

GALATRON'S CHRYSOPOAETICS

◇ ALCHEMY

CORE SPELL (FREE)

Galatron's Blessed drink

The alchemist transforms a simple drink into something more.

Power 1: Swirling their fingers in drink, the alchemist makes the signs of the divine equations, granting the drink the power to recover 1d6 life.

Power 3: Making the divine signs, the alchemist thrusts their fist into the liquid, giving the solution the ability to recover 1 stat point when imbibed.

Power 7: Using the liquid to form the equations in the air, around them, the alchemist infuses the tonic with the power to recover stats in full.

Across the threads of the parahistories, many think of us as spiritual esotericists, content to sit in our ivory towers and pontificate on the nature of matter and its cognates in the evolving architecture of our psychic homes.

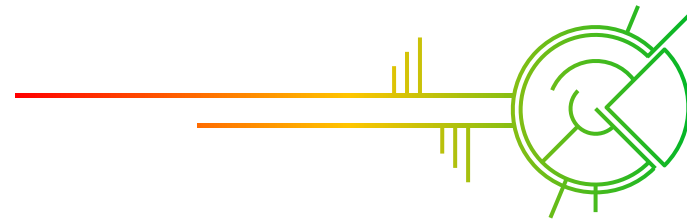
What fools! Why would we care of such frivolous things as the immaterial when we have the ability to change the cold, hard stuffs of reality itself!

—Galatron, opening defense in the court of the Nebulord

Alchemy, in its infancy, was concerned with turning base metals into gold. Very quickly, alchemists figured out that changing anything into anything was an extremely useful skill.

Unless otherwise stated, alchemy spells are cast in moments, or as long as reciting the divine equation takes. Alchemy spells are tagged #alchemy.

String theory: the often-used spell burden for alchemists are bands of organic cord, encoded with the divine science equations through the secret knot-codes of the alchemystery cults of choice.



OTHER ALCHEMICAL ARTS

1. Change Material #dangerous

Tracing the divine equations on the surface of an object, the alchemist changes it from one element to another.

Power 7: change one contiguous volume of an element into another.

2. The Star-Silver Chalice

Writing the divine equations on the brim of a container with their finger, the alchemist purifies its contents, nullifying the danger.

Power 1: The alchemist makes a cup-sized portion of poison, acid or venom inert.

Power 3: The alchemist purifies a jug's worth of poison, acid or venom inert.

3. The Life Incorruptible #imbue

Encircling an inorganic object with the divine equations, the alchemist creates a perfect stasis for the object, making it impervious to damage, decay—or change—until the time of the alchemist's choosing.

Power 1: The alchemist grants perfect stasis to a soap-sized object.

Power 3: The alchemist grants perfect stasis to a stone-sized object.

Power 6: The alchemist grants perfect stasis to a sack-sized object.

Power 9: The alchemist grants perfect stasis to a ship-sized object.

Power 40: The alchemist grants perfect stasis to a city-sized object.

4. Galatron's Imperfect Alkahest #dangerous

Declaring the divine equations, The alchemist thrusts two fingers into an object, melding with it for a moment before the object disincorporates into piles of its fundamental building blocks.

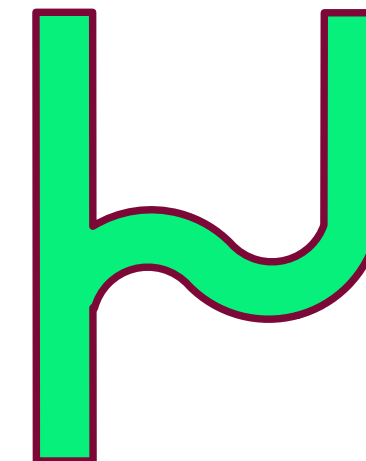
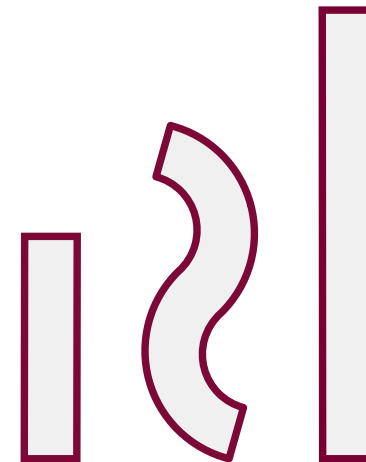
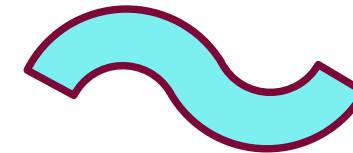
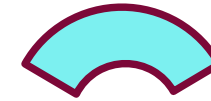
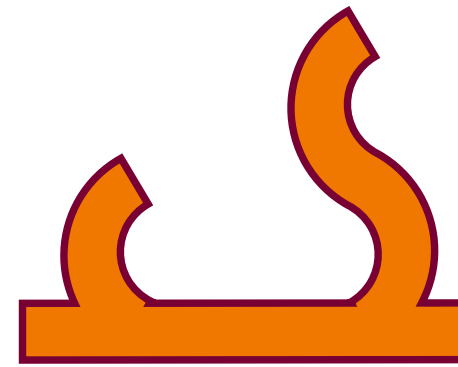
Power 1: The alchemist decomposes an inorganic, soap-sized object into its base components

Power 3: The alchemist decomposes an inorganic, sack-sized object into its base components

Power 7: The alchemist's target takes 3d6 endurance damage and must beat a hard test or be decomposed into their base components.

Power 11: The alchemist decomposes a ship-sized object.

Power 21: The alchemist decomposes a moon-sized object.



THE PRIMA MATERIA

Alchemy is a fundamentally a costly art. To that end, many advanced alchemists seek to create an item that stands as a bridge to all things—the *prima materia*.

While relatively costly to create—both in power and the specificity of its recipe—the *prima materia* is highly effective both on its own as an every day tool, and in enabling the most advanced of alchemical endeavours. Alchemists should be wary to whom they reveal its existence.

5. Galatron's prima materia

#item #dangerous

The alchemist creates an object with the potential to be anything.

Power 7: The alchemist spends the seventh hour of seven days inscribing into seven separate materials the divine equations before depositing them into a cauldron of starmetal and acid. At the end of the ritual, the alchemist will have gained a stone-sized amount of psychoactive liquid metal that will hold any shape of any one substance for one day, before returning to its base form.

Note: If the *prima materia* is used as a component in another spell, it's imbued life force will transfer to the new item or creation, and will remain until the subsequent item is destroyed.

6. Scalen's Created life

#dangerous #creation

What greater transmutation is there than of infusion of the animate into the inanimate?

The alchemist takes a *prima materia* and places it within a vat of dissolved materials that include the base elements of a sapient creature, along with any other elements the alchemist wishes to infuse into their creation. They expose the vat to the corruptive aether of the void for 28 days, at which point they breathe the divine equation into the liquid, creating life.

Power 1: The alchemist creates a stone-sized humunculus with a form of the alchemist's choosing with a level of sapience equal to a dull-witted animal.

Power 3: Similar to the above, but with the sapience of an infant, able to learn at the same pace as a developing child. It can hear the dark music of the void.

Power 8: Similar to the above, but with sapience and knowledge of a fully grown adult. It knows one secret to the universe.

Power 13: Similar to the above, but with a genius intellect and knows—and can help inscribe—2d6 spells of any discipline.

7. The Alchemists' Stone of True Philosophy

#item #dangerous #pinnacle

True knowledge, taken absolute form.

Power 25: *The alchemist* spends seven times seven weeks binding a *prima materia* to the divine equations through fire, water, earth, and air, leaving the *prima materia* to the corruptive forces of the void every eighth day. Upon completion, an incorruptible, soap-sized object in a shape chosen by alchemist will be pulled from the *prima materia*, which is destroyed when the object is retrieved.

When holding the alchemists' stone of true philosophy, any alchemy spells of any power level can be performed by the holder of the stone at a power cost of 1. When the stone is created and any time the stone is used, it will alight like a metaphysical beacon to any who know the divine equations.

Note: Once a stone is created, it is incorruptible and cannot be uncreated, nor can the life used ever be returned to the alchemist.