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A recipe for the Alchemist

Leomund's TINY HUT

by Lenard Lakofka

The alchemist is an obscure sub-class of magic-user. He/she is always a non-player character, as the rules here will indicate. The class is detailed because information on the alchemist is of value when he/she is encountered in a town or hired by a player character as a henchman. It is helpful if the DM knows what an alchemist can and cannot do.

His profession encompasses some of the common trades, and thus tradesmen, when encountered, might have minor knowledge of alchemy. These trades are those of potter, glass blower, brewer and distiller as defined within the text. Brewers and distillers need not learn magic, of the type used by alchemists, to ply their trades.

An alchemist must have the following minimum or maximum scores: strength at least 9, intelligence at least 10, wisdom at least 6, dexterity at least 9, constitution at least 14 and charisma less than 16. Humans, elves and half-elves may be alchemists. Only humans can become masters and grandmasters. An alchemist may never be a multi-classed character.

Experience is gained by alchemists only from plying their trade and never from adventuring. Experience is given as fol-

lows, in case you wish to advance a non-player novice through a few ranks to be more useful to the party as a henchman.

For each piece of pottery used in the trade, 3xp (this award cannot be given beyond 3rd level).

For each major glass instrument blown/crafted, 6xp (this award cannot be given beyond 5th level).

For each potion identified by the "10% test," 7xp (this award cannot be given beyond 7th level).

For each potion made correctly, 10% of the potion's xp value. If no xp value is given, then award 20 points. This award is given for every properly made potion.

For each poison made correctly, 5xp for a mild poison, 15xp for a toxic poison, 25xp for a lethal poison and 40xp for a destructive poison. This award is not given to Masters and Grandmasters.

For each mixture analysis done correctly, 45xp.

For each spell learned, 7xp per level of the spell.

Alchemists must have specific intelligence levels to obtain higher magic spells as well as for the more complex potions. If the alchemist is not smart enough, he/she will never be able to

ALCHEMISTS ABILITIES

See text for an explanation of each listing. All percentages give the chance of success.

Level of alchemist	Craft accuracy		Potion Identification via:			Manufacture				Potions:			
	Pottery	Glass	"10% test" of a known potion	Analysis of a known potion	Analysis of an unknown potion	Mild	Toxic	Lethal	Destructive	Difficulty first	Difficulty second	Difficulty third	Difficulty fourth
1	93%	—	—	—	—	—	—	—	—	—	—	—	—
2	94%	70%	—	—	—	—	—	—	—	—	—	—	—
3	95%	75%	60%	—	—	—	—	—	—	—	—	—	—
4	96%	80%	65%	—	—	—	—	—	—	15%	—	—	—
5	97%	85%	70%	—	—	—	—	—	—	25%	20%	15%	10%
6	98%	90%	75%	—	—	—	—	—	—	48%	35%	29%	23%
7	99%	95%	80%	—	—	65%	48%	36%	27%	71%	50%	43%	36%
8	100%	100%	85%	85%	60%	81%	64%	52%	43%	94%	65%	57%	49%
9	100%	100%	90%	91%	70%	97%	80%	68%	59%	100%	80%	71%	62%
10	100%	100%	95%	97%	80%	100%	96%	84%	75%	100%	95%	85%	75%
11	100%	100%	100%	100%	90%	100%	100%	96%	91%	100%	100%	99%	88%

Potions listed by difficulty

This list tells what potions can be made by prescriptions written in Alchemese. Alchemists who do not have the proper intelligence cannot make potions of greater difficulty than their intelligence will allow. Substances are also in the list.

First Difficulty

Intelligence 10+

- Animal Control
- Climbing
- Delusion
- Levitation
- Sweet Water
- Skeleton/Zombie Control
- Water Breathing
- Dust of Appearance

Second Difficulty

Intelligence 12+

- Clairaudience
- Clairvoyance
- Diminution
- Fire Resistance
- Healing
- Oil of Slipperiness
- Philter of Love
- Poison
- Speed
- Ghoul/Ghast Control

Third Difficulty

Intelligence 14+

- ESP
- Extra Healing
- Flying
- Gaseous Form
- Invisibility
- Longevity
- Philter of Persuasiveness
- Plant Control
- Polymorph Self
- Wight/Wraith/Shadow Control
- Dust of Disappearance
- Dust of Sneezing & Choking

Fourth Difficulty

Intelligence 16+

- Dragon Control
- Heroism
- Human Control
- Invulnerability
- Oil of Ethereality
- Super-Heroism
- Treasure Finding
- Ghost/Vampire/Spectre Control
- Keoghtom's Ointment
- Nolzur's Marvelous Pigments

cast higher-level spells or make the most complex potions. Alchemists must have an intelligence of 12 for 3rd-level spells and second-difficulty potions; intelligence of 14 for 4th-level spells and third-difficulty potions; intelligence of 16 for 5th-level spells and fourth-difficulty potions.

The alchemist writes "prescriptions" in a special language. His/her spells, if any, also are written in "Alchemese." Thus, a magic-user cannot use an alchemist's spell book without both Read Magic and Comprehend Languages. Once an individual spell is understood the magic-user would not have to resort to using those two spells again to read that particular spell.

In like manner, an alchemist must have *Read Magic* and *Write* to transcribe a spell from a magic-user's book to his book. He/she can never learn the spell directly from the magic-user's book and transcribe it later. It must be translated and then written down. Copying a spell without *Write* is possible but the chance of error is 10% per level of the spell and the time required is one week per spell level. An error in the spell will ruin it 80% of the time but the other 20% it will cause it to backfire. Clerics and Illusionists cannot understand Alchemese, but neither can an alchemist read their scrolls or books.

Alchemists can begin to make potions at 4th level, but the chance of misconcoction at that level is quite high. Some potions, as mentioned earlier, are beyond the intelligence of some alchemists and thus are doomed to failure. Even a 5th-level alchemist with the proper intelligence may attempt a fourth-difficulty potion, but his chance of success is rather small.

Alchemists may not wear magic armor of any type, including *Bracers of Defense*, but items that are of *Protection* (cloaks and rings) may be used. Alchemists rarely use weapons but they may learn the use of two, the dagger (never thrown) and the dart. Those two weapons may be magical. Alchemists cannot employ rods or staves and only wands of *Detection* and *Magic Missile* can be used. Even with *Read Magic*, scrolls are useless to alchemists.

The alchemist may own the following items from the miscellaneous magic list in the DMG: *Alchemy jug* (a Master can obtain two types of liquid per day from the jug), *Bag of Transmuting*, *Bag of Holding*, *Beaker of Plentiful Potions*, *Brooch of Shielding*, *Crystal Ball*, *Decanter of Endless Water*, *Dust of Appearance*, *Dust of Disappearance*, *Dust of Sneezing and Choking*, *Flask of Curses*, *Helm of Comprehending Languages and Reading Magic*, *Helm of Telepathy*, *Keoghtom's Ointment*, *Manual of Bodily Health*, *Mirror of Mental Prowess*, *Nolzur's Marvelous Pigments*, *Periapt of Health*, *Periapt of Proof Against Poison*, *Scarab of Protection*, *Stone of Good Luck*, *Stone of Weight*, and the *Iron Flask of Tuerny the Merciless*.

If forced into combat, Alchemists fight as Magic-users. They make saving throws as a M-U, at minus 2 on all forms except vs. spells.

Certain aspects of alchemists' spells, such as range, duration and area of effect, will vary according to the alchemist's "level of magic," which is not necessarily the same as level of experience. The "level of magic" at which an alchemist can cast a spell is determined by the alchemist's hit dice; for instance, a Scholar is a 7th-level alchemist in terms of experience, but he/she has 4+6 hit dice, so his/her magic will be cast at 4th level. Alchemists do not progress in level or spell-casting ability beyond Grandmaster, which is the 11th level of experience and has a "magic level" of 7.

Multiple Grandmasters can exist, but rarely in the same vicinity. If two Grandmasters are in the same town, one might well try to do in the other.

All alchemists will be lawful in alignment, and 80% of them will be lawful neutral with 10% lawful evil and 10% lawful good. It is possible for low-level alchemists to observe other alignments, but they all will have changed to lawfulness by the time they reach 6th level (Identifier).

ALCHEMISTS TABLE									
Level	Title	4-sided dice for hit points and magic level	Experience points	Spells learn- able by level					Special notes
				1	2	3	4	5	
1	Potter	1	0-1000	-	-	-	-	-	A
2	Glassblower	1+2	1001-3200	-	-	-	-	-	B
3	Apprentice	2+2	3201-6000	1	-	-	-	-	C
4	Brewer	2+4	6001-10000	2	-	-	-	-	D
5	Alember	2+6	10001-18500	3	-	-	-	-	E
6	Identifier	3+6	18501-30000	4	1	-	-	-	F
7	Scholar	4+6	30001-50000	4	2	1	-	-	G
8	Graduate	4+8	50001-75000	4	3	2	-	-	H
9	Alchemist	5+8	75001-110000	4	3	3	1	-	I
10	Master	6+8	110001-200000	4	4	3	2	1	
11	Grandmaster	7+8	200001+	4	4	4	2	2	

Explanation of Special notes

At the first through ninth levels of experience, an alchemist acquires certain special abilities and characteristics for rising to each new level. Abilities and characteristics acquired at lower levels always apply at higher levels as well, unless superseded by a higher-level ability. (For example, the description under Special note "A" says "A Potter has no knowledge of alchemy whatsoever." Obviously, this characteristic does not apply to a alchemist of sufficiently high level, although a high-level alchemist would certainly retain the knowledge and skill of Potter.)

A. A Potter can do little more than craft pottery used by the alchemist to heat, stir, grind and store items. He learns how to tend for the hearth. Each pot must be made from scratch. This process will take at least 48 hours. The percentage chance given in the abilities chart is for a successful crafting. Failure means the pot will be useless. A Potter has no knowledge of alchemy whatsoever. Pottery sells for from 1-100SP per unit, depending on the item.

B. A Glassblower makes beakers, flasks and other glass items used in the laboratory. His craft will take from 3-8 hours per piece. The chart measures his/her chance of success by level; note that Graduates (8th level) and higher always craft pottery and glassware successfully. Glass items sell for 6-600SP per item. The amount of pottery and glass needed for any experiment will be determined by the DM. Alchemists often have a number of novices working for them so that they do not have to make pots and glassware themselves. Both Potters and Glassblowers might go on in those trades and never take up further alchemist studies.

C. An Apprentice begins to learn magic of a minor sort. Each is taught *Read Magic* and can learn various other spells as outlined herein. Apprentices are taught trial-and-error potion identification, commonly called the "10% test." A list of potions so tested must be kept for each Apprentice as he/she progresses in rank. Only potions that are fully understood through prior testing can be examined and identified by this 10% imbibing. The Apprentice learns to study the reaction of the liquid and not to look for taste, smell, or color, since since potions with identical effects may be totally unlike in taste or color if made by different alchemists. Obviously, identical potions made by the same alchemist will have identical taste, smell, color, etc.

Potions never tested before will be unknown to the Apprentice but will add to his/her knowledge. A Grandmaster always knows a similar potion by the "10% test" if he/she has imbibed one before. Apprentices charge 40GP for this service, and 10GP may be added per level of the alchemist for this test due to the better accuracy achieved at higher levels.

Spells other than *Read Magic* must be learned just as a magic-user learns a spell. Remember that alchemist spells are written in Alchemese and must be in that form to be memorized/learned. The charge for casting a spell, if appropriate, is given in the spell list.

D. A Brewer learns ways of preparing various compounds by boiling and mixing ingredients. He/she must be told what to mix, or the results are 85% likely to fail. Potions of the first difficulty can be attempted in this way, but failure will result in a potion that has the opposite result. *Animal Control* will cause the animal to feel blind rage. *Climbing* will cause the figure to be pushed away from the surface being climbed. *Delusion* will cause the imbiber to become more alert and thoughtful, but then he/she will give in to almost any suggestion. *Levitation* will cause the figure to plunge as if he/she weighed twice as much, thus damage will be double and saving throws for items will be at -1. *Sweet Water* will pollute the sample even more and turn it into a mild poison (2d4 damage). *Skeleton/Zombie Control* will cause those monsters to attack the imbiber, foregoing all other victims. Any cleric within 20 feet of the imbiber will be unable to turn or destroy the monsters. *Water Breathing* will cause the figure to gag and cough and speed the rate of drowning by 100%. *Dust of Appearance* will fail so that invisible objects will not be revealed. However, all adverse results of making such a potion will initially not be evident, causing the Brewer or imbiber to believe the potion is correct. A defect in an improperly prepared potion is detectable by the 10% test or by regular analysis, but at -30% to the normal chance for proper identification.

Brewers can make various chemical compounds but never any item that requires crystallization or distillation (i.e., potions of materials of the second or higher level of difficulty). Brewers are 75% likely to know how to brew beer, ale and/or malt liquors. They often prepare these liquids for extra money if their master will allow such "nonsense."

E. An Aember is a student of distillations of various types. He is allowed to perform various steps in potion manufacture but always under direct supervision. He is taught the first elements in the alchemist's written language, Alchemese. Unless *Comprehend Languages* is available, another figure cannot read an alchemist's prescription on how to make a potion. At 11th level, magic-users can learn this language so that they no longer need an alchemist to make a potion. Aembers can attempt a potion of their own but such a potion, even if *Comprehend Languages* is available, might fail.

Those percentages are given in the alchemist abilities chart. However, failure will produce specific results. Roll percentile dice and consult the following table to determine success or possible after-effects of a potion that fails.

Result	Alchemists only	A non-alchemist or a magic-user under 11th level using <i>Comprehend Languages</i>
Success	1-25	1-15
Complete failure	26-45	16-50
Explosion (6d4 damage)	46-50	51-58
Half efficacy	51-60	59-64
Opposite effect	61-70	65-79
Mild poison (5d4 damage)	71-90	80-90
Toxic poison (5d6 damage)	91-96	91-96
Lethal poison (Death unless a save is made; 4d6 damage in any case)	97-00	97-00

Modifiers to percentile dice roll: For alchemists of 6th level (Identifier) or higher, subtract 23 for each level higher than 5th. For non-alchemists or magic-users under 11th level, subtract 2 for each level higher than 1st. Note that the subtraction for a 10th-level or 11th-level alchemist is always greater than 100; hence, all potions manufactured by them are successful. All modified results of less than 01 are treated as 01.

Examples: A Scholar (7th level) reads a potion prescription based on his knowledge of Alchemese. He is allowed to subtract two times 23 from any dice roll. If he rolls 86, he subtracts 46 for a result of 40 (complete failure). A fighter of 8th level with a *Helm of Comprehend Languages and Read Magic* would be allowed a subtraction of 7 (levels over 1st) x 2, or 14, from his/her dice roll in trying to make a potion. Such a fighter would still have to have an intelligence sufficient to make the potion (i.e. depending on the degree of difficulty of the potion), so that a fighter of intelligence 11 could not make a potion of the second difficulty even with the helm. Note that an 8th-level magic-user would have just as much chance as an 8th-level fighter. Only at 11th level do magic-users gain real alchemist abilities. The conversion table for magic-users to alchemists is given below:

Magic-user level	Equivalent alchemist level
11 - 12	8
13 - 14	9
15 - 16	10
17+	11+

Thus, in any attempt to perform any function of an alchemist, a 14th-level magic-user is equal to a 9th-level alchemist. It must be noted that a magic-user of 11th or higher level gains no extra spells by learning alchemy. If he/she wishes to learn and then memorize a spell written in Alchemese it is at the level in alchemist terms regardless of what level spell it might be for the magic-user.

Example: A Wizard (12th level) wishes to learn the spell *Magic Missile* written in Alchemese. It is a 5th-level alchemist spell and must be learned at the Wizard's 5th level even if he/she knows it at first level as a magic-user. Further, the Wizard will only obtain the results with it that an alchemist would obtain, i.e. four Magic Missiles. That would be true even if the Wizard were 20th level! Thus, magic-users use the equivalent alchemist level when learning such spells. An alchemist's highest effective level for the purpose of range, duration, etc. is 7th.

F. The Identifier begins to learn second-level alchemist spells. *Identify Potion* is always taught first and the student may consider his/her intelligence as being two full points higher for the learning percentage on this important spell. The Identifier learns no new skills.

G. The Scholar is given the knowledge of third-level alchemist spells as well as the knowledge to make poisons. He/she can make poisons in four stages: mild, toxic, lethal and destructive. His/her chance of success is measured in detail as follows:

Type of Poison	Damage Inflicted:			Manufacture result:		
	Failed Save	Successful Save	Saving throw modifier	Success	Failure	Half efficacy
Ingested types						
Mild ("A")	5d4	2d4	+2	1 - 65	66 - 88	89 - 00
Toxic ("B")	5d6	3d4	+1	1 - 48	49 - 84	85 - 00
Toxic ("C")	5d8	5d4	0	1 - 40	41 - 84	85 - 00
Lethal ("D")	Death	4d6	0	1 - 36	37 - 75	76 - 00
Destructive ("E")	Death	5d6	-1	1 - 27	28 - 68	69 - 00
Insinuated types						
"A"	4d4	0	+1	1 - 70	71 - 90	91 - 00
"B"	4d6	0	0	1 - 55	56 - 92	93 - 00
"C"	4d10	0	-1	1 - 37	38 - 84	85 - 00
"D"	Death	0	0	1 - 27	28 - 78	79 - 00

Half-efficacy poisons do the same damage as if there were a successful saving throw versus poison on a full-strength ingested poison. If the saving throw versus a half-efficacy poison is made, there is no damage whatsoever. Half-efficacy insinuated poisons do 2d4, 2d6, 2d10, and 2d12 respectively if the saving throw versus poison fails. If the saving throw is made there is no damage. These poison types conform, roughly, to the list given on page 20 of the DMG.

Modifiers to Manufacture result dice roll: Subtract 16 from the roll for each level of the alchemist above 7th level. Subtract only

8 from the die roll for each level of a magic-user above 11th level and limit the subtraction to 40. Magic-users just do not make poisons as well as alchemists do. In fact, you might wish to forbid magic-users from making poisons altogether. The cost of the various poisons is given in the DMG, page 20.

H. Graduates learn analysis techniques of potion identification so that imbibing is not necessary. 10% of the potion is consumed in the analysis. Without the text of the prescription in the Graduate's book, he/she is 40% likely to misidentify the potion. With the prescription, the chance for misidentification is only 15%. Any analysis has a 10% chance to produce an explosion. Check for this chance before determining if the analysis was a success or not. The chance is reduced by 2% per level above 8th so a Grandmaster is only 4% likely to have his lab explode. The explosion so produced will deal out 4d4 points of damage. The charge for such an analysis is 150GP.

I. Alchemists of 9th level learn what will occur if two potions are mixed. They can, by chemical analysis, predict with 70% accuracy the result of a potion mixture. This accuracy is 80% for a Master and 90% for a Grandmaster. Use the chart on page 119 of the DMG. If the accuracy percent is diced then tell the player the proper result. If it is not, re-roll and tell the player the new result. The cost of the miscibility analysis is 450GP. This analysis actually requires mixing about 5% of the two potions and thus the actual result does occur, but at a substantial reduction. Explosion will deal out 1d8 of damage. Explosion might also occur due to the analysis itself. This is 20% likely for an Alchemist, 15% for a Master and 10% for a Grandmaster. Explosion due to the analysis will yield 4d6 points of damage.

If two alchemists prepare identical potions, they will mix in the same way only if the prescriptions are identical. Thus, a Healing potion could be mixed with a potion of *Gaseous Form* and an explosion might result. However, if either of the two potions were made from a different prescription a new result would be obtained if they were mixed.

Giving formulas for each and every potion would be a waste of time. Some suggested key ingredients are given in the DMG (pages 116 & 117). Others can be substituted. A prescription for any particular potion will tell the key ingredient. Substitution of the key ingredient should reduce the chance of success by 10% for a first-difficulty potion, 16% for a second-difficulty potion, 23% for a third-difficulty potion and 40% for a fourth-difficulty potion.

Some items might be bought by alchemists when obtained by a party. The items can be traded for potions or for a reduced price in buying/making/testing a potion. Alchemists, since they at-e such poor fighters and since they have so few useful combat spells, will rarely 'go on an adventure, even if some important raw material might be obtained. Alchemist henchmen, of any level, will go on a trip only if there is ample protection and they do not have to go into danger themselves. Alchemist henchmen will give their bosses a slight discount on the cost of any potion they make. After all, he/she is providing room and board and perhaps even raw materials. Alchemists, Masters and Grandmasters like to hire from 3-10 helpers/novices to help in the lab. They would like their mentors to pay for these hirelings. Alchemists, Masters and Grandmasters who have set up shop in a town will have hirelings, including guards of various types. This overhead will mean that potion prices, as well as testing prices, will be as much as 40 to 100% more than the listed prices.

ALCHEMIST SPELLS

Each spell is identical to the appropriate magic-user, clerical or druidic spell — but remember to use the hit dice of the alchemist for equivalent level when figuring range, duration, area of effect, etc. Magic-users of 11th level and above use the equivalent dice of the alchemist to determine these variables and not their own level! Alterations in an existing spell are marked with an asterisk (*) and noted following the lists. A new spell unique to alchemists, but usable by magic-users, is

marked with a number sign (#). Given also in some cases is a cost (to the customer) to cast the spell.

First Level

Comprehend Languages (45GP)
 Detect Magic (150GP)
 Erase (80GP)
 Identify Minerals # (125GP)
 Mending * (40% of item value)
 Produce Flame
 Purify Water (100GP)
 Stir #
 Wizard Glue # (225GP per effective level)
 Write * (200GP/spell level)

Second Level

Affect Normal Fires (10GP)
 Create Water
 Enlarge
 Faerie Fire
 Identify Potion # (80GP)
 Identify Plants # (50GP)
 Preserve # (150GP)
 Shatter
 Shrink
 Unseen Servant

Third Level

Freeze Metal * (50GP)
 Heat Metal * (50GP)
 Identify Poison # (75GP)
 Leomund's Trap (125GP)
 Magic Mouth (145GP)
 Slow Poison (200GP/effective level)
 Tenser's Floating Disk
 Wizard Lock (200GP)

Fourth Level

Extension I
 Find Familiar *
 Fools Gold
 Find Plants # (125GP)
 Glyph of Warding (shock or explosion)
 Knock
 Levitate
 Neutralize Poison (1000GP)
 Pyrotechnics
 Stone Shape (400GP)

Fifth Level

Burning Hands
 Dispel Magic (700GP)
 Explosive Runes
 Glyph of Warding (paralyzation or blindness)
 Magic Missile (4)
 Locate Object (300GP)
 Polymorph Other
 Polymorph Self
 Telekinesis
 Transmute Rock to Ore # (150GP plus 10% of ore value)

Spell notes

First level

Identify Minerals: Via this spell the alchemist can determine if an outcropping contains a specific mineral he/she is seeking. The mineral must be named prior to spell casting. Minerals can be complex or simple. The spell will take 1 round to cast, it will last for 1 turn per effective level of the alchemist, and will cover an area of ten feet by ten feet to a depth of sixty feet. Man-made structures as well as any plant or plant byproducts will foil the

detection. Once a metal is smelted it cannot be detected, since the spell only locates minerals in their natural state.

Mending will only work on pottery and glass; otherwise it is identical to the magic-user spell. A piece broken into a number of pieces (not fragmented to shards or dust) can be put back together.

Stir is a simple spell that employs any natural stick or rod as a stirring device so that the alchemist can do something else. Stirring can be set to any pace and for any duration up to 1 hour per effective level of the alchemist. Casting time is one round as the alchemist physically duplicates the speed and tempo of the stirring stroke with the stick or rod. The stirring will then continue without him/her. He can command the stirring to stop and begin again as long as the duration permits.

Wizard Glue is the creation of a bond that will hold one relatively flat substance to another: a picture to a wall, a mirror to a door, a rug to the floor, a light fixture to a ceiling, etc. The glue is quite strong but it can only support 20 pounds per effective level of the alchemist. Brittle items, like a mirror, would break if they were forced from the wall when held by *Wizard Glue*. The material component is honey, which must be applied to both surfaces before they are joined. It takes only one segment to cast the spell. Body weight converts to support weight if a living thing is held in/by the glue. *Dispel Magic* will unglue the item. The area to be closed/held cannot exceed 20 square feet per level of the alchemist. Doors can be glued shut, as well as chests, etc. But once the bond is broken the glue no longer adheres. Strength in excess of 10 can break a 20-pound bond, 12 or better can break one of 40 pounds, 14 can break one of 60 pounds, 16 can break one of 80 pounds, 17 can break one of 100 pounds, 18 can break one of 120 pounds and 18 (51) or better is needed to break one of 140 pounds. Bonds stronger than 140 pounds cannot be created.

Write can be used to copy texts written in Alchemese. It can also be used to translate magic-user text to Alchemese if used in conjunction with *Read Magic*. It can not be used to write a spell in the magic-user language.

Second level

Identify Potion is a spell that uses 10% of the potion in question as the material component. The potion does not have to be imbibed but it must at least be touched (bare skin in the liquid sample). It increases the accuracy of the "10% test" by 15% per effective level of the alchemist. Unknown potions cannot be identified except by the analysis method also described herein. This spell adds 7% per effective level of the alchemist to that test. Finally, the spell adds 3% to the mixture test also described herein. The duration would be that of the appropriate test with casting time equalling duration.

Identify Plants gives the alchemist the powers of a 3rd-level druid. The casting time is 1 round, duration 1 turn per effective level, range up to 120 feet, area of effect a 60-foot diameter circle. The material component is the leaf of any tree.

Preserve is a spell cast upon a finished potion to insure that it will remain unchanged and to protect it from exposure to normal air. Potions have a 20% chance, or higher, to deteriorate when exposed to the air. Time sometimes will destroy a potion's efficacy. Spell duration is until the liquid is mixed or imbibed. Casting time is 1 round. One *Preserve* spell can effect only one potion. The spell is also used to preserve ingredients so that they will not deteriorate, like eye of basilisk, horn of ki-rin, troll blood, etc.

Third level

Freeze and *Heat Metal* are like the druidic spell but both are used in making potions and do not have a good application to combat situations. Range is touch. Duration is 1 hour per effective level with maximum freezing/heating occurring at the mid-point of the spell duration. The amount of metal affected is only 10 pounds (100 GP weight) per level of the alchemist. There is no

saving throw. Thus, it can be used in combat, but the target would have plenty of time to remove his/her armor. The spell can have some uses as a trap if time is on the side of the caster.

Identify Poison merely tells if a specific sample is poison or has been poisoned. It is infallible in that regard, but the strength of the poison is not determined. Range is 100 feet, area of effect is 20 cubic feet of material. Casting time is 8 segments.

Fourth level

Find Familiar produces a different set of possible familiars from the magic-user spell. Other variables of the spell are the same, however. Roll d20:

- 1-4 Black cat
- 5-8 Hoot owl
- 9-11 Crow
- 12-16 Garter snake
- 17 Special
- 18-20 None available this year

Special familiars depend on the alchemist's alignment: lawful good, a brownie or a blink dog; lawful neutral, pseudodragon; lawful evil, imp.

An alchemist's familiar does not add to his/her hit points or level. It can gain information the same way a magic-user's familiar can, and the alchemist has a telepathic link to it for the sake of communication. An alchemist with a familiar may add 5% to all of his/her chances to perform any task whatsoever. If the familiar is killed, the alchemist will be minus 5% on all tasks until a new familiar is gained.

Find Plants allows the alchemist to find a living plant anywhere within one mile per effective level if he/she has a sample of any part of that plant. Direction will be pointed out without error for a period of one hour per effective level.

Fifth level

Transmute Rock to Ore will turn any ore-bearing rock into the pure ore in any form the alchemist desires, "form" being powder, solid, etc. and not implying the final shape of the ore. The spell takes one hour to cast, and interrupting the casting will negate the spell completely. A magnitude of one ton of rock can be reduced to the ore within it via this spell. Worked rock will not be affected.

