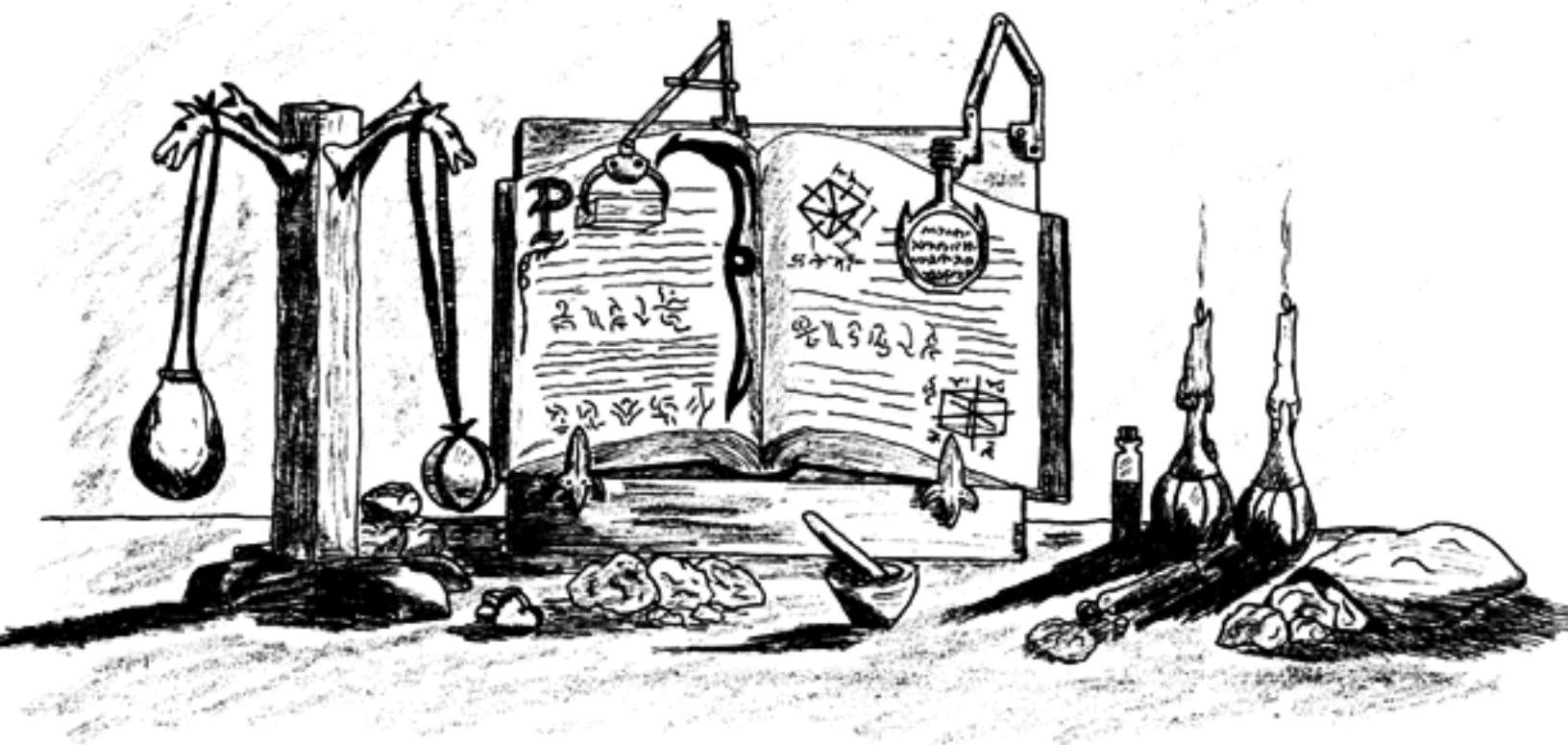


Mineral Alchemy:



Alchemy from Gems and Minerals

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TG-0003



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Lorennna cautiously moves across the dark hall, her Elven eyes adjusting to the limited light cascading down from the cracks and holes in the roof of the ancient temple. Ahead, her companions are fanned out across the large room; Braedon checking the strange text at the base of the massive marble statue that stands in the middle of the room, Bodin examining the small alcoves to the left for unwelcome guests, and Fallon cautiously checking the floor for hidden traps.

"This place gives me the creeps already," Fallon says as he checked another section of floor.

"Dreen Temples are not known for their cheery décor," quips Braedon as he moves around the base of the statue.

Lorennna takes a few tentative steps toward the back of the hall and she can make out five doors along the back wall. Suddenly, the nightglow gem hanging about her neck glows with an alarming brightness in the dimly lit hall. "Menroa," the Elven curse is loud and draws the attention of her companions. They all can see the light coming from the nightglow gem. "I really hate undead," she says as she pulls her scimitar from its scabbard.

Her companions readied their own weapons and Braedon cast his favorite spell for self-preservation. Bodin advances toward the back of the hall, axe at the ready and a few choice Dwarven curses and challenges bursting from his throat.

From behind four of the doors advanced eight wights, their pallid grey skin blending into the shadows of the hall. If they had an intelligence Lorennna would swear that they seemed a bit upset at not being able to surprise their lunch as they usually do.

"Best investment I've ever made," Lorennna says as she and her companions join the battle.

.....

Fancy gems, precious metals, and perfectly formed crystals; the wealth found deep in the earth has funded many an adventurer in his or her career. A well-cut diamond is certainly worth more than its weight in gold and platinum and Dwarven smithies would gather cobwebs without the iron, silver, and mithral mined from the earth, but should gems and minerals merely be coveted for their value and rarity? Nay! While a rare gem will allow the greediest of people to retire to a life of leisure (or at least self-sufficiency) it can't do more than that, and once the gold is spent, then what? What if the gems and minerals of the earth had other uses? That was the thought of many mages and alchemists that had the foresight to see beyond the mundane aspects of gems and minerals. Learned sages across the world have discovered the secrets locked within the gems and minerals foolishly pawned for a few gold coins or overlooked in the earth.

Legends talk about the alchemists search for the famed Philosopher's Stone, the rare artifact that turns lead into gold. The legend of the Philosopher's Stone may or may not be true, depending on the sage you speak to, but why, ask some alchemists, should you bother with something as plain as gold? A few well-gifted alchemists have long held the secrets needed to bring out near-magical properties from common minerals and gems. These craftsmen call themselves mineral alchemists and to them the pursuit of alchemical knowledge into the world of minerals is vastly more rewarding than creating piles of gold.

The discipline of mineral alchemy is very different from the pursuits of a normal alchemist. Most laypeople have difficulty in understanding a 'normal' alchemist when she speaks of her craft, but even the most highly trained and skilled alchemist struggles to follow the discussions held among mineral

alchemists. Mineral alchemists spend years in study as they delve into the crystal structure of minerals to unlock their secrets. A mineral alchemist has skills similar to that of a master jeweler and a master alchemist, finding the perfect way to cut, polish, and alter the mineral to reveal its alchemical properties. Critics and skeptics have argued that the abilities of the mineral alchemist can easily be mimicked, all they do is cut the stones in a special manner they say, yet even the most skilled master jeweler has never been able to create these alchemical treasures even when the gem is cut in a manner identical to its alchemical cousin.

Mineral alchemists use only the most perfectly formed minerals and gems to create their alchemical treasures. They tunnel into the deepest parts of the world and climb the most forbidding mountains to find the right specimens for their craft. Mineral alchemists, because they spend so much of their time in their labs, often hire adventurers to retrieve rare gems and minerals, especially those that are jealously guarded by kings and monsters alike. Once the mineral alchemist has the specimen in her hand she will begin the slow process of transforming the mineral. After being cut, polished, and treated the minerals are usually coated with special oils or other elixirs made from other rare minerals. Once treated, a seemingly mundane mineral gains extraordinary abilities.

This article provides two new skills, knowledge (mineralogy) and mineral alchemy, and increases the type and variety of items that alchemists can create. The search for these rare gems and minerals can often serve as hooks to new adventures as the characters seek deep underground or in far off lands for the rare minerals the mineral alchemist needs to hone their craft.

New Skills:

Knowledge (mineralogy) (Int, Trained Only)

Mineralogy is the study of the compositions, crystal habits, and families that make up minerals. An understanding of mineralogy is useful in different areas of craftsmanship and knowledge.

Check: Characters with a knowledge (mineralogy) skill can use their skill to identify unknown gems and minerals or assist in the crafting of special items and the manufacture of metal objects.

Answering a question pertaining to mineralogy (like identifying a gem) has a DC of 10 for easy questions, 15 for moderate questions, and 20 to 30 for hard questions.

Action: Generally none. Typically making a knowledge (mineralogy) check doesn't take an action, you simply know the answer or you don't.

Try Again: No. The check reflects what you know about minerals and thinking about the question a second time doesn't let you know something you have never learned.

Synergy: A character with 5 or more ranks in Knowledge (mineralogy) receives a +2 synergy bonus to creating alchemical items with the mineral alchemy skill. They also receive a +2 synergy bonus to any appraise check involving gemstones. Armor and weapon smiths receive a +2 synergy bonus to crafting arms and armor out of metal due to their skill in identifying the purist metals for their craft.

Special: A character with at least 12 ranks in Knowledge (mineralogy) can reduce the cost of crafting magical arms, armor, rings, wondrous items and other magical items made from metal by 10%.

Mineral Alchemy (Int, Trained Only)

Mineral alchemy combines intense study into the structure and composition of minerals and the craftsmanship of a master jeweler. Using special techniques to cut, polish, and alter a mineral a mineral alchemist can reveal hidden alchemical properties in seemingly mundane gems and minerals.

Check: You can make mineral alchemical items. The GM may allow a mineral alchemist to perform other tasks related to gems and minerals, such as appraising a gems quality or identify unknown gems or minerals.

Action: Does not apply. Mineral alchemy checks are usually made in conjunction with a craft skill check. The craft check determines the amount of time needed to complete the item. If a craft check does not apply, the time to finish the item is generally 1 week.

Try Again: Yes, but when making items, each failure ruins the mineral needed and you must pay the full material cost to make the item again.

Special: You must have special tools, similar to those of a master jeweler and alchemical equipment to make an item. Purchasing masterwork jewelers tools and having access to an alchemist's lab grants a +2 circumstance bonus to Mineral Alchemy checks. Dwarves receive a +2 racial bonus to Mineral Alchemy checks because of their intimate knowledge of gems and minerals and stonecunning ability.

What follows are naturally occurring gems and minerals that can be used by a mineral alchemist to create new alchemical items. Each entry follows the layout described below.

Mineral Name

The first part of each item describes the appearance of the gem or mineral and the typical places where it may be found. The rest of the description includes general notes about the item and any common uses for the gem or mineral.

Alchemical Item: This section describes the alchemical item that can be created from the gem or mineral.

Mineral Alchemy DC to Create: This is the DC value of the mineral alchemy skill check needed to successfully create the alchemical item. Mineral alchemy does not require the crafter to be a spellcaster, anyone with the mineral alchemy skill can attempt to make these items.

Craft DC to Create: The DC value to be able to craft the final shape or form of the alchemical item, if applicable. See the Chapter 4: Skills in the *Player's Handbook* for more information on crafting items.

Cost to Create: The price, in silver pieces, to craft the item as well as the gold piece value of the gem or mineral needed to create the item.

Market Value: The appropriate market value for the alchemical item.

Alchemical Items:

Barite

Barite is a common mineral found throughout the land. It occurs in a variety of colors but is most commonly found as a red stone. Barite has no common uses and is often overlooked as a mineral by many people.

Barite Rose: Mineral alchemists prize special varieties of barite that form platy crystals. These crystals are often naturally arranged to resemble a blooming rose. The alchemist treats the 'rose' with essential herbal oils so that when it is carried in the open or in a censer the 'rose' gives off a sweet aroma. Priests and clerics as well as undertakers use the barite rose in services and others that work in smelly occupations often use barite roses to mask the odor of their jobs. Adventurers prize barite roses for their ability to keep the foul stench of undead and other creatures at bay. The barite rose provides a +1 alchemical bonus on saving throws that involve smell, such as from the stench from a ghast. A barite rose lasts for one month before its aroma is gone.

Mineral Alchemy DC to Create: 10.

Cost to Create: 50 sp plus a barite rose valued at 30 sp.

Market Value: 15 gp.

Calcite

Calcite is an abundant mineral found in all types of rocks. In many rocks it is the only mineral present. Calcite, in the form of limestone, has long been used as a cementing agent in mortars. Calcite occasionally can be found in massive crystals, and it is the crystals that are prized by mineral alchemists.

Revealing Stone: Calcite has an unusual property so that when an object, writing, or other image is viewed through the crystal two images are seen. Often times spies and those with secrets will write important messages between the lines of innocuous seeming text using invisible ink. Mineral alchemists are able to specially cut calcite crystals so that when placed over text written in an invisible ink the text will be revealed and can be read clearly.

Mineral Alchemy DC to Create: 25.

Craft (Carving) DC to Create: 20.

Cost to Create: 250 sp plus calcite crystal valued at 25 gp.

Market Value: 75 gp.

Dwarven Eye: This is a calcite gem that has been specially carved into the shape of an eye. When the dwarven eye is placed before one's own eye, it magnifies the view of very small objects like rings, gemstones, or small text. When used to make appraisals of jewelry or gemstones, the Dwarven eye provides a +2 alchemical bonus to Appraise skill checks.

Mineral Alchemy DC to Create: 20.

Craft (Carving) DC to Create: 15.

Cost to Create: 200 sp plus calcite crystal valued at 15 gp.

Market Value: 60 gp.

Dunite

Dunite is a rock found near active and extinct volcanoes. The mineral has a dark green color and is composed entirely of the mineral olivine. Rare specimens of dunite have been used in jewelry but for most people dunite has no use or value except to the mineral alchemist.

Devil's Heart: An intrepid mineral alchemist, Hans Gabro, lived near an active volcano. The volcano constantly belched out viscous lavas, and Hans would travel its slope searching for rare mineral specimens. Hans would take samples of fresh lava to experiment on. Hans learned that working quickly and with the right tools, he could carve the still molten lava in to a weapon.

Called the devil's heart it must be crafted on the slopes of an active volcano from freshly collected lava composed of mostly dunite. The lava is placed in a specially treated container that cools the outer shell and preserves its molten core. The shell is shaped to form a tear, about the size of a small melon or squash that can fit in ones palm. When the devil's heart is thrown it explodes upon impact with the ground or other hard surface throwing molten lava in a 10-foot radius. The lava deals 1d6 points of fire damage to all in the radius of the impact for two rounds. Each round there is a 50% chance that flammable items like parchment and clothing will catch fire. A character can take a full round action to ignore the damage during the second round of exposure. Though the molten core is preserved, over time the lava in the center of the devil's heart cools. 3 months after being created the devil's heart deals only deals full damage for 1 round and no damage in the second round. After 6 months the devil's heart becomes merely a hunk of rock and has no value.

Mineral Alchemy DC to Create: 20.

Cost to Create: 117 sp plus dunite-rich lava that has been collected in the past 5 rounds.

Market Value: 35 gp. Weight: 5 lbs.

Fairy Stone

Staurolite is a common mineral found in metamorphic rocks, especially schists and gneisses. The fairy stone is a rare and unique variety of staurolite that forms a right angle cross. For a long time the fairy stones were sold as amulets and charms, which made common people happy but had no other effects until a great Gnome mineral alchemist named Norbell set to unraveling the fairy stone mystery.

Tears of the Fairy Stone: Norbell worked over many years to uncover the secret of the fairy stones. He was about to give up, determined there was nothing special about the mineral, when he had an accident. He tripped and dropped a fairy stone into the hot fire of his forge. Norbell searched for a pair of tongs and finally succeeded in pulling the stone from the forge. When it was removed Norbell found that the stone had shed small drop of liquid. Norbell quickly unraveled the mystery, and set about collecting the liquid of the fairy stone.



A single fairy stone placed in a specially constructed forge will release a thimble-sized amount of tears after three days. The exact temperature of the forge must be maintained constantly at the desired temperature and specially treated wood or coal must be used to feed the fire otherwise the transformation fails to happen. The tears have various effects depending on how they are used. When the tears are mixed with a cup of holy water they will heal 1d8 points of damage. If ingested straight, the tears will allow the character to see as if *true seeing* had been cast. This ability lasts for 5 rounds. When the tears are mixed with mushrooms collected from a fairy circle, the resulting paste can be spread on the body, granting the wearer a +4 alchemical bonus to Hide skill checks for 2 hours. Fey covet tears from fairy stones, believing them to be the spirits of fey that have died. The tears can often be traded with fey for a particular piece of information or knowledge.

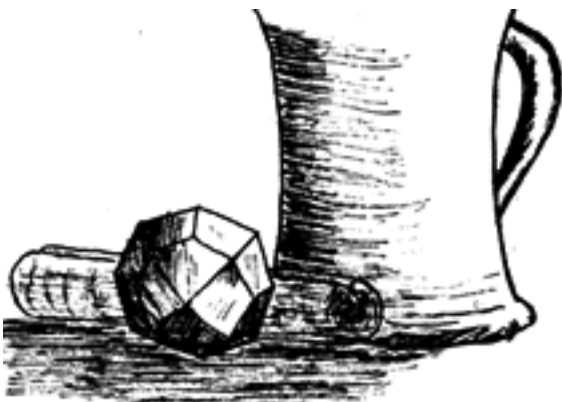
Mineral Alchemy DC to Create: 25.

Cost to Create: 667 sp plus fairy stone valued at 75 gp.

Market Value: 200 gp.

Garnet

Jewelers have long prized garnets as gemstones. The many varieties and colors make them ideal for the crafting of jewelry. Garnets can be found in all types of rocks, but are most common in metamorphic rocks such as schist and gneiss.



Cinnamon Stone: This is a reddish-brown garnet that often occurs as small multi-faceted crystals. Mineral alchemists have learned to cut the cinnamon stone in such a manner so that when the stone is placed into a liquid, such as water, it infuses the liquid with a cinnamon flavor. This infusion by the stone acts to purify naturally contaminated water as if *purify food and drink* had been cast. Travelers find the cinnamon stone invaluable in its ability to protect them from sickness and disease that could come from drinking tainted water in the wilds. One cinnamon stone is able to purify

water equivalent to one waterskin.

Mineral Alchemy DC to Create: 10.

Craft (Carving) DC to Create: 15.

Cost to Create: 33 sp plus grossular garnet valued at 15 sp.

Market Value: 10 gp.

Heating Stone: One of the most common varieties of garnet is the deep red colored garnet called pyrope. Pyrope is a naturally occurring multi-faceted gemstone and makes a fine substitute for rubies. Mineral alchemists have discovered that by cutting the gem in a special manner that it will make cold water hot. The water becomes hot enough to make teas or other infusions that require hot water. The heating stone has found a great following among adventurers who travel in windswept, swampy, or cold lands where it's often difficult or dangerous to light fires. One heating stone is capable of heating a small pot of water to boiling in two minutes. The heating stone has no effect on water-based creatures.

Mineral Alchemy DC to Create: 10.

Craft (Carving) DC to Create: 15.

Cost to Create: 33 sp plus pyrope garnet valued at 15 sp.

Market Value: 10 gp.

Hematite

Hematite occurs in all types of rock either as a reddish-brown rock (called red ochre), to gemstone quality pieces with a silvery color. Red ochre has long been used by all manner of people in the manufacture of red pigment. Hematite is also an important ore of iron and has long been mined by the Dwarves and other races for this purpose. While this makes hematite valuable, especially to smiths, mineral alchemists have learned to make hematite even more useful.

Bloodstone: Hematite is usually found as a mineral with a dull red-brown color and sages and commoners alike have long called hematite bloodstone due to the bright red streak of color it makes. To make a bloodstone the alchemist first carves the hematite into a triangular shape about 3 inches in size. The carved bloodstone is then boiled for several hours before being treated with a special liquid. After treatment, the stone is dried in a kiln and then powdered and stored in a vial. The red powder can then be spread over a bleeding wound clotting the blood. When used while attempting to heal a wounded person, the bloodstone powder provides a +2 alchemical bonus to the Heal skill check. One vial of bloodstone powder can be used 10 times before it is consumed.

Mineral Alchemy DC to Create: 15.

Craft (Carving) DC to Create: 10.

Cost to Create: 117 sp plus red hematite valued at 5 gp.

Market Value: 35 gp.

Heart stone: The second variety of hematite is the silver-colored gemstone. This variety of hematite can be carved into the shape of a heart, about 2 inches in size. When the gemstone is boiled and treated, it has properties opposite of a bloodstone. When the heart stone is placed over a wound, it absorbs the blood, causing the wound to bleed more. For each round that the heart stone is placed over a bleeding wound it causes one extra point of bleeding damage to the victim. A heart stone can absorb 10 times its volume in blood and can be used for 10 rounds before it cannot absorb any more blood. The original intent of the heart stone's creator, Sollis Guerel, was to use it as a tool for collecting 'bad' blood from sick and diseased people as well as for collecting spell components (such as trolls blood). After the heart stone has absorbed some blood it can be broken and the stored blood can be transferred to another container. Healers would use the heart stone to 'bleed' a patient to remove the diseased spirits and cure the patient. Healers were always careful of the heart stone's properties but unscrupulous types soon learned about the heart stone. Heart stones began to be

found at murder scenes or in the hands of murderers and known evildoers. Today the heart stone is shunned by most healers and is usually only found in the hands of those that mean to do harm to others. In many regions the heart stone is banned, and those caught making it, or in possession of one are often subjected to arrest.

Mineral Alchemy DC to Create: 15.

Craft (Carving) DC to Create: 10.

Cost to create: 333 sp plus a silver hematite gem valued at 25 gp.

Market Value: The heart stone is not openly sold in most areas; black market prices start at 100 gp.

Lodestone

The lodestone is an iron-black mineral found in small veins among other rock types. Sages and mariners have long known about the lodestone's natural magnetic properties. This makes the lodestone a valuable mineral, especially for sailors and travelers that use it to aid in navigation. Beyond the making of compasses the lodestone never had much use until a famous alchemist, Jaris Tallbeard, found a new way to treat and use lodestone. Lodestone is typically found in mountainous areas as thin veins of ore.

Jaris's Shield: Jaris first used the properties of the lodestone to create a shield for his nephew to carry into battle. The result was a small metal shield round in shape made entirely out of lodestone. The shield proved effective in deflecting the attacks of his nephew's opponents and kept his nephew alive in many a battle. Jaris never revealed where he learned the special craft for creating the shield, but he did teach the technique to several talented pupils.

A large amount of lodestone is melted down and poured into a mold for the shield. During the pour a special mixture of powders and herbs are added, and while the shield cools another large lodestone is waved over the shield. The second lodestone must be held precisely to get the desired effect. When the shield is finished its natural magnetic properties cause metal objects to be deflected. The shield is a bit heavier than a typical light steel shield, but in addition to the normal +1 armor bonus the shield provides it also provides a natural +1 deflection bonus to AC when used to defend against attacks from metal weapons.

Mineral Alchemy DC to Create: 20.

Craft (Armorsmith) DC to Create: 12.

Cost to Create: 167 sp plus 15 gp worth of lodestone ore.

Market Value: 50 gp.

Lodestone Shield: Shield Bonus +2, Armor Check Penalty -1, Arcane Spell Failure Chance 5%, Weight: 8 lb.

Jaris's Mace: In addition to his mastery of mineral alchemy, Jaris also had a fondness for crafting weapons. He had a special affinity for maces, and after perfecting the technique for creating his shield, Jaris set about to craft a lodestone mace. After much trial and error Jaris finally perfected the right mixture of powders and herbs and was able to craft a light mace from lodestone.

The mace functions as a normal light mace, but because of its magnetic composition, it has a special attraction to metal. When used against opponents wearing metal armor the mace grants its wielder a +1 alchemy bonus to attacks.

Mineral Alchemy DC to Create: 20.

Craft (Weaponsmith) DC to Create: 12.

Cost to Create: 133 sp plus 10 gp worth of lodestone ore.

Market Value: 40 gp. Weight: 5 lb.

Moonstone

Moonstone is a gem quality variety of plagioclase, one of the most common minerals found across the land. Moonstones come from the albite variety of feldspars and are generally white in color and show an opalescent play of colors. Moonstones were generally only valued for their use as gems and in certain druidic ceremonies until a renowned mineral alchemist, Mara Nightingale, began to study the stones.

Nightglow: Mara Nightingale had a special fondness for the night, and would spend hours gazing at the moon. She collected moonstones and worked hard to delve their secrets. Mara discovered that if a gem of exceptional quality was carved into a perfect sphere, coated with oils of a special mixture and set in moonlight on the night of a full moon it would then give off a soft glow when in the presence of undead.

A nightglow gem glows with the light equivalent to a candle when it is within 60 feet of undead. The gem does not discern direction to the undead and glows with the same radiance for 1 or 1000 undead and for a lowly skeleton to the most powerful lich or vampire. If any scratch damages or scars the surface of the nightglow gem it ceases to function.
Mineral Alchemy DC to Create: 25.
Craft (Carving) DC to Create: 20.
Cost to Create: 500 sp plus moonstone valued at 50 gp.
Market Value: 150 gp.



Slumber Rose: Mara lived alone, but she had many nieces and nephews who often had difficulty sleeping, being afraid of the dark. Mara turned to her moonstones to find a way to allow children to feel safe at night. Mara found that carving a moonstone in the shape of a rose and coated with sweet smelling herbal oil that the moonstone would glow softly and give off a pleasant aroma when placed in moonlight.

The slumber rose glows with the light of a candle when placed in the light of the moon and its aroma makes a person more susceptible to sleep. Anyone within 10 feet of a glowing slumber rose must make a Will save (DC 10) or fall asleep. Mara gave away many slumber roses to the children in her village to let them sleep peacefully.
Mineral Alchemy DC to Create: 5.
Craft (Carving) DC to Create: 20.
Cost to Create: 67 sp plus moonstone valued at 5 gp.
Market Value: 20 gp.

Quartz

The most common and also the most mundane of minerals, quartz can be found nearly everywhere. Some types of quartz are found as layered or banded rocks, often displaying a play of colors and are often referred to as agate, chalcedony, flint, onyx, or jasper. The best examples of quartz are those that form nearly perfect crystals and come in all manner of colors, from clear (rock crystal), yellow (citrine), purple (amethyst), red and pink (rose quartz), and black (smoky quartz). While quartz can be used to create gemstones, weapons, and some varieties are used as spell components mineral alchemists have found ways to use quartz crystals in new and creative ways.

Sunstone: Sunstones are a special variety of quartz crystal, usually of the rock crystal, citrine, or rose quartz type. The crystal is specially cut and polished into a perfect sphere 4 inches in diameter, capable of being held in the palm of the hand or set in a special lantern or on the ends of specially crafted torches. Once carved the sunstone is treated with special oil made with the powder of

another mineral, fluorite. When the sunstone is set in sunlight it absorbs the natural sunlight and will then radiate light equivalent to that given off by a torch. The light given off is a constant source of light, with no flicker, and cannot be extinguished except by destroying the sunstone. The sunstone radiates light at the rate of 2 hours for every hour it absorbed sunlight. The stone starts to radiate as soon as it is removed from the sunlight, so it must be used immediately. After each use the stone can be set in sunlight to be charged again, but after 8 charges the special oil is used up and a new application of the oil must be applied. The charging can only be done in natural sunlight; casting *daylight* will not charge the sunstone. Since the amount of light given off is that equivalent to a torch, the sunstone has no special effects on creatures normally affected by bright light.

Mineral Alchemy DC to Create: 15.

Craft (stone carving) DC to Create: 15.

Cost to Create: 230 sp plus a quartz crystal valued at 30 gp.

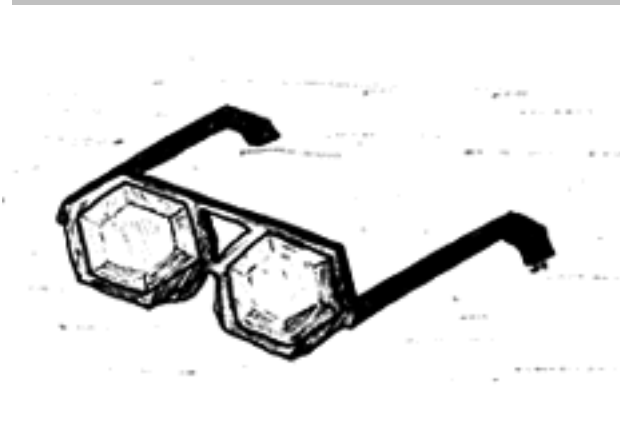
Market Value: 70 gp. Weight: 3 lbs.

Sunstone Oil

Mineral Alchemy DC to Create: 10.

Cost to Create: 16 sp plus a fluorite crystal valued at 10 sp.

Market Value: 5 gp per flask. 1 flask is enough for 1 application to the sunstone.



Nightstone: Nightstone is a smoky quartz crystal that has been specially cut into a thin oval lens about 2 inches in diameter. A single lens is often set into a frame and worn as a monocle or two lenses can be used to make glasses. The stone is coated with a special elixir made with powdered calcite that allows the wearer to see in the dark as if the wearer possessed low-light vision. Rogues, spies, and others that work at night often purchase nightstone lenses and wealthy human kingdoms will equip their elite troops with nightstone goggles. A nightstone can be used

indefinitely, but any scratch or other damage to the lens causes it to cease functioning. The lens does not need to be set in a frame, but doing so usually protects the lens better than being loose. A simple frame made of copper or bronze generally requires a Craft skill check, DC 15, to create.

Mineral Alchemy DC to Create: 10.

Craft (Carving) DC to Create: 15.

Cost to Create: 166 sp plus a smoky quartz crystal valued at 25 gp.

Market Value: 50 gp without frame, higher depending on value of the frame.

Mr. Miracle's Growing Stone: A variety of quartz found in colored bands of various shades of green is moss agate. Moss agate has long been used as an ornamental stone by jewelers. A Gnome mineral alchemist, Shalar Miracle, spent a year studying hundreds of varieties of moss agate. Shalar learned that the stone could be cut into a thin plate with an octagonal shape and then placed in night soil mixed with special herbs and other alchemical reagents for 24 hours to release the alchemical properties of the agate. When removed, the moss agate can be buried in a garden enriching the soil as if the enrichment effect of *plant growth* had been cast. This effect lasts for one growing season.

Mineral Alchemy DC to Create: 10.

Craft (Carving) DC to Create: 10.

Cost to Create: 50 sp plus moss agate valued at 5 gp.

Market Value: 15 gp.

Serpentine

Serpentine is commonly found in massive blocks in mountainous regions with igneous and metamorphic rocks. Serpentine is colored in various shades of green. Within these large bodies of serpentine are thin, fibrous minerals usually white in color. This fibrous mineral is a unique variety of serpentine and is ignored by all but the alchemist.

Serpent's Cloth: Fibrous serpentine can be collected in large amounts and using special alchemy techniques and kilns, the mineral can be woven together to form bolts of 'cloth'. This cloth can then be cut with special shears and sewn to form gauntlets, helms, tunics, cloaks, and other clothing. When completed, the appropriate clothing provides limited fire resistance to the wearer. The wearer receives different amounts of fire resistance depending on the type of clothing. Some examples of clothing and the fire resistance the offer is in the table below.

Item	Fire Resistance	Market Value	Weight	Drawback
Gloves	1	35 gp	2 lb	- 1 to Dexterity, cannot cast spells with somatic components while wearing.
Helm or hat	1	35 gp	2 lb	- 2 to Listen & Spot checks
Belt	1	25 gp	1 lb	None
Boots	2	50 gp	3 lb	- 5 foot to base movement
Cloak	3	75 gp	4 lb	None
Leggings	3	75 gp	4 lb	- 5 foot to base movement
Tunic	3	75 gp	4 lb	- 1 skill check (similar to armor check penalty)

Most items can be combined together, their fire resistance stacking together, so a person wearing a full suit (including leggings, tunic, boots, gloves, and hat) would have a fire resistance of 10. The one drawback of the serpent's cloth is its bulk. Specific items can have a detrimental effect for the wearer. The drawbacks also stack with each other.

Mineral Alchemy DC to Create: 25

Craft (weaving) or Profession (tailor) DC to create: 25.

Cost to Create: Varies depending on item (ranges from 83 sp to 250 sp) plus 5 to 15 gp worth of serpentine, depending on the type of clothing being made.

Market Value: See table.

Smithsonite

Smithsonite is a greenish-brown to brown colored mineral. It is commonly associated with other ore minerals and is commonly mined as a minor ore of zinc. It has little use beyond being an ore mineral.

Fellis' Folly: Occasionally smithsonite is found in honeycombed masses in caves. Dwarves and mineral alchemists call this variety bone ore. Bone ore has long been used in funeral rites, but a mineral alchemist named Fellis thought he could use bone ore to ease the suffering of people who had lost friends or family to an untimely death. Fellis hoped to use bone ore to allow the dead a few more hours of life so they could say their farewells, maybe answer questions pertaining to heirs, estates, and financial matters, or just let friends and family spend a few more hours together. Fellis ground up the bone ore and mixed it with bark from a dead oak tree, soil from a graveyard, and a few other alchemical items. Fellis received permission to try his new alchemy on the corpse of a young man killed by a runaway horse. Fellis spread the mixture to cover the corpse. After waiting 24 hours Fellis expected to see the young man rise with new life, at least for a few hours so he could say his proper good-byes to his young wife. Rise the young man did, but he was not alive. The young man had been turned to a zombie by the bone ore mixture and began to attack its former wife. The

zombie was dealt with, and Fellis was forced to flee for his life from the village. Fellis tried to keep the knowledge of the bone ore secret, but word of the incident spread like wildfire, as did Fellis' formula. Now those with other motives use bone ore to create undead.

When a recently dead body (less than 48 hours) is buried in the bone ore mixture for 24 hours, the corpse is animated as if *animate dead* had been cast. The undead is under the command of the one that created it until it is destroyed.

Mineral Alchemy DC to Create: 30.

Cost to Create: 83 sp plus one pound of bone ore.

Market Value: Illegal, black marketers sell bone ore for 25 gp per pound or more depending on need and risk. 2 pounds of Fellis' Folly are needed to cover the corpse of a Medium-sized creature.

Sphalerite

Sphalerite is a common mineral and is found in many types of rocks. It often occurs as tetrahedral crystals and is commonly a yellow to brown color. The purest crystals are colorless or have a slight green tint. Sphalerite is similar to galena, an important source of lead, but it does not have the value galena does. It is often used in the manufacture of brass or as pigment for white paint.

Traitor's Stone: The purest form of sphalerite is rare in occurrence and is highly valued by the mineral alchemist. When the stone is treated with special elixirs and then baked in a kiln it gains the unique property to detect the truth. A person that holds the treated stone and who answers questions directed at them truthfully will cause the stone to glow with a soft green light. Originally named the Stone of Truth by its original creator, Jerome Felsen, the stone received its current name from an ancient king who used the alchemical stone to root out traitors among his royal advisors. Judges, nobles, and county sheriffs use the traitor's stone to find criminals and get confessions to crimes. The person holding the traitor's stone can answer however they want, but only the truth causes the stone to glow so any deception or lie marks the holder of the stone as a traitor or criminal. The stone cannot be fooled by any magic short of a *limited wish*, *miracle*, or *wish* spell.

Mineral Alchemy DC to Create: 25.

Cost to Create: 667 sp plus a sphalerite gem worth 75 gp.

Market Value: 200 gp.

Sulfur

This bright yellow mineral is found in volcanic areas, typically around the vents of active volcanoes and geysers. Sulfur has long been a common component for alchemists, who use it to create acids and other concoctions.

Stinkstone: Rare varieties of sulfur can be collected from the edges of active volcanic or geyser vents. The sulfur is carved into the shape of an octahedron two inches long and is dried in a kiln. When the stinkstone is placed in a flame it bursts into a billowing cloud of yellow smoke and gives off a putrid, rotten-egg odor. This cloud fills a 10-foot cube and lasts for 3 rounds before it is naturally dissipated in the air. Anyone standing in the area of the smoke must succeed at a Fortitude save (DC 12) or become nauseated for as long as they remain in the cloud or until it dissipates, plus one additional round. Those standing within 5 feet of the smoke must make a Fortitude save (DC 10) or be nauseated for 1 round.

Mineral Alchemy DC to Create: 15.

Craft (carving) DC to Create: 10.

Cost to Create: 83 sp plus sulfur crystal worth 5 gp.

Market Value: 25 gp.

Talc

Talc is a common mineral found in all types of metamorphic rocks. Its color ranges from an apple-green, gray, white, to silver-white. Talc has found common uses as a drying agent in powders and is often used to make small carvings.

Soapstone: This is the name given to many varieties of talc due to its greasy feel. Mineral alchemists have learned to carve the soapstone into a pyramidal shape and apply a small amount of other alchemical agents. When the treated soapstone is immersed in a bucket of water (about 2 gallons), the soapstone immediately dissolves producing a thick, slippery liquid. The liquid can be poured on the ground and functions as if *grease* had been cast on the area for 1 minute.

Mineral Alchemy DC to Create: 5.

Craft (Carving) DC to Create: 10.

Cost to Create: 16 sp plus talc valued at 10 sp.

Market Value: 5 gp.

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Lorennna wipes the sickly ichor from the wight off her blade and onto the tattered remains of it's clothing. "I really hate undead," she says, sliding the scimitar back into the scabbard.

"At least we had some warning this time," Bodin says with a grunt as he pulls his axe out of the chest of the wight lying at his feet. "It's a good thing you bought that nightglow gem."

Lorennna pats the gem hanging around her neck. "Best investment I made," she says flatly.

"I think you'll get your gold pieces out of it today," Braedon says as he examines one of the dead wights. "I'm sure this Temple of Dreen is going to contain a lot more undead."

Fallen, standing near one of the doors, points to Lorennna and says, "Well, don't look now, but I think they're coming this way."

They all glance at the nightglow gem, which has begun to glow softly in the dim light of the temple. Blades and weapons are drawn again as the party prepares for the next undead to try and keep them from the treasure they're here to find.

Author's Dedication: Special thanks must go out to my intrepid band of adventurers who were mostly delighted and sometimes baffled by my alchemical creations. Tony Chambers, Eric Doetzel, Sue ("I Hate Undead") Hemphill, Chris Miracle, and Fred and Christeina Sinkovich.

Table 1: Mineral Alchemy Items

Mineral Name	Item	Benefit	Mineral Alchemy DC	Craft DC	Cost to Create	Market Value
Barite	Barite Rose	+1 alchemical bonus versus stench.	10	N/A	50 sp + barite rose worth 30 sp.	15 gp
Calcite	Revealing Stone	Can read invisible text.	25	20	250 sp + calcite crystal worth 25 gp.	75 gp
	Dwarven Eye	+2 alchemical bonus to Appraise skill.	20	15	200 sp + calcite crystal worth 15 gp.	60 gp
Dunite	Devil's Heart	1d6 pts of fire damage in 10 ft radius for 2 rounds.	20	N/A	117 sp + dunite-rich lava collected in past 5 rounds.	35 gp
Fairy Stone	Tears of the Fairy Stone	Varies. Heal 1d8 hp, <i>true seeing</i> for 5 rounds, or +4 alchemical bonus to hide skill.	25	N/A	667 sp + fairy stone worth 75 gp.	200 gp
Garnet	Cinnamon Stone	Purify water.	10	15	33 sp + grossular garnet worth 15 sp.	10 gp
	Heating Stone	Heat water to boiling.	10	15	33 sp + pyrope garnet worth 15 sp.	10 gp
Hematite	Bloodstone	+2 alchemical bonus to Heal skill.	15	10	117 sp + red hematite gem worth 5 gp.	35 gp
	Heart stone	Bleeding damage, 1 extra hp per round for 10 rounds.	15	10	333 sp + silver hematite gem worth 25 gp.	100 gp
Lodestone	Jaris's Shield	Small shield with natural +1 deflection bonus.	20	12	167 sp + 15 gp worth lodestone ore.	50 gp
	Jaris's Mace	Light mace with natural +1 alchemy bonus to hit.	20	12	133 sp + 10 gp worth lodestone ore.	40 gp
Moonstone	Nightglow	Glow in presence of undead.	25	20	500 sp + moonstone worth 50 gp.	150 gp
	Slumber Rose	Glow and sleep effect when in moonlight.	5	20	67 sp + moonstone worth 5 gp.	20 gp
	Sunstone	Gives off light as a torch.	15	15	230 sp + quartz crystal worth 30 gp.	70 gp
Quartz	Nightstone	Allows low-light vision.	10	15	166 sp + smoky quartz crystal worth 25 gp.	50 gp
	Mr. Miracle's Growing Stone	Grants benefit of <i>plant growth</i> effect.	10	10	50 sp + moss agate worth 5 gp.	15 gp
Serpentine	Serpent's Cloth	Fire resistance, varies by type of garment.	25	25	83 to 250 sp + serpentine worth 5 to 15 gp.	Varies
Smithsonite	Fellis' Folly	Create zombie under control of creator.	30	N/A	83 sp + 1 pound of bone ore.	25 gp per pound.
Sphalerite	Traitor's Stone	Glow when held and person answers a question truthfully.	25	N/A	667 sp + sphalerite gem worth 75 gp.	200 gp
Sulfur	Stinkstone	Flame causes stone to produce putrid stench.	15	10	83 sp + sulfur crystal worth 5 gp.	25 gp
Talc	Soapstone	When mixed with water functions like <i>grease</i> spell.	5	10	16 sp + talc worth 10 sp.	5 gp

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