

Alchemy Lab



9 The alchemist welcomes you to their lab. “This is the National Alchemical Transmogrification Office. I bet you’re here for the Orb. I’d be happy to give it to you, but first I need you to master my craft.” They hand you a code sheet.

“There are 26 base components to the alchemical arts, but in this lab you’ll only need to identify 11 of them. When you begin, I’ll give you a single starting component. You can use various potions—whose effects I will explain—to transform one component into another. Learn their identities, then return here when you’ve named them all.”

- **Enter the lab** → 10
- **Show the alchemist your completed notes** → 21

You can jump back to this section at any time.

10 You have: _ _ _ _ _ _

- **Use the Finality Potion** → 11
“This potion changes every letter *except* the last.”
- **Use the Love Potion** → 17
“This one changes the (misspelled) component into its lover.”

11 You have: _ _ _ _ _ _

- **Use the Alternative Potion** → 16
“This potion changes it into something from the same art form.”
- **Use the Swallowtail Potion** → 20
“This one changes the component into a word that contains its last two letters.”

12 You have: _ _ _

- **Use the Headbutt Potion** → 12
“This potion changes the component into a word that starts with its last two letters.”
- **Use the Mixup Potion** → 18
“This one changes the odd letters of the component, then anagrams it.”

13 You have: _ _ _ _ _

- **Use the Headbutt Potion** → 14
“This potion changes the component into a word that starts with its last two letters.”
- **Use the Travel Potion** → 19
“This one changes the component into a country, teleporting it approximately 7,400 miles east-southeast.”

14 You have: _ _ _

- **Use the Exemplary Potion** → 12
“This potion changes the component into a word whose letters are, in some sense, an example of it.”
- **Use the Headbutt Potion** → 20
“This one changes the component into a word that starts with its last two letters.”

15 You have: _ _ _ _

- **Use the Backup Potion** → 18
“This potion changes it into a word that sounds like it comes three earlier, in another alphabet.”
- **Use the Headbutt Potion** → 16
“This one changes it into a word that starts with its last two letters.”

16 You have: _ _ _ _

- **Use the Alternative Potion** → 11
“This potion changes it into something from the same art form.”
- **Use the Native Potion** → 19
“This one changes the first letter of the component to get a fruit, and then changes it into a country that fruit is native to.”

17 You have: _ _ _ _

- **Use the Love Potion** → 10
“This potion changes the component into its misspelled lover.”
- **Use the Travel Potion** → 13
“This one deletes the last letter of the component, then teleports it approximately 4000 miles west.”

18 You have: _ _ _

- **Use the Action Potion** → 14
“The component could become a sprout if you perform a certain action on it. This potion changes it into that action.”

- **Use the Completion Potion** → 17
“The component is the first half of a car brand. This potion changes it into the second half.”

19 You have: _ _ _ _

- **Use the Finality Potion** → 15
“This potion changes every letter *except* the last.”

- **Use the Travel Potion** → 13
“This one changes the component into a province, teleporting it approximately 7,400 miles west-northwest.”

20 You have: _ _ _ _

- **Use the Swallowtail Potion** → 15
“This potion changes it into a word that contains its last two letters.”
- **Use the Time Potion** → 10

“The component starts with a three-letter adjective. This potion changes it into a word which starts with the abbreviation for a month which, in the northern hemisphere, is described by that adjective.”

21 You show the alchemist your notes. “Bravo!” they cry. “Here’s your Orb, as promised.”

You’ve found the Alchemist’s Orb!

“By the way, I’ve been a bit under the weather. Since you’re already so familiar with the lab, would you be able to concoct one last potion to help me get over this blasted cold?”

- **Return to the tavern** → 1