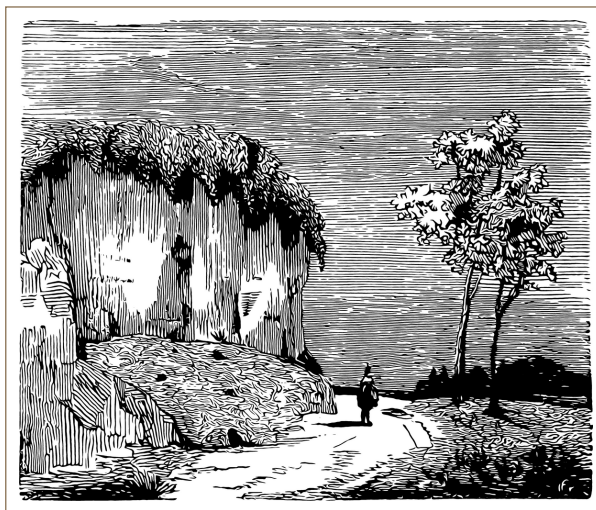


WIZARDS & LIZARDS

ALCHEMY

A WIZARDS & LIZARDS SUPPLEMENT



B E T A

Version 0.10 · not yet playtested

Jon Mayo. PUBLIC DOMAIN (CC0-1.0)

CONTENTS

1. The Taint Track	2
2. Recovery (Slow Purge)	3
3. Mutation (The Overfill)	3
4. The Dry Ember: Caustic Splash	3
5. Recommendations for a Playbook	3
6. Sample Spell List: The Alchemist's Formulary	4
Cantrips (free, at will)	4
Spells (+1 taint)	4
Greater Spells (+2 taint)	4
Rituals (time, no taint)	5

Alchemy wrings power from matter: reagents, salts, essences, the hidden properties of things. The art works, but the forces it channels do not stay in the flask. They settle into the alchemist's own flesh as **corruption**, and when the body can hold no more, they set into a permanent **mutation**. Where the arcane sorcerer's pool empties and refills clean (see *Arcane Sorcery*), the alchemist's taint sheds only slowly and leaves a lasting mark for every well overrun. This is the personal, ratcheting end of the family (see *Alternative Magic Systems*).

This supplement swaps the core's **stress** fuel for a **taint** track that fills as you cast, and its **falter** for a **mutation**. Everything else stands unchanged. If a rule is not below, it works as the core book says.

THE TAINT TRACK

An alchemist has a **taint** track of 4 + **Might** boxes, drawn on the sheet. Might is the body's capacity to endure what the art does to it; **Wits** is the casting attribute, the knowledge to work the formula. Casting **fills** taint boxes (unlike mana, which you spend down).

Magnitude	Taint	What it does
Cantrip	0	A minor working, at will. Never marks taint.
Spell	+1	One real effect now: a firebomb, an acid flask, a draught, a cloud.
Greater spell	+2	An area blast, a corrosive fog, a transmutation, a berserk brew.
Ritual	0	Slow, careful work, out of a fight (and the alchemist's item-brewing).

On a **partial (9–12)** take the reduced effect free, or mark **+1 taint** for the full result. Always optional.

Much alchemy is thrown or drunk, not chanted. Deliver a bomb with **Shoot**, apply a salve or draught with a touch; the working is the mixing, and the taint is its price.

RECOVERY (SLOW PURGE)

The body purges taint grudgingly. A full rest sheds **1 taint box**. There is no morning-fresh refill; a heavy day's alchemy leaves you carrying tomorrow's risk. Only proper downtime clears a badly fouled system.

MUTATION (THE OVERFILL)

When a casting would fill the last taint box and spill over, the corruption **sets**: roll a **mutation** below (or take one the GM offers), then **clear the taint track to zero**, the loose corruption has found a permanent home. The mutation is yours for good.

d6	Mutation
1	Chitinous hide. Armor 1 that cannot be removed, but you can no longer wear worn armor over it, and folk stare.
2	Extra eye. +1 to notice and aim; you look wrong, -2 to put strangers at ease.
3	Elongated limbs. Reach and a Speed step, but fine work and blending in come hard.
4	Toxic blood. A creature that draws your blood in melee takes 2 harm; disease and poison find you easily.
5	Hulking growth. +1 to Might-based rolls; -1 to Agility-based rolls; doorways are a problem.
6	Gilled and clammy. Breathe water and shrug off cold, but dry heat and thirst hit you double.

Mutations are **permanent**, removed only by a rare cure or a costly downtime working. They **stack**. A master alchemist is half his own experiment.

THE DRY EMBER: CAUSTIC SPLASH

Every alchemical bundle grants **Caustic Splash**, the at-will poke: a flicked vial of acid at one target for **2 magical harm** (it eats through armor, so it ignores it), rolled to hit. It never rivals a real bomb or weapon. Re flavor it, a spat reagent, an ember, a stinging dust, but hold the cap. Being a cantrip, it marks no taint, the alchemist's safe, small option.

RECOMMENDATIONS FOR A PLAYBOOK

- **Casting attribute: Wits.** Toughness (Might) sets the taint capacity, so an alchemist wants both, and pays for spreading their grants thin.

- **Spellcasting Advanced Action** named in voice (the *Mixing*, the *Working*, the *Distillation*). Grant a starting bundle: one cantrip, the **Firebomb**, and the **Brew Elixirs** ritual, plus **Caustic Splash** as the poke.
- **The taint track** (4 + Might) on the sheet, with the mutation rule.
- **Light armor, ordinary HP.** The alchemist's danger is what they become, not frailty. Some embrace it; see the Fleshcrafter.
- **Speed 2**, baseline.
- **Niche and lack.** The alchemist does versatile consumables, area denial, and self-alteration better than anyone, and lacks clean or sacred magic and a body that stays its own shape.

Setting flavors:

- **The Alchemist.** Bombs and elixirs, the classic. Signature: **Brew Elixirs**, a bag of prepared tricks. Fits a world of guilds and workshops.
- **The Fleshcrafter.** Courts mutation as power, drinking their own corruption for monstrous strength. Signature: self-buff brews. Fits body-horror settings.
- **The Plague-Doctor.** Poisons, cures, and clouds. Signature: **Corrosive Cloud** and **Panacea**. Fits an intrigue or blight campaign.

SAMPLE SPELL LIST: THE ALCHEMIST'S FORMULARY

A ready-to-use alchemical catalog, sorted by magnitude. Copy chosen entries onto a spell-book sheet. Damage numbers are the L1 default; a playbook's damage step scales them. All damage is **magical harm**.

CANTRIPS (FREE, AT WILL)

- **Caustic Splash.** The poke: 2 magical harm to one target, ignoring armor.
- **Light Flare.** Crack a vial for a bright, cold chem-light for a scene.
- **Analyze.** Learn what a substance, material, or simple mechanism is and does.
- **Steady Hand.** Stabilize a reaction, a poison, a delicate device for a moment.
- **Reek.** A thrown stink one creature must back away from; no harm.

SPELLS (+1 TAIN)

- **Firebomb.** The workhorse: a hurled flask bursts for 4 magical harm on one target (or a tight cluster). On 18+, the splash catches a second foe.
- **Acid Flask.** 3 harm and the target's armor drops by 1 until it is cleaned or repaired.
- **Elixir of Vigor.** A draught heals the drinker or clears one condition.
- **Smoke Vial.** *Anchored (the spent vial).* A zone fills with smoke; sight across it is blocked until it clears.
- **Adrenal Draught.** *Immediate.* Drink to gain +2 on your next action this round.
- **Tanglefoot.** A burst of clinging goo: one foe is **Slowed** (or **Entangled** on 18+) until it works free.

GREATER SPELLS (+2 TAIN)

- **Dragon's Breath Bomb.** A gout of fire fills a zone: 4 magical harm to all within. *Loud.*
- **Corrosive Cloud.** *Concentration.* A zone of acid mist; those inside take 3 harm each round and their armor sloughs.
- **Transmute.** Soften stone, rot iron, harden cloth: change a material's nature enough to open a way, foul a blade, or bar a door.

- **Berserker's Brew.** *Immediate.* Drink for +1 harm and a Speed step this scene; while it lasts you cannot Defend or retreat.
- **Freezing Bomb.** A frost burst: 3 harm and **Slowed** to all in a zone.

RITUALS (TIME, NO TAINT)

- **Brew Elixirs.** *Anchored (reagents).* In downtime, mark taint now to prepare a batch of bombs and draughts as physical items. Using a prepared item later marks **no** further taint, the alchemist's signature: the cost is paid in the workshop.
- **Transmute Metals.** Nudge base metal toward precious, slowly and within limits; the dream that founds the art.
- **Panacea.** Brew a cure for a disease, poison, or affliction (not a mutation).
- **Homunculus.** Grow a small servant-creature bound to your will.
- **Preserve.** Halt rot and decay in a body or object for a long span.