol still. The alcohol produced by this still is pure.

Still, Water

Cost: 1000p

Consumables: 5p/week

Used to distill water. Pure water is required for many alchemical processes, including the simple act of cleaning the equipment. This is a required piece of equipment.

Vaporizer

Cost: 1200p standalone

800p add-on

Consumables: 4p/day

The vaporizer is an alchemical device that heats a substance quickly and turns it to vapor. A vaporized substance is always more reactive than a liquid or solid. This device is required for some recipes. An add-on unit may be purchased if the lab already has an alchemical oven.