

HERO CLASS - GRIMZIM'S VARIANT



ALCHEMIST

FATE SYMBOL



VITALITY



COURAGE



DICE POOL

Ready 1 **Ingredient**
+1 **D10**, +1 **FD**

STARTING GEAR

Cracked Beaker, Illegible Recipes, Adventurer's Gear

ADVANCED HERO CARDS

Advanced Potion Mixing, Gnashing Teeth, Mom's Grog, Ramming Speed, Dwarven Fortitude



he needed H.E.L.P.

But first, she had to grab some fixins. She grabbed a handful of Grubber ears, some Sycle spore, and a bit of Shambler bone dust. She could acquire the Tailless teeth on the way to the Pad. Scuttling over the table, she snatched up a swirling yellow potion; she needed all the luck she could mix. She downed it in one pull.

Into the empty bottle, she added a touch of water, placed the bone dust, and Sycl spore. She immediately stoppered the bottle and shook the mixture vigorously thirteen times, then swirled it counter-clockwise four. She held it up to the light. The color shifted from a gray-brown to a husky purple. Grabbing up smaller bottles, she separated the Abyssal Draught into four ready-to-throw potions. These she slipped into the bandolier she carried next to the almost complete Gnashing Teeth concoctions. She strapped the bandolier across her shoulder and adjusted it so she could grab the pull ripcord easily.

The Hero Eject Launchy Pad had been overrun, but she was sure she could get there. Dwarves were not the fastest of the bi-pedal races. Luckily, they never tired and were often overlooked. She left her laboratory through the

window. Stepping through the melee on the heads of several heroes and the attacking Tailless before dropping down into the blood and guts of the fallen. She snatched up three Tailless teeth as she hustled through the underbelly of the battle. She placed the teeth in the nearly-finished Gnashing Teeth potions. She hoped the running would complete the mixing, but not overdo it...she wasn't interested in becoming a casualty of her own alchemy.

The moment she landed on the H.E.L.P., she was flung upward. She attempted to spiral as she was lifted in the air, but turned into a full-on yard sale. A head-over-heels, cattywampas tumble. When she could see nothing but Tailless and Rath below her, she pulled the bandolier's stringer. The potions flew out from her in numerous, random directions. Finally, the safety chute the Trickster built into the bandolier triggered.

Up and down righted itself. Below her the potions began to explode. Gnashing Teeth shredded dozens of Tailless with each flash - a taste of their own teeth. The Abyssal Draught detonations were loud and full of violence. Heat from the explosions lifted her chute, pushing her higher and back towards home. Above all carnage she floated. The charge was broken. The Tailless were already been routed.

I guess you could call it a "failure", but I prefer the term "learning experience".

- Weir, The Martian

PLAYING THE ALCHEMIST

The Alchemist is similar to the Trickster. She has everything she needs to be effective right away. Upgraded gear helps her with **Build** and **Potency**, but doesn't change what she is doing.

The Alchemist uses **Ingredients** to make all types of potions. The method is what sets her apart. Ingredients are used similar like the Trickster uses parts. She must have **Ingredient** cards in play to **Build** a potion.

Making a potion is a two-step process. When an Alchemist needs to **Build** a potion, she must first see if she has enough **Ingredients**. If she has all the **Ingredients**, she may attempt to **Build** the potion using any bonus dice provided by her **Focus** item. If the **Build** is successful, she may check for **Potency** using any bonus dice provided by her **Relic** item. **Focus** and **Relic** items may be equipped in either the primary or secondary slot, regardless of slot icon.

The Alchemist can make all the standard potions, which makes her an amazing healer and party-buff character. However, she also has a few potions only an Alchemist has access to. These potions represent her attacks and are quite formidable.

INGREDIENTS

A number of **Ingredients** are required before a potion card can be played. There are many different types of **Ingredients** and depending on the potion particular **Ingredients** may even provide a bonus for certain potions. For example, the *Alchemist's Fire* potion will be more effective if the *Fireborn Sulphur* ingredient is used when building it and will increase the damage of the potion.

Some **Ingredients** have positive or negative effects on the **Build** and **Potency** target numbers (TN) when creating potions with them. For example, the *Fireborn Sulphur* ingredient grants -2 TN to **Potency** rolls when used. However, if the Potency check fails the Alchemist has to roll for an **Unstable Reaction**.

Note that **Ingredients** have to be in play to be used when building a potion - so either you have played it on an Action Space or you have readied it previously. To ready an **Ingredient** you have to play it in an Action Space and then, during the Hero Deck Phase move it above your Hero Board. The number of **Ingredients** the Alchemist can have ready is limited by your items.

UNSTABLE REACTION AND FORTUNATE DISCOVERY

The Alchemist comes with two special cards that are used whenever she has to roll for an *Unstable Reaction* or a *Fortunate Discovery*. This usually happens when using certain Ingredients and failing or succeeding a **Build** or **Potency** check. Roll 4 **FD** on the table of the *Unstable Reaction* or *Fortunate Discovery* card and apply the effect.

Whether dealing with biology or chemical concoctions, life is about chemistry.

TRICKY CARDS

DISSECT

Dissect is a very good card for the Alchemist. When a minion is defeated, the Alchemist may put it on an ongoing *Dissect* card. Once there are 3 minions on the card the Alchemist can choose to either clear the *Dissect* card and search for 1 **Ingredient** in her Discard pile or remove all minions from the card (put keep the card in play) to play the next potion as a Reaction.

SHORTCUT

The *Shortcut* card allows the Alchemist to **Build** a potion using one less **Ingredient** or one less required potion. However, if anything but a **Stable** potion is created the Alchemist must roll for *Unstable Reaction*. *Shortcut* is a very powerful card, especially when used with advanced potions that require another potion to be built. This comes at the price of a negative effect triggered through *Unstable Reaction*.

POTION OF BOTTLED SMOKE

Using a *Potion of Bottled Smoke* at the right time grants the Alchemist a powerful effect to support his allies and hinder his enemies. Once placed the smoke effect blocks line of sight - however this might not only affect enemies but could also affect the Alchemist herself and other heroes. If **Potency** is rolled it is a great tool to hinder enemy movement, but may potentially also cause issues for the Alchemist and his allies.

BUILD

To make any potion, the Alchemist is required to pass a **Build** check. The target number for the **Build** check is the number following the **Build** keyword. Note that some **Ingredients** may positively or negatively affect that target number. Roll the attack dice of the equipped **Focus** item to check against the **Build** TN. If the result is equal or higher, than the potion is created. Abilities and party buffs that provide extra attack dice and rerolls may be used for either the **Build** or the **Potency** check, but not both.

POTENCY

After a potion is built, the Alchemist may roll to increase its **Potency**. The target number for the **Potency** check is the number following the **Potency** keyword. Note that some **Ingredients** may positively or negatively affect that target number. Roll the attack dice of the equipped **Relic** item to check against the **Potency** TN. If successful, refer to the potion card for the bonus potency effect. Bonus potency effects are extremely valuable. Abilities and party buffs that provide extra attack dice and rerolls may be used for either the **Build** or the **Potency** check, but not both.

STORING & THROWING POTIONS READINGY INGREDIENTS

A potion with the **Stable** keyword can be directly used or stored for later use. **Stable** potions can also be given or thrown to other heroes. Throwing is a free action and must be performed during the Hero Cycle. A hero must catch a thrown potion by rolling TN 3 on 1 **d10** or the potion is lost.

A potion with the **Volatile** keyword can be directly used or thrown to other heroes but cannot be stored. **Attack** potions cannot be stored or given/thrown to other heroes. **Attack** potions automatically hit when thrown at enemies.

The Alchemist can store an unlimited number of potions. However, if you play an ongoing campaign that allows you to keep items (e.g. *The Lands of Myth*) it is recommended that the Alchemist can store a maximum of 5 potions.

The Alchemist starts with the ability "Ready 1 **Ingredient**". This allows her to search for any **Ingredient** and ready it at the start of each realm tile. The Alchemist can have a maximum of 1 **Ingredient** readied at any one time, unless he has special items equipped that increase this limit.

To ready an **Ingredient** the Alchemist has to play it in an Action Space as normal. During the Hero Deck Phase the **Ingredient** may be placed above the Hero Board to indicate that this **Ingredient** has been readied.

CARD SYNERGY

DISSECT + SHORTCUT + ABYSSAL DRAUGHT

This synergy is invaluable to the Alchemist and also works for many other potions. With enough minions on the *Dissect* card, the Alchemist can clear it to search for a **Ingredient**. In this example searching for the *Sycl Spore* ingredient could be a good idea, as it would allow to hit 3 targets in a straight line instead of a single target. *Shortcut* can further reduce the required **Ingredients**, however rolling for an *Unstable Reaction* may have to be accepted. For Journeyman card potions this synergy is even more powerful as *Shortcut* can be used to **Build** a potion without a required basic potion.

