

# Six Alchemist Spells

By Derek Holland

**A**lchemists are magical practitioners who specialize in transforming one sort of thing into another. While many fantasy games refer to characters of this sort, few actually put their abilities into game terms or do not go beyond spells like *Polymorph Any Object*. With that in mind, following are six spells to help those game masters and players who wish to create magic users with alchemical abilities. Some are very powerful but are also time-intensive and expensive. A couple may have significant impacts on setting designs as well.

Note that these spells are formatted so as to be compatible with any games using the sorts of basic fantasy role-playing game rules developed starting in the 1970s. They can be used as-is with games like Goblinoid Games' *Labyrinth Lord* and *Mutant Future* and can be easily modified and expanded for use with successor systems like OGL or other games altogether.

## Alter Physical State

**Level:** 6 **Duration:** Permanent **Range:** 10'

With this spell, a spellcaster can change up to five pounds of matter from one state to another (e.g., gas or liquid rather than solid). In all other ways, the material retains its traits. Thus, for example, gaseous wood remains flammable, liquid iron conducts electricity, and solid air is effectively without weight. Material can be directly transformed from one state to another without passing through an intermediate state (e.g., from solid to gas without becoming liquid in between).

A particular alchemist, for example, might want liquid iron so as to form an item using a mold. She casts *Alter Physical State* and five pounds of iron becomes a non-molten, room-temperature liquid. After pouring the iron into the mold, she casts the spell again and the iron then becomes a solid (or, at her option, a gas).

This spell works on any non-living material and can affect corporeal undead monsters, although they receive a save versus spells to negate the effect. Each casting costs 1,000 gp in reagents and takes two days.

This is a campaign-changing spell. It is not as powerful as *Fuse Matter*, but the ability to alter almost any material into different forms will have an impact on what expensive items are made of. An unbreakable metal, for example, can be turned into a liquid and then shaped into doors on the one hand, or effectively destroyed if turned into a gas on the other.

## Alter Toxin

**Level:** 3 **Duration:** Permanent **Range:** 5'

A caster can use this spell to make a poison more or less deadly. Strengthened lethal poisons receive a -2 to saves against them; weakened save-or-die poisons cause 25 points of damage on failed saves and 0 points of damage on successful saves. Other toxins have their durations increased or decreased by 25% or their saves receive a -2/+2 penalty or bonus, as per the caster's wishes.

This spell can also be used to alter how it can affect

the target (from ingestion to contact) or break up a toxin so that it requires two or more substances to be in the target's body before affecting him. Each casting costs 150 gp in reagents and takes one day.

## Fuse Matter

**Level:** 8 **Duration:** Permanent **Range:** 5'

The caster of this spell can use it to fuse two different materials and take the best attributes of each for the re-sulting mass. Only one pound per caster level of fused material can be created (up to two pounds per caster level of source materials). Any sort of non-living material can be fused



A caster could, for example, fuse some metal armor and a wooden log, making the armor as light as wood but just as conductive and hard as steel. Or, he could merge the armor with air, making it effectively weightless but retaining its ability to conduct electricity.

Likewise, a necromancer could improve his undead creations by fusing them with materials stronger than flesh. This simply decreases their armor class by a bonus related to the hardness of the fused material. Wood, for example, might decrease the undead creatures' armor class by -1 or -2, while steel would reduce it by -6.

Each casting of this spell costs 3,500 gp in reagents and takes one week. *Fuse Matter* can be cast multiple times upon a single object. Doing so may, in fact, be required to completely affect large objects, such as armor and ships.

This is a campaign-changing spell. Many fused items and materials will appear if the existence of the spell is widely known. As one of the fused materials effectively vanishes, there could be the reduction or loss of rare minerals (regionally or setting-wide).

### **Know Composition**

**Level:** 1 **Duration:** Instant **Range:** 100'

With this spell, a magic user can instantly know what materials went into making a specific object or substance. This does not reduce the cost of replicating it but does negate any need for research.

### **Light to Mass**

**Level:** 9 **Duration:** Permanent **Range:** 5'

This spell allows a spellcaster to convert light into any material that he knows the composition of, including potions. It is not cheap to cast and requires six times the standard cost of the material. Only five pounds of material per caster level can be created per spell. The casting time is one month.

This is a campaign-changing spell. With enough money and time, a magic user could make almost any mundane object in existence. This spell might even be used to develop new materials if the GM allows.

### **Ultramagnet**

**Level:** 5 **Duration:** 6 hours **Range:** Touch

With this spell the caster changes a small rod of metal into a magnet that it can draw one specific substance to itself. Unlike a usual magnet, this substance does not have to be metal and can include flesh.

An ultramagnet can draw a maximum of 5 pounds to a distance of 10 feet. When used in groups, they increase the mass drawn but not the distance. Most alchemists use one or more ultramagnets to separate out reagents that can be reused or the final product from a vat or cauldron.



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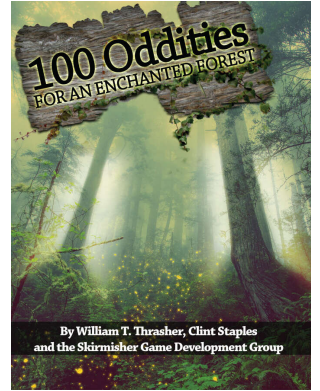
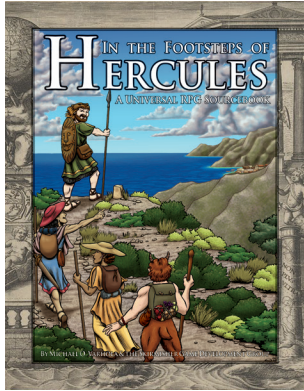
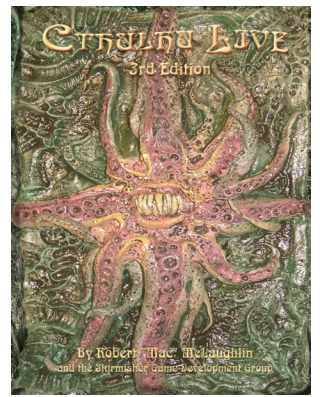
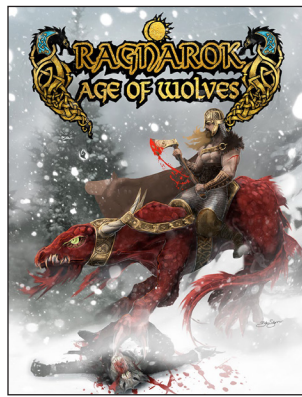
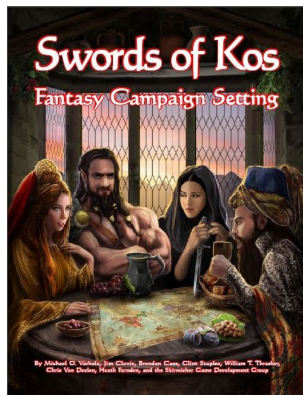
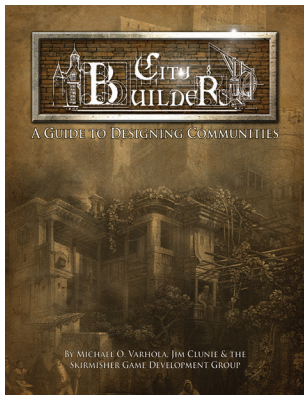
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