

ALCHEMIST LEVEL 1

Obsessed with transmutation, Daniel began to use his alchemical creations on himself. Within him now lurks a mad and capricious second self.

DANIEL

Male elf alchemist 1 (*Pathfinder RPG Advanced Player's Guide* 26)

N Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 10 (1d8+2)

Fort +3, **Ref** +5, **Will** +0 (+2 vs. charm, compulsion, and fear effects created by humanoids other than elves); +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19–20)

Ranged bomb +4 (1d6+4 fire)

Special Attacks bomb 7/day (1d6+4 fire, DC 14)

Alchemist Extracts Prepared (CL 1st; concentration +5)

1st—*reduce person* (DC 15), *shield*

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 13

Feats Extra Bombs^{APG,*}, Point-Blank Shot, Throw Anything

Traits Insular^{ISR,*}, Wary^{POTR,*} (Daggermark)

Skills Craft (alchemy) +8 (+9 to create alchemical items), Disable Device +7, Knowledge (arcana, nature) +8, Perception +6 (+7 on opposed checks), Sense Motive +4 (+5 on opposed checks), Spellcraft +8 (+10 to identify magic item properties), Use Magic Device +4; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Draconic, Elven, Gnome, Goblin, Orc

SQ alchemy (alchemy crafting +1), elven magic, mutagen (+4/–2, +2 natural armor, 10 minutes)

Combat Gear *potion of cure light wounds*, acid, alchemist's fire (3);

Other Gear leather armor, daggers (2), alchemy crafting kit^{APG}, bandoliers (2), formula book (contains all prepared extracts plus *ant haul*^{APG}, *comprehend languages*, *crafters' fortune*^{APG}, and *cure light wounds*), ink, inkpen, sunrods (2), thieves' tools, 4 gp

*The effects of these abilities are calculated into Daniel's statistics.

SPECIAL ABILITIES

Bombs Daniel can mix 7 bombs each day. Bombs are unstable and go inert if he does not throw them within one round. Daniel's bombs deal 1d6+4 points of fire damage to their target and 4 points of fire damage to creatures in all adjacent squares (Reflex DC 14 half).

Alchemical Items Daniel has the following alchemical items.

Acid Daniel's acid deals 1d6+4 points of acid damage on a hit and 5 points of acid damage to all adjacent creatures.

Alchemist's Fire Daniel's alchemist's fire deals 1d6+4 points of fire damage on a hit and 5 points of damage to adjacent creatures. The next round, the target of a direct hit takes 1d6 more points of damage.

Alchemy Daniel can identify potions with a Craft (alchemy) check by examining them for 1 round. He can brew extracts each day from his formula book (like preparing spells). Daniel can activate wands of spells on the alchemist list.

Elven Magic Daniel gains a +2 racial bonus on caster level checks to overcome spell resistance.

Mutagen Daniel can spend an hour to brew a special mutagen. He can carry it as long as he wants, but after he drinks it, the mutagen's effects last for 10 minutes. If anyone but Daniel (or another alchemist or investigator) drinks the mutagen, the drinker gains no benefit and is nauseated for 1 hour (Fort 14 negates). Daniel always starts play with a Dexterity mutagen to make himself into a more capable ranged combatant. This mutagen grants +4 Dexterity, +2 natural armor, and –2 Wisdom. He can also brew a mutagen that grants +4 Strength, +2 natural armor, and –2 Intelligence or a mutagen that grants +4 Constitution, +2 natural armor, and –2 Charisma.

Point-Blank Shot Daniel receives a +1 bonus on attack and damage rolls with ranged attacks when he is within 30 feet of his target.

Throw Anything Daniel gains a +1 circumstance bonus on attack rolls and a +4 bonus on damage rolls with thrown splash weapons. He does not take any penalties when using improvised ranged weapons.

Extracts and Gear Daniel's extracts and gear are described below.

Ant Haul If Daniel prepares and drinks this extract, it triples his carrying capacity for 2 hours.

Comprehend Languages If Daniel prepares and drinks this extract, it grants him the ability to understand all languages he reads or hears for 10 minutes, though he can't speak them.

Crafter's Fortune If Daniel prepares this extract, it grants him a +5 luck bonus on his next Craft check.

Cure Light Wounds Daniel's potion heals 1d8+1 points of damage to a touched creature. If he prepares an extract, it heals the same amount.

Reduce Person Daniel becomes one size smaller for 1 minute. He gains +2 Dexterity, –2 Strength, a –1 size penalty to CMD and on combat maneuver checks, a +1 size bonus on attack rolls and to AC, a +4 size bonus on Stealth checks, and a +2 size bonus on Fly checks. Melee and projectile weapons decrease in damage (Daniel's dagger goes down to 1d3).

Shield Daniel gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.



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ALCHEMIST LEVEL 4

Obsessed with transmutation, Daniel began to use his alchemical creations on himself. Within him now lurks a mad and capricious second self.

DANIEL

Male elf alchemist 4 (*Pathfinder RPG Advanced Player's Guide* 26)

N Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 31 (4d8+8)

Fort +6, **Ref** +8, **Will** +2 (+2 vs. charm, compulsion, and fear effects created by humanoids other than elves); +2 vs. enchantments, +2 vs. poison

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4/19–20)

Ranged bomb +7 (2d6+4 fire)

Special Attacks bomb 10/day (2d6+4 fire, DC 16)

Alchemist Extracts Prepared (CL 4th; concentration +8)

2nd—*barkskin*, *invisibility*

1st—*expeditious retreat*, *reduce person* (DC 15), *shield* (2)

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 16

Feats Extra Bombs^{APG,*}, Point-Blank Shot, Precise Shot, Throw Anything

Traits Insular^{ISR,*}, Wary^{POTR,*} (Daggermark)

Skills Appraise +8, Craft (alchemy) +11 (+15 to create alchemical items), Disable Device +12, Fly +7, Heal +4, Knowledge (arcana, nature) +11, Perception +9 (+10 on opposed checks), Sense Motive +5 (+6 on opposed checks), Spellcraft +9 (+11 to identify magic item properties), Survival +4, Use Magic Device +7; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Draconic, Elven, Gnome, Goblin, Orc

SQ alchemy (alchemy crafting +4), discoveries (infusion, precise bombs [4 squares]), elven magic, mutagen (+4/–2, +2 natural armor, 40 minutes), poison use, swift alchemy

Combat Gear *boro bead*^{UE} (1st level), *elixir of hiding*, *elixir of tumbling*, *elixir of vision*, *oil of daylight*, *potion of cure light wounds*, *potion of fly*, *potion of neutralize poison*, *wand of cure light wounds* (12 charges), *wand of see invisibility* (3 charges), acid, alchemist's fire (2), antiplague^{APG} (2), antitoxin (2), giant wasp poison, large scorpion venom (3), smelling salts^{APG}, smokesticks (2), soothe syrup^{APG}, twitch tonic^{UE}, wismuth salix^{UE}; **Other Gear** leather armor, daggers (2), *cloak*

of resistance +1, alchemist's lab, alchemy crafting kit^{APG}, bandoliers (2), formula book (contains all prepared extracts plus *ant haul*^{APG}, *comprehend languages*, *crafter's fortune*^{APG}, *cure light wounds*, *reduce person*, and *identify*), ink, inkpen, mwk thieves' tools, sunrod, 5 gp

*The effects of these abilities are calculated into Daniel's statistics.

SPECIAL ABILITIES

Bombs Daniel can mix 10 bombs each day. Bombs are unstable and go inert if he does not throw them within one round. Daniel's bombs deal 2d6+4 points of fire damage to their target and 4 points of fire damage to creatures in all adjacent squares (Reflex DC 16 half). Daniel can exclude up to 4 adjacent squares from this damage.

Alchemical Items Daniel has the following alchemical items.

Acid Daniel's acid deals 1d6+4 points of acid damage on a hit and 5 points of acid damage to all adjacent creatures.

Alchemist's Fire Daniel's alchemist's fire deals 1d6+4 points of fire damage on a hit and 5 points of fire damage to adjacent creatures. The next round, the target of a direct hit takes another 1d6 points of damage.

Antiplague Daniel's antiplague grants the drinker a +5 alchemical bonus against diseases for 1 hour or the ability to take the better of two rolls on the ongoing saving throw against disease for the day.

Antitoxin Daniel's antitoxin grants the drinker a +5 alchemical bonus against poison for 1 hour.

Giant Wasp Poison This injury poison deals 1d2 points of Dexterity damage to its target per round for 6 rounds (Fort DC 18 negates).

Large Scorpion Venom This injury poison deals 1d2 points of Strength damage to its target per round for 6 rounds (Fort DC 17 negates).

Smelling Salts Daniel's smelling salts grant a new saving throw against any effect that makes the smeller unconscious or staggered. They can wake a dying creature, which still must attempt stabilization checks each round and which takes 1 damage, falling unconscious if it takes a standard or other strenuous action.

Smokestick Daniel's smokestick fills a 10-foot cube with smoke, granting everything inside concealment (total concealment to creatures and objects behind more than 5 feet of smoke).

Soothe Syrup Daniel's soothe syrup grants the drinker a +5 alchemical bonus against nausea and sickening effects for 1 hour.

Twitch Tonic Daniel's twitch tonic grants the drinker a +2 alchemical bonus against sleep, paralysis, and staggering effects for 1 hour. Once per day, drinking it can also grant a new saving throw against any such effect that existed before drinking.

Wismuth Salix Daniel's wismuth salix grants the drinker a +2 alchemical bonus on Fortitude saving throws against effects that inflict the nauseated or sickened conditions. Once per day,



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drinking it can also grant a new save with a +2 bonus against any such effect that existed before drinking.

Alchemy Daniel can identify potions with a Craft (alchemy) check by examining them for 1 round. He can brew extracts each day from his formula book (like preparing spells). Anyone can drink an extract to gain its benefit. Daniel can activate wands of spells on the alchemist list.

Elven Magic Daniel gains a +2 racial bonus on caster level checks to overcome spell resistance.

Infusion This discovery lets anyone (not just Daniel) benefit from his extracts.

Mutagen Daniel can spend an hour to brew a special mutagen. He can carry it as long as he wants, but after drinking it, the mutagen's effects last for 40 minutes. If anyone but Daniel (or another alchemist or investigator) drinks the mutagen, the drinker gains no benefit and is nauseated for 1 hour (Fort 16 negates). Daniel always starts play with a Dexterity mutagen to make himself into a more capable ranged combatant. This mutagen grants +4 Dexterity, +2 natural armor, and -2 Wisdom. He can also brew a mutagen that grants +4 Strength, +2 natural armor, and -2 Intelligence or a mutagen that grants +4 Constitution, +2 natural armor, and -2 Charisma.

Point-Blank Shot Daniel receives a +1 bonus on attack and damage rolls with ranged attacks when he is within 30 feet of his target.

Poison Use Daniel doesn't risk poisoning himself when applying poison to his weapon.

Precise Bombs The effects of this discovery are included in bombs.

Precise Shot Daniel does not take a penalty for firing into melee.

Swift Alchemy Daniel can craft alchemical items twice as fast as normal. He can also apply poison as a move action.

Throw Anything Daniel gains a +1 circumstance bonus on attack rolls and a +4 bonus on damage rolls with thrown splash weapons. This bonus damage also applies to splash damage. He does not take any penalties when using improvised ranged weapons.

Extracts and Gear Daniel's extracts and gear are described below.

Ant Haul If Daniel prepares this extract, it triples the drinker's carrying capacity for 8 hours.

Barkskin The drinker gains a +2 enhancement bonus to natural armor for 40 minutes (this would increase Daniel's natural armor to 2, or to 4 with a mutagen, which also raises his flat-footed AC).

Boro Bead (1st level) Once per day, Daniel can activate this bead as a standard action to recreate a 1st-level extract he has already used.

Comprehend Languages If Daniel prepares this extract, it grants the drinker the ability to understand all languages he reads or hears for 40 minutes, though he can't speak them.

Crafter's Fortune If Daniel prepares this extract, it grants the drinker a +5 luck bonus on his next Craft check.

Cure Light Wounds Daniel's wand heals 1d8+1 points of damage to a touched creature. If he prepares an extract, it heals 1d8+4 damage.

Daylight When smeared on an object, Daniel's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magic darkness in that area, the overlapping area is unaffected by either spell.

Elixir of Hiding This elixir grants the drinker a +10 competence bonus on Stealth checks for 1 hour.

Elixir of Tumbling This elixir grants the drinker a +10 competence bonus on Acrobatics checks for 1 hour.

Expeditious Retreat The drinker's base speed increases by 30 feet for 4 minutes.

Fly Daniel's potion grants the drinker a 60-foot fly speed and a +6 bonus on Fly checks (+16 total for Daniel himself) for 5 minutes.

Identify If Daniel prepares this extract, the drinker can spend 2 rounds focusing and then attempt to identify one item in his possession each round for 10 rounds with a +10 bonus on Spellcraft checks.

Invisibility The drinker vanishes for 4 minutes or until the drinker attacks. While invisible, the drinker gains +20 to Stealth (+40 if standing perfectly still). The first attack before the drinker becomes visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC).

Neutralize Poison Daniel's potion allows the drinker to roll 1d20+5 against the saving throw DC of a poison affecting it. Success neutralizes the poison.

Reduce Person The drinker becomes one size smaller for 4 minutes. A Medium character becomes Small and gains +2 Dexterity, -2 Strength, a -1 size penalty to CMD and on combat maneuver checks, a +1 size bonus to AC and on attack rolls, a +4 size bonus on Stealth checks, and a +2 size bonus on Fly checks. Melee weapons and projectile weapons decrease in damage (Daniel's dagger goes down to 1d3).

See Invisibility Daniel's wand lets the user see invisible and ethereal creatures for 30 minutes.

Shield The drinker gains a +4 shield bonus to AC for 4 minutes and becomes immune to *magic missile*.

Daniel Morgethai is a man of two minds. The first repents for the suffering he's caused and tries to keep his darker urges in check. The second exists only to feel the heat of an explosion on his face. The latter comes forth primarily in combat, where Daniel's potions push his body faster than it has any right to move. He is unbalanced, unstable, unpredictable—and totally indispensable in a fight.



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ALCHEMIST LEVEL 7

Obsessed with transmutation, Damiel began to use his alchemical creations on himself. Within him now lurks a mad and capricious second self.

DAMIEL

Male elf alchemist 7 (*Pathfinder RPG Advanced Player's Guide* 26)

N Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +12

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 59 (7d8+21)

Fort +8, **Ref** +11, **Will** +4 (+2 vs. charm, compulsion, and fear effects created by humanoids other than elves); +2 vs. enchantments, +4 vs. poison

Immune sleep

OFFENSE

Speed 30 ft.

Melee dagger +5 (1d4/19–20)

Ranged bomb +10 (4d6+5 fire) or
frost bomb +10 (4d6+5 cold)

Special Attacks bomb 14/day (4d6+5 fire, DC 18)

Alchemist Extracts Prepared (CL 7th; concentration +12)

3rd—*displacement, heroism*

2nd—*barkskin, false life, invisibility, resist energy*

1st—*cure light wounds, enlarge person* (DC 16), *expeditious retreat, reduce person* (DC 16), *shield* (2)

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 20, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 19

Feats Extra Bombs^{APG,*}, Extra Discovery^{APG,*}, Point-Blank Shot, Precise Shot, Throw Anything, Toughness^{*}

Traits Insular^{ISR,*}, Wary^{POTR,*} (Daggermark)

Skills Appraise +9, Craft (alchemy) +15 (+22 to create alchemical items), Disable Device +16, Fly +10, Heal +4, Knowledge (arcana, nature) +15, Linguistics +12, Perception +12 (+13 on opposed checks), Sense Motive +5 (+6 on opposed checks), Sleight of Hand +8, Spellcraft +13 (+15 to identify magic item properties), Survival +4, Use Magic Device +10; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Abyssal, Azlanti, Celestial, Common, Draconic, Elven,

Gnome, Goblin, Orc, Sylvan, Thassilonian, Tien, Undercommon

SQ alchemy (alchemy crafting +7), discoveries (frost bomb, infusion, precise bombs [5 squares], sticky poison), elven magic, mutagen (+4/–2, +2 natural armor, 70 minutes), poison use, swift alchemy

Combat Gear *boro bead*^{UE} (2nd level), *elixir of hiding, elixir of swimming,*

elixir of tumbling, elixir of vision, oil of daylight, potion of cure moderate wounds, potion of fly, potion of lesser restoration, potion of neutralize poison, wand of cure light wounds (12 charges), *wand of see invisibility* (3 charges), *wand of haste* (4 charges), acid, alchemist's fire (2), antiplague^{APG} (2), antitoxin (2), giant wasp poison (3), shadow essence (3), smelling salts^{APG}, smokesticks (2), soothe syrup^{APG}, twitch tonic^{UE}, wismuth salix^{UE}; **Other Gear** +1 leather armor, daggers (2), *belt of incredible dexterity* +2, *cloak of resistance* +2, *headband of vast intelligence* +2, alchemist's lab, alchemy crafting kit^{APG}, bandoliers (2), formula book (contains all prepared 1st-level extracts plus *ant haul*^{APG}, *comprehend languages, crafter's fortune*^{APG}, *cure light wounds, identify, and negate aroma*^{APG}; all prepared 2nd-level extracts plus *cure moderate wounds*; and all prepared 3rd-level extracts plus *haste* and *remove disease*), ink, inkpen, mwk thieves' tools, 8 gp

*The effects of these abilities are calculated into Damiel's statistics.

SPECIAL ABILITIES

Bombs Damiel can mix 14 bombs each day. Bombs are unstable and go inert if he does not throw them within one round. Damiel's bombs deal 4d6+5 points of cold or fire damage (his choice) to their target and 5 points of damage of the same type to creatures in all adjacent squares (Reflex DC 18 half). Damiel can exclude up to 5 adjacent squares from this damage.

Alchemical Items Damiel has the following alchemical items.

Acid Damiel's acid deals 1d6+5 points of acid damage on a hit and 6 points of acid damage to all adjacent creatures.

Alchemist's Fire Damiel's alchemist's fire deals 1d6+5 points of fire damage on a hit and 6 points of fire damage to all adjacent creatures. On the next round, the target of a direct hit takes another 1d6 points of damage.

Antiplague Damiel's antiplague grants the drinker a +5 alchemical bonus against diseases for 1 hour or the ability to take the better of two rolls on the ongoing saving throw against disease for the day.

Antitoxin Damiel's antitoxin grants the drinker a +5 alchemical bonus against poison for 1 hour.

Giant Wasp Poison This injury poison deals 1d2 points of Dexterity damage to its target per round for 6 rounds (Fortitude DC 18 negates).

Shadow Essence This injury poison deals 1 Strength drain on the first round of its effect, then 1d2 points of Strength damage for 5 rounds (Fortitude DC 17 negates).

Smelling Salts Damiel's smelling salts grant a new saving throw against any effect that makes the smeller unconscious or staggered. They can wake a dying creature, which still must attempt stabilization checks each round and which takes 1 point of damage, falling unconscious, if it takes a standard action or other strenuous action.



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Smokestick Daniel's smokestick fills a 10-foot cube with smoke, granting everything inside concealment (total concealment to creatures and objects behind more than 5 feet of smoke).

Soothe Syrup Daniel's soothe syrup grants the drinker a +5 alchemical bonus against nausea and sicken effects for 1 hour.

Twitch Tonic Daniel's twitch tonic grants the drinker a +2 alchemical bonus against sleep, paralysis, and staggering effects for 1 hour. Once per day, drinking it can also grant a new save against any such effect that existed before drinking.

Wismuth Salix Daniel's wismuth salix grants the drinker a +2 alchemical bonus for 1 hour against effects that inflict the nauseated and sickened effects. Once per day, drinking it can also grant a new saving throw with a +2 bonus against any such effect that existed before drinking.

Alchemy Daniel can identify potions with a Craft (alchemy) check by examining them for 1 round. He can brew extracts each day from his formula book (like preparing spells). Anyone can drink an extract to gain its benefit. Daniel can activate wands of spells on the alchemist list.

Elven Magic Daniel gains a +2 racial bonus on caster level checks to overcome spell resistance.

Frost Bombs The effects of this discovery are included in bombs.

Infusion This discovery lets anyone benefit from Daniel's extracts.

Mutagen Daniel can spend an hour to brew a special mutagen. He can carry it as long as he wants, but after drinking it, the mutagen's effects last for 70 minutes. If anyone but Daniel (or another alchemist or investigator) drinks the mutagen, the drinker gains no benefits and is nauseated for 1 hour (Fort 18 negates). Daniel always starts play with a Dexterity mutagen to make himself into a more capable ranged combatant. This mutagen grants +4 Dexterity, +2 natural armor, and -2 Wisdom. He can also brew a mutagen that grants +4 Strength, +2 natural armor, and -2 Intelligence or a mutagen that grants +4 Constitution, +2 natural armor, and -2 Charisma.

Point-Blank Shot Daniel receives a +1 bonus on attack and damage rolls with ranged attacks when he is within 30 feet of his target.

Poison Use Daniel doesn't risk poisoning himself when applying poison to his weapon.

Precise Bombs The effects of this discovery are included in bombs.

Precise Shot Daniel does not take a penalty for firing into melee.

Sticky Poison When Daniel applies poison to a weapon, it remains poisoned until he has struck a creature with it 5 times.

Swift Alchemy Daniel can craft alchemical items twice as fast as normal. He can also apply poison as a move action.

Throw Anything Daniel gains a +1 circumstance bonus on attack rolls and a +5 bonus on damage rolls with thrown splash weapons.

This bonus damage also applies to splash damage. He does not take any penalties when using improvised ranged weapons.

Extracts and Gear Daniel's extracts and gear are described below.

Ant Haul If Daniel prepares this extract, it triples the drinker's carrying capacity for 14 hours.

Barkskin The drinker gains a +3 enhancement bonus to natural armor for 70 minutes (this would increase Daniel's natural armor to 3, or to 5 with a mutagen, which also raises his flat-footed AC).

Boro Bead (2nd level) Once per day, Daniel can activate this bead as a standard action to recreate a 2nd-level extract he has already used.

Comprehend Languages If Daniel prepares this extract, it grants the drinker the ability to understand all languages he reads or hears for 70 minutes, though he can't speak them.

Crafter's Fortune If Daniel prepares this extract, it grants the drinker a +5 luck bonus on his next Craft check.

Cure Light Wounds Daniel's wand restores 1d8+1 hit points to a touched creature. If he prepares an extract, it restores 1d8+5 hit points.

Cure Moderate Wounds Daniel's potion heals 2d8+3 points of damage. If he prepares an extract, it heals 2d8+7 points of damage.

Daylight When smeared on an object, Daniel's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magic darkness in that area, the overlapping area is unaffected by either spell.

Displacement The drinker appears to be in a slightly different spot from where he actually is, gaining a 50% miss chance for 7 rounds.

Elixir of Hiding This elixir grants the drinker a +10 competence bonus on Stealth checks for 1 hour.

Elixir of Swimming This elixir grants the drinker a +10 competence bonus on Swim checks for 1 hour.

Elixir of Tumbling This elixir grants the drinker a +10 competence bonus on Acrobatics checks for 1 hour.

Elixir of Vision This elixir grants the drinker a +10 competence bonus on Perception checks for 1 hour.

Enlarge Person The drinker becomes one size larger for 7 minutes. A Medium character such as Daniel becomes Large and gains +2 Strength, -2 Dexterity, reach, a +1 size bonus to CMD and on combat maneuver checks, a -1 size penalty on attack rolls and to AC, a -4 size penalty on Stealth checks, and a -2 size penalty on Fly checks. Melee weapons' damage increases (Daniel's dagger deals 1d6).

Expeditious Retreat Increases drinker's base speed by 30 ft. for 7 minutes.

False Life The drinker gains 1d10+7 temporary hit points for 7 hours, which can put him above his maximum hit points. He always loses temporary hit points first before losing his regular hit points.

Fly Daniel's potion grants the drinker a 60-foot fly speed and a +6

bonus on Fly checks (+16 total for Daniel) for 5 minutes.

Haste Daniel's wand can grant to up to 5 targets within 35 feet of Daniel and all within 30 feet of each other a +30-foot enhancement bonus to movement speed, +1 on attack rolls, +1 on Reflex saving throws, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. These benefits last for 5 rounds. If Daniel prepares *haste* as an extract, the benefits affect only the drinker but last for 7 rounds.

Heroism The drinker gains a +2 morale bonus on attack rolls, saving throws, and skill checks for 70 minutes.

Identify If Daniel prepares this extract, the drinker can spend two rounds focusing and then attempt to identify one item in his possession each round for 19 rounds with a +10 bonus on Spellcraft checks.

Invisibility The drinker vanishes for 7 minutes or until the drinker attacks. While invisible, the drinker gains +20 to Stealth (+40 if standing perfectly still). The first attack before the drinker becomes visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC).

Lesser Restoration Daniel's potion cures 1d4 points of temporary Constitution damage and removes fatigue (or reduces the exhausted condition to fatigued).

Negate Aroma For 7 hours, 7 creatures or objects Daniel touches lose all natural and unnatural odors (Fort DC 16 negates if unwilling).

Neutralize Poison Daniel's potion attempts to neutralize a poison affecting its drinker. Its drinker rolls 1d20+5 against the poison's save DC.

Reduce Person The drinker becomes one size smaller for 7 minutes. A Medium character like Daniel becomes Small and gains +2 Dexterity, -2 Strength, a -1 size penalty to CMD and on combat maneuver checks, a +1 size bonus on attack rolls and to AC, a +4 size bonus on Stealth checks, and a +2 size bonus on Fly checks. Melee weapons and projectile weapons decrease in damage (Daniel's dagger goes down to 1d3).

Remove Disease If Daniel prepares this extract, he can attempt a caster level check (1d20+7) against the DC of each disease affecting the drinker to cure the disease.

Resist Energy The drinker gains resistance 20 to his choice of acid, cold, electricity, fire, or sonic damage for 70 minutes.

See Invisibility Daniel's wand lets the user see invisible and ethereal creatures for 30 minutes.

Shield The drinker gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

Daniel is a man of two minds. The first tries to rein in his darker urges. The second is unbalanced, but indispensable in a fight.