

Alchemy Specialisation				
Elixir Master				
Lvl	Quest Name	Specialisation	(t)rainer / (q)uest / (d)rop / (v)endor	Description
325 (68)	(q) Master of Elixirs	Allows an alchemist to sometimes create an additional elixir when brewing high level elixirs	(q) Lorokeen, Skettis towers, Lower Shattrath City, Terokkar Forest <i>Requires: Neutral, Lower City</i>	10 Essence of Infinity, (d) Rift Lord/Rift Keeper, Black Morass, Circle of Time; 5 Elixir of Major Defense; 5 Elixir of Major Agility; 5 Elixir of Mastery.
Potion Master				
Lvl	Quest Name	Specialisation	(t)rainer / (q)uest / (d)rop / (v)endor	Description
325 (68)	(q) Master of Potions	Allows an alchemist to sometimes create an additional potion when brewing high level potions	(q) Lauranna Thar'well, Cenarion Refuge, Zangarmarsh <i>Requires Neutral, Cenarion Expedition</i>	1 Botanists Field Guide, (d) High Botanist Freywenn, the Botanica, Tempest Keep; 5 Potion of Super Healing; 5 Potion of Super Mana; 5 Potion of Super Dreamless Sleep.
Transmutation Master				
Lvl	Quest Name	Specialisation	(t)rainer / (q)uest / (d)rop / (v)endor	Description
325 (68)	(q) Master of Transmutation	Allows an alchemist to sometimes get greater results when transmuting materials	(q) Zarevhi, The Stormspire, Netherstorm <i>Requires Neutral, The Consortium</i>	3 Primal Might
Notes				
Elixir Mastery includes elixirs and flasks.				
Unlike other professions, alchemy specialisation does not have specialist recipes for each category. A Transmutation Master has access to all the potion and elixir recipes, (and discoveries!), and vice-versa.				
The only impact of Alchemy Specialisation is therefore the chance to create a second item (or more!) of the same type when casting an alchemy spell of your specialist type (eg: a Master of Transmutation often gets two Primal Might when casting the spell to transmute one.)				
"Proc" rates (the frequency with which the multiple item benefit occurs when casting) vary greatly, but should be around 20% of the time.				