

## Alchemy & Herbalist Errata

Listed below are the answers to questions posed by gamers regarding our *Alchemy & Herbalists* release.

**Q: The standard alchemical preparations listed in e-Alchemy (table AH-7M) have much\* lower craft DC's than listed in the PHB. In fact, ridiculously low if you allow "taking 10" (and there's no real good reason not to).**

A: The DCs on those standard items was set by two factors: One---The price of said items in the core books limited me in setting the DCs too high to make the items work within the pricing matrix I'd established for the rest of the items in the book. Two---The DCs are within balance with the other DCs of items in the rest of the A&H book.

Besides, given their generic nature as handled in the core books, they can't exactly be tough items to create if they're available in all campaigns. It's not perfect logic, but that's the reasoning behind those values.

Personally, I wouldn't allow characters to Take 10 on craft rolls. Without the possibility for failure, characters won't invest much into their crafts,

**Q: What is the "CL" column for in those tables? I sure hope it doesn't stand for "Caster Level", because my Alchemist is NOT a spellcaster (right now, he's an Expert/Rogue).**

As an Expert, you've had to choose your class skills, and obviously you chose Alchemy as one of them. In general (and as the only way I could design fairly), I had to assume that only those who had Alchemy as a class skill in the core books (i.e. sorcerers and wizards) would be choosing that skill. That's why so many of the higher end items need certain levels in spellcasting et al to accomplish their creation. I tried to leave enough powerful alchemical items that did not need any magical knowledge for their creation, though the newer Feats and higher-end items demanded this.

In any case, don't worry. As stated on Page 53 of A&H, the Caster Level is a general benchmark to denote an item's general power level, not a mandated level of spellcasting ability. While not exact at all times, it's also a good general benchmark of how many skill ranks are needed of Alchemy before one should even consider creating such items.

**Q: Weird thoughts on the plant hybrid: It mentions that a Kin o' Green has normal, non-plant children. Does this apply to the third stage too? Is the "projected" soul of the third stage fertile or does it just apply to the treant form?**

A: Nope. I'd say once the person reaches third stage, they're a treant/tree, and unless they come up with some special spell that allows their projected shells to reproduce or perhaps created funky new acorns that grow babies, I'd say they're infertile in the sense of reproducing in their original race.

**Q: If a Red Alchemist or any alchemist was to get all 5 stones, is there some bonus benefit?**

A: Nope. Just the bragging rights of having a full set.

**Q: Argh! What Hit Dice do the various prestige classes use?**

A: All the prestige classes have a d4 hit die except the White Alchemist and Red Alchemist, which use d6 (due to their focus on enhancing and purifying the living body).

**Q: What sorts of changes need to be made for A&H to work with the v3.5 revision from Wizards?**

A: Very little. Just swap all references of the Alchemy skill with Craft (alchemy) and you should be set. We're currently doing full v3.5 revisions to all of our older products to have them as PDF downloads, so the full revisions will be in there (along with all of the errata we have for them).