

[[Here are two of the four chapters of the unpublished Alchemy Book: Slaying the Dragon for Chaosium's RPG Nephilim. The other two chapters were written by my co-author Aaron Link and were likely lost by him during computer problems. If they turn up, I will also post them. This section contains both the history of alchemy and the revised alchemy rules for Nephilim. This work may be offered for free and may be freely distributed as long as this information and my name remains attached to it. Although doing so is completely unnecessary, RPG authors make little money. Donations to my paypal account are always appreciated.

-John Snead sneadj@mindspring.com]]

Chapter 2: The History of Alchemy

[[This chapter gives a brief, in-character description of the origins of Alchemy.]]

Welcome to all novices who read this. It is not enough to learn the techniques of Alchemy. You must also know something of its history and philosophy. Studying the occult is about learning to work powerful magics; it is also about learning a new way of seeing the world.

The following articles are first hand accounts from some of our seekers' first experiences with Alchemy.

-From The Great Work, a book used in by the Magician Arcanum to teach younger Nephilim the art of Alchemy

Matter: The First Circle:

Editor's Note:

The history of Alchemy is extremely complex and confusing. Before we begin to plumb its mysteries, it might be best to clear up a few common misconceptions. Unlike the arts of Sorcery and Summoning, Alchemy, in its present form, does not seem to have evolved or changed since the time of its discovery. The roots of Alchemy are lost to us. It is clear that a few of us who lived among the ancient Egyptians practiced an art that evoked the magical powers of metals and stone. However, there are no known practitioners of this art, and all records of it have been lost or destroyed. This ancient art remains one of the true mysteries of the occult.

When Alexander the Great conquered Egypt over 2300 year ago Egyptian and Greek culture were thrown together, changing and blending in new and unexpected ways. In this era, a few Greek Nephilim learned the rudiments of the ancient Egyptian art of metals. These Greek Nephilim worked to understand and use what they had learned. This blending of Greek thought and Egyptian knowledge was the first beginnings of true Alchemy.

It is now known that all three circles of Alchemy were discovered simultaneously in this era, and by the 2nd century AD all three circles had reached their final, modern form. A century later,

the first books describing the first circle of Alchemy were written and distributed. However, the other circles remained secret knowledge, known only to a very few, for over a millennia.

In this chapter, using interviews with individuals who lived through these times we will explore the roots of Alchemy and its history from the Hellenistic era to the present day.

The first individual we shall hear from is a rare find indeed. She seems to have been around in the days when Alchemy was first discovered. Sadly, in that era, the students of Alchemy were secretive enough that much was hidden even from her. Still, she had verified that the legendary emerald tablet did once exist. The many who still search for it do not search in vain.

Sophia, once of Thebes

I was there in the early days. My first and only incarnation was 200 years after Lord Alexander conquered Egypt. Egypt was a land of strange and ancient magic. The local Nephilim were secretive and insular. Stories and legends of their magic abounded, but facts were much harder to come by. Some who tried to take their secrets from them were found dead. The priests of Great Amun held some of the secrets, but the secret brotherhoods and sisterhoods of the metalworkers held the deepest and most powerful magics.

Even in Greece, the crafters had their secrets, special alloys, techniques for creating rare and wondrous materials, and methods for telling true metals from false. However, in Egypt they knew much more. It was said these wise ones could make transform any metal to gold, and in doing so, they could infuse the power of this transformation into themselves. With this power, they could then purify themselves of impurities and so attain Agartha. It was known that the Egyptian metal-smiths and crafters could make drugs and medicines from their ores and powders which were more potent than any found elsewhere.

In those days, we were masters of Sorcery, but that path to power and understanding was long and required many to work together. Some of us were of a more solitary nature, and were impatient, especially when we saw the miracles to be found in Egypt. More importantly for me, many of the greatest Sorcerers were men. As with other of the men of Greece, these men, both mortal and Nephilim, looked down upon woman, and were often reluctant to work with them. We who studied the paths of spirit and metal were a strange lot, but all who had both the determination to seek out a teacher and the wisdom to impress one were welcome.

We kept ourselves secret. The priest of Amun did not want foreigners learning any local magics, and the agents of the Secret Societies had arrived with us, and also wanted to learn these mysteries. The secret societies already knew of Orichalka and elixirs, we did not wish for them to discover any worse weapons to use against us.

At first, my master, Cleon, was my only contact into these secrets. Cleon had worked with most of the Greek Nephilim and awakened humans who were studying these paths, but even he did not know everyone. After I had worked with him for 30 years, studying much, but learning little, everyone began talking of a new and wonderful scholar who had, at last, learned the secrets of the metal-smiths. It was further said that from there he had discovered newer and greater paths to power. He was known only as Hermes the Thrice-Blessed, Trismegistus in the old tongue.

I met no one who actually claimed to have met him. Many claimed he was a myth or merely a mask for another group of scholars who had finally discovered the truths we searched for. Still, I once saw his emerald tablet. That is real, and to look upon it is to have your very spirit changed. Suddenly, everything came together in a flash of understanding. I knew the secrets of alchemy. From there, my further study only served to increase the knowledge I already possessed.

As the price of seeing this tablet, I was sworn to only pass this knowledge on to a single worthy student, until the world was ready for it to be released. The age of wonders and miracles I recently awoke to find myself in is clearly such a time. The mortals have learned crude ways of accomplishing much of what we learned to do. I am told another time of troubles draws near, and that knowledge of the ways of shaping the spirit may save us all. The emerald tablet has been either lost or destroyed, but I will help all of you learn the full secrets of Alchemy.

Our next informant incarnated 500 years later. We have many records from Nephilim from this time, but his is the only record we have from someone who was among the select group we responsible for finally publishing the legendary Hermetic Corpus and releasing the knowledge of Alchemy to magicians everywhere.

XX who was once Anthony of Alexandria:

I incarnated early in the 4th century AD. I became one of the students of Mary of Egypt. She claimed that her teacher learned alchemy directly from Hermes Trismegistus himself. This was before any of the books were written and the knowledge dispersed. Alchemy was a great secret in those days, known only to a select few. I was taught because I was initiated into the Isiac Mysteries by Mary. I learned the mysteries and the hidden knowledge of the cult, and then, after my initiation, Alchemy became a part of my lessons.

I learned the arts of transmuting the body, the mind, and the spirit. It was a grand adventure, and we seemed to have knowledge, understanding, and power beyond limit at our command. It was clear that what I learned was quite new. The framework was there, but no one had tested the limits of the theory. Agartha seemed within our grasp.

However, there were very few of us then, and we could all see that a great darkness was coming. Late in my life, I was in Alexandria when Hypatia was stoned. This was just one of many such incidents. The barbarians and the fervor of the new faith were destroying the learning and the knowledge we had striven so long to acquire. Those of us who were left feared that if we were destroyed the entire knowledge of Alchemy would be lost. Some advocated simply dying and waiting for a better era, but in the end, it was decided that the knowledge should be preserved for others to use, even if we were destroyed.

We wrote down the Hermetic Corpus, including in it all that we had learned. However, it was easy to see that the arts of Mind and Spirit would be displeasing to both the powerful and the religious, so these texts were hidden in plain sight. Except for the few who fully deciphered the secrets, Alchemy would become known only as an art for transmuting metals, healing wounds, and similar useful practices. The knowledge would circulate widely, and hopefully a special few

would learn the true secrets. Everyone searched for the lost books of Alchemy, where, all the while these books were within their grasp. As all know now, the secret is that the knowledge of all three circles are contained in the same manuscript, and it can all be found if the manuscript is read repeatedly with the proper understanding.

We knew most copies we made would be lost in the coming troubles, but we also knew that some would guard these texts well since they contained secrets for wealth that all would covet. We also vowed to keep our own knowledge of these practices secret, and to only teach those few students who we found to be truly worthy.

The Secret Societies were using the chaos around us as a cover for renewed attacks. There wizards were already creating elixirs and homunculi so they could use our own Sorcery against us. We had no desire for the last two circle of Alchemy to be perverted in this fashion. The thought of mortals being able to use spiritual alchemy to warp and twist our own kind with a glance quickly lead all to agree that we would make sure that the secrets would only be revealed to those of our own kind who would not betray us.

In the end, some of us were killed, while others took their own lives, to be spared the spectacle of the collapse of all we held dear. Still, we were successful, the knowledge did survive, and I am here among you, writing as an Alchemist among equals. Today we must work to prevent another, greater darkness.

Editor's Note:

As predicted, some knowledge of Alchemy survived, and First Circle Alchemy was practiced for by many over the course of the next 1000 years. However, within 200 years after it was written, the full Hermetic Corpus was lost to the West. The only teaching which remained was passed from teacher to student, but it only included a knowledge of the First Circle. None of the original Alchemists seemed to have incarnated during this thousand-year era, so the knowledge remained lost to the West.

This is not to say that Alchemy was lost, as many of you remember, Alchemy was incredibly popular during these eras. All of the kings and nobles would pay high prices for the services of someone who could heal the sick, and higher prices still to those foolish enough to reveal that they possessed the secret of making gold.

Many Nephilim pursued alchemy with great passion, certain that its lost secrets contained a recipe for an instant pathway to Agartha. Most mixed chemicals in their Athanors, looking for that one special mixture which would unlock the mysteries of the two higher Circles. Some extended the search beyond their laboratory, looking for the one perfect stone or herb that would enable them to create the true philosopher's stone. A few even traveled to China and learned the secrets of their alchemy. Even fewer found the secrets for which the others searched.

In Persia, Nephilim who followed the Sufi path rediscovered the Hermetic Corpus, and added Alchemy to their many achievements. It is known that some of these mystics mastered all three

circles of Alchemy. However, like many others, they only shared their insights with a few trusted disciples.

Also, at this time, our enemy Gerbert, who became Pope Sylvester II, learned the secret of manufacturing a homunculus. Now, the mortals could steal our power with both vile elixirs and twisted homunculi. Our enemies also searched for the lost secrets of higher Alchemy, but fortunately for all, they never found them.

During these thousand years, the Alchemy of the First Circle was refined and expanded, and many new techniques were learned. Most of us consider this era to be the dark ages of alchemy, but the refinements which these slaves to the athanor discovered serve us well even today.

Mind: The Second Circle:

Editor's Note Continued:

The majority of us know the details of how the Hermetic Corpus was recovered. In 1470, the mortal Nephilim sympathizer Cosimo de Medici sent agents to recover a complete copy of the Hermetic Corpus. In 1471, his translator, Marsilio Ficino, priest, scholar, and Mithradites agent, published a Latin translation of the Corpus.

Eighteen years later, working with his pupil, the Air Nephilim then known as Giovanni Pico, Ficino published his book on medicine, Libri de Vita. In this book, Ficino described using both First and Second Circle alchemical techniques to prevent and misfortune. It is clear that Pico, and likely Ficino, had learned the secrets of Second Circle Alchemy from the Corpus.

By the early 1490s it is clear that many in Florence had discovered the secret of Second Circle Alchemy. The Angel Leonardo da Vinci combined the secrets of all three circles, and is assumed to have achieved Agartha. Both da Vinci and the Phoenix Michelangelo used the art Second Circle Alchemy together with their unsurpassed skills as artist to create many wonderful and magical works of art.

This is all widely known. However, the reasons for the wide distribution of the secrets of Second Circle Alchemy at this time are much less understood. For answers to this question, we will once again turn to individuals who were alive at the time.

Anthony, once Catherine who lived in Florence during the years of wonder.

I studied briefly under da Vinci when he was very old, and I had the dubious honor of being thrown out of Michelangelo's house. Those were amazing days. For some reason many of us incarnated in that one time and place. After a time even more joined us as the Medicis aided us in collecting Stasis objects and using Plexi to awaken those within. I was one who was awakened in this manner.

In Florence, art was everything. Religion, magic, even life itself was in its service. In part, this was because the greatest of us were artists, and in part it was simply because the work they and others produced was so incredibly grand.

Da Vinci claimed to have been the first to decipher the secrets of Alchemy's Second Circle. I do not know the truth of this statement, but I do know he made more use of it than any I have seen. Pico and others created small charms with it, da Vinci was the first to create huge and famous works of art that were also works of great alchemical power.

Many today wonder why so few of his works survived. He was not so much a fool as many believe - he knew how to make paint that would endure. It is true that when he first attempted to combine materials made in his Athanor with the symbols of the Second Circle he accidentally created a few paintings that decayed after a few years. However, he learned from these mistakes. Some of his works were designed to last only a short while, since he did not need the effects they produced to last. However, most were simply destroyed by our enemies. All of his greatest magical works are gone. They made it seem like the result of carelessness or natural forces, but the Templars are the ones who were behind the decay and ruin of these works.

The Templars and their agents feared him, and they feared his work even more. The great horse was to have been a work that showed all who saw it the joyous truth of the Nephilim. It is little wonder that it was never completed.

While many were rivals, those of us who were artists saw the power art could have when combined with the Alchemy of the mind. Some feared that this knowledge would be lost, others, like Michelangelo, wished to enhance the glory of artists everywhere. They decided to teach these secrets widely and publish works to show those they could not reach directly how to walk this path to knowledge.

Many, such as I, were taught these secrets and then told to distribute this knowledge as widely as we could so that the Templars and their allies could not suppress it. I know that Leonardo was working on mastering the secrets of legendary Third Circle of Alchemy. He seemed to be making progress, but worked best alone. I left the city for a few years after the incident with Michelangelo, and when I returned he had completed his work and ascended. None of us were ever able to learn the secret to Agartha from his notes. Most of us felt he left them deliberately incomplete. He was never one to make it easy on his students.

We did follow the instructions of the elders and made sure that copies of the Hermetic Corpus, and other similar books, were printed using the new presses and spread as far as we could manage. After the terror and destruction of Savonarola's brief crusade we all saw the ease with which all of our knowledge could be lost. Even the most secretive among us decided to go along with the plan to distribute the learning. The books were shipped out in secret, all over Europe. The speed of the printed word defied even the torches of the fanatics.

Robert of London:

Everyone was talking about the new grimoires. It is hard for the younger ones among you to understand what changes the printing press caused. A buyer I knew obtained for me a wonderfully printed copy of the Hermetic Corpus just 3 years after it was first published. Books were available like never before, and books on Alchemy abounded. With the complete Corpus and some of the later books which came out of Florence, learning the arts of the first two Circles of Alchemy was now suddenly a matter of ease and comfort.

The century after this was a strange time, the Rosicrucians were suddenly going public, their pamphlets were circulated on the street-corners of London and Paris. John Dee was a favorite in court, and Agrippa was hailed in the courts of Europe. All three incidents owe their success to the revival of Alchemy. Pamphlets were circulated which contained Sigils of belief. At court, John Dee wore a vest embroidered with a sigil of wisdom, and I was told that Agrippa forged a family crest that contained sigils of respect and authority.

On the continent things were less safe, the witch-hunters and their cronies hunted those of us who lacked status or patrons. In Britain, Ben Jonson and others began to write tracts satirizing and discrediting Alchemy and alchemists.

There have always been many mortals who unsuccessfully practiced alchemy in a vain search for gold or eternal life. Jonson and the rest of his lot played on this, seeking to deny patronage to all who practiced this art. None dared prove these detractors wrong, because doing so meant revealing your true nature to the Secret Societies. Many a town became a charnel house as the hunters searched for their victims, killing a hundred innocent mortals for every one of us they caught.

Many of us searched for the path to master Alchemy of the Grand Secret in order to more fully combat these devils. I obtained several printing and translations of books purporting to teach these mysteries, and they all lacked some crucial part. None of the others did any better. We gathered in our Salons and despaired. Our only comfort was that the naves who hunted our kind still hadn't mastered even the powers of the White Stone.

After Queen Liz died it all fell apart. Between the Catholics and the Puritans, safety and patrons were in short supply. We practiced what we knew and ceased for a while to look beyond our known horizons.

Editor's Note:

As is always the case, knowledge once uncovered is difficult to hide. The rise of the cult of science discredited First Circle Alchemy, and marked its practitioners as fools or Nephilim. Even the Secret Societies could not discredit art. Alchemy of the Second Circle continues to be one of the most popular and widely used types of magic available to us.

As our informant mentioned, the secrets of the Third Circle were a different matter. It wasn't until early in this century that anyone discovered the answer to the riddle of the Third Circle of Alchemy.

In one way, the printing of the Corpus in the 15th century served to reveal the Second Circle and to further obscure the Third. As a few of you may already know, the Secret of Third Circle Alchemy is actually very simple. You can only learn it from an Alchemist who already has this knowledge, or from reading a book which is written as a work of Second Circle Alchemy, rather than as merely an ordinary instructional text.

Many of those who attained the Third Circle did not know this secret and were puzzled why their books failed to be of any use to others. There are no simple, straightforward works on how to learn this art, nor will there ever be. The metaphor and symbolism found in all of the old works are more than conscious obfuscation, they are a necessary tool to learning.

For many years, it was assumed that the only way to learn Third Circle Alchemy was from a teacher who knew it. The problem then became that few of us knew these secrets and even fewer wished to advertise this knowledge. Revealing that one possessed this knowledge risked the attentions of many eager, and sometimes potentially dangerous students, as well as exposing yourself to the possible attentions of our enemies.

While many of us fear the day when one of our enemies transforms one of us with this knowledge into a homunculus. Those who might become such a wretched being fear such a possibility even more. There were known to be a few books that could teach these secrets, but like the fabled emerald tablet, they were more rumored than read.

In the later days of the last century, the members of the Order of the Golden Dawn, including some wise and loyal mortals, tried to set down the ways in which we could most easily learn all of the ways of magic. They succeeded in all fields except the Third Circle of Alchemy. None among them had mastered this art. All of the purported books they had on this art only served to make them desire this knowledge even more. As is the case with most occultists, both Nephilim and mortal, many of these scholars were inveterate bibliophiles. While some traveled to Egypt to vainly search for the emerald tablet itself, others scoured the continent in search of authentic books written by those who had truly mastered Alchemy.

In time, their search paid off. Their one original copy of the Hermetic Corpus was carefully treasured and the highest initiates were allowed to study it.

It wasn't until the 1920s that several Nephilim who had left the Order finally discovered, or more likely rediscovered the secret of writing down a text on the Third Circle of Alchemy. Even today, such texts are quite rare. Remember that it usually takes the alchemist up to six months to write such a text, and that any copies made of it are as useless as the new age books sold in airports. You who are reading this are known to be loyal member of this Arcanum, and as such, are being permitted to read one such text in the reading room. Know this for the honor it is, and remember the reasons that such books cannot simply be copied and widely distributed.

To finish this introduction, we will end with a piece written by the eldest Third Circle Alchemist we have found

From Theodemos the Gnostic:

This is learning like you have not learned before. All learning transforms the mind of the student, but this transforms your very soul. All who walk this path learn how the practice of these disciplines can be used to change your soul or the souls of others, but few realize that the mere act of learning this process is the beginning of these changes. In learning this form of Alchemy you are not just gaining power and wisdom, you are walking forward on the path towards Agartha.

We all wish for this revelation, but how many of us truly and ardently seek it. Many are lost in the comforts or distractions of this age, or in the feuds and memories they carry with them from the past. Be prepared to give all of that up. The more you practice this art the more it changes you. In time, you will no longer see the world as you once did. All Alchemy involves unions of apparent opposites. Soon this will happen within you. Nephilim vs. mortal, Selemin vs. Nephilim, and, living vs. dead. These are the opposites of our existence. Most of us cannot see beyond these riddles. Even now, I do not know the answers, but I can see more questions than ever before. The truth you will find is not the truth you have been seeking. Seek well.

Chapter Four: The Rules For Alchemy

A Comparison With The Previous Rules:

This system of Alchemy is meant to entirely replace, not to augment the existing system of Alchemy found in the main Nephilim Rulebook. This new system is extremely different from the previous system and should be read in detail before it is used by players or gamemasters.

AN OVERVIEW OF THE CHANGES TO THE ALCHEMY RULES:

1) Spells no longer require Foci. While grimoires aid in alchemical working, they are no longer necessary to perform such workings. Any Alchemist with knowledge of the appropriate circle of Alchemy can create any effect from that circle. The reason for this change is that there is no longer a fixed list of effects. Alchemists can now create the effects they desire without having to rely on predetermined formulas.

2) The nature of Alchemy has been completely changed. In the original rules all three circles of alchemy involved using elemental powders created in the Athanor to produce magical effects. Under the revised rules, only First Circle Alchemy requires physical Athanor.

First Circle Alchemy affects the physical body and the material world. Therefore, the materials used to create these effects are created in a physical vessel, the Athanor. However, while all First Circle transformations require an Athanor, it is merely a vessel within which the magic is performed. In all cases, the Ka-elements used are those of the alchemist. Under the new rules, Athanors no longer have Ka-elements.

Alchemists no longer produce "elemental powders". Instead, Alchemists use their Athanor and laboratory to produce special alchemical materials that are then used on a chosen target. These materials are specific preparations that must be used for a pre-defined purpose. At the draught of

healing, or a powder that causes machinery to malfunction are both examples of this type of materiel.

Second Circle Alchemy affects the mind and the perceptions. The vessel or Athanor used to create these effects is the Alchemist's studio or workspace. Practitioners of Second Circle Alchemy create complex and symbolic works of art that affect the minds, emotions, and perceptions of those who view them. No elemental powders or specially prepared alchemical materials are involved in the creation of these works.

Third Circle Alchemy affects the spirit. These powerful effects can be used by the Alchemist to modify their own spirit, or to manipulate the spirit of another. The Athanor in which these effects are created is the body and spirit of the Alchemist. The practice of Third Circle Alchemy involves lengthy meditations that eventually produce the proper spiritual state in the Alchemist. Once again, no elemental powders or other special materials are required to produce these effects.

3) Most Alchemical effects are now subtle and non-obvious to individuals who are not trained in the ways of magic. Flashy, obvious effects are difficult to produce using any of the three circles of Alchemy.

Alchemy may be used to heal wound, the wound will heal cleanly and rapidly, but they will not heal in a minute or even an hour. Lead can be transformed into gold, but only in the Alchemists laboratory, and only using a procedure that takes many weeks. When Powder of Fire is used to cause a machine to break or malfunction the problem occurs in a purely natural manner and appears to the unenlightened to have purely natural causes.

It is assumed in the Nephilim game that Nephilim have been practicing Alchemy for the last 1700 years and most humans dismiss Alchemy as a primitive type of chemistry. Given that many mortals who have investigated these mysteries are far from stupid, the only possible explanation is that Alchemy produces its results through subtle and natural-seeming means. If a Nephilim healed the injured in the blink of an eye, all who saw this would believe in the reality of Alchemy. However, if Alchemy merely speeds the healing process by a factor of two or three, it is possible to assume that the results were produced by purely natural means.

Important rules that have not been changed:

Alchemy is learned in the same fashion as described in the main Nephilim Rulebook. As before, a lower circle must be mastered before going on to the next, higher circle. The higher circles can only be acquired when the score in the preceding circle is equal to 90%. Thus, White Stone Alchemy may not be learned until Black Stone Alchemy is known at 90% and Philosopher's Stone Alchemy may not be learned until White Stone Alchemy is known at 90%.

Also note that it impossible to begin play with any knowledge of Philosopher's Stone Alchemy. Before this century, very few Nephilim knew the secrets of Philosopher's Stone Alchemy, and Nephilim PCs are not included among them.

As before, threshold levels exist for all alchemical effects. Unlike the previous system, threshold levels do not determine if a character is capable of learning a given alchemical effect. Instead, the threshold level represents the complexity of the effect, and determines whether or not the alchemist can produce a given effect.

Inscription of alchemical effects is still possible, but the results are quite different. Alchemical effects no longer require foci, instead of removing the need for foci, inscription reduced the time needed to produce a given effect. Regardless of the Circle the effect belongs to, all inscribed effects require only a single day to produce. Some simple effects already require a single day to produce. Inscription will not reduce the time required for such simple effects further. However, effects that would normally take a week or a month to produce now require a single day. Inscription represents the Alchemists becoming so intimately familiar with a given effect that shortcuts can be used which are not available to those less familiar with this effect.

The only limit on inscriptions is that only a single effect may be produced. Many Alchemical procedures are quite general. A Draught Of The Healing Earth can be used to heal wounds, cure disease, or cure madness. However, when inscribing a procedure the exact effect is part of the process of inscription. The knowledge of how to quickly produce each of these three types of healing draughts must be inscribed separately. Similarly, when inscribing Second Circle alchemical effects, the knowledge of how to produce art that will evoke a single specific emotion or perception is inscribed. All inscribed effects are quite specific, but are quite useful in saving the alchemist significant time and effort.

SOME IMPORTANT DETAILS OF THE NEW SORCERY SYSTEM:

Alchemy of the Black Stone:

Alchemy of the Black Stone can only affect the material world. Powder Of Destructive Fire may be applied to a mechanical device to cause it to malfunction, a Draught Of The Healing Earth may be applied to someone who is ill to cure their sickness, and Powder of the Changing Moon can be used to modify the appearance of a physical object. This type of Alchemy cannot be used to directly affect emotions, perceptions, thoughts, or anything else that is not purely physical.

Some Nephilim consider this Circle of Alchemy to be dull and base for this reason. However, Alchemy of the Black Stone can be used to produce a variety of effects that are beyond the scope of any other type of magic. One of the most well known of these effects being the transformation of lead into gold,

The main limit on this type of alchemy is that the most impressive effects can only be accomplished with the alchemist's laboratory. Alchemists of the First Circle can manufacture powders which can be applied to a target to create a wide variety of effects. However, in all cases these effects will be much more limited than effects that are produced when the target is actually in to Alchemist's laboratory.

All effects that involve transforming the essential nature of the target may only be produced within the Alchemists laboratory. Using alchemy to heal a wound or to cause a machine to

malfunction are essentially ephemeral transformations that do not involve changing the essential nature of a target. A wounded human is still a human - a broken automobile is still an automobile. However, a procedure like changing lead into gold actually transforms the subject into something wholly different. These radical transformations may only be produced by subjecting the target to lengthy procedures in the Alchemists laboratory.

Alchemy of the White Stone:

Alchemy of the White Stone involves creating art that transforms those who view it. This art may take many forms. Books, paintings, advertising logos, photographs, ceramics, jewelry, monumental sculpture, embroidery, and all other artistic endeavors are possible mediums for this type of Alchemy. Obviously, some such arts will be more suited to some uses than others, but all possible Alchemical effects can be produced using any artistic medium.

The only limit on the art is that it must actually be produced by the Alchemist. All work must be done by hand. Stories or books must be hand written - photographs must be developed and printed, as well as taken by the Alchemist.

In all cases, only the actual art produced by the alchemist will have produce the desired effects. Reproduction of the art by any electronic or mechanical medium will only capture the mundane details of the work, not the magic. All photographs must be printed, by the Alchemist, off of the original negative, all reproductions of a book must be hand copied by the Alchemist, and any copies of a painting or sculpture must be reproduced by the Alchemist.

Alchemy of the White Stone can only be used to affect the emotions, thoughts, and perceptions of living creatures who view it. This type of Alchemy may not be used to affect the physical world in any way, and the art must be seen, read, or otherwise fully perceived to have any effect on the viewer. All works of art produced with Second Circle Alchemy continues to function as long as the work of art is not altered or destroyed. In effect, art created using Second Circle Alchemy becomes a permanent vessel of magical power.

Alchemy of the Philosopher's Stone:

Alchemy of the Philosopher's Stone involves producing effects of great spiritual and transformational power. This type of alchemy involves direct manipulations of the spirit. These manipulations are produced through intensive meditation, combined with special exercises and diets on the part of the Alchemist. At the end of the period of meditation, which may last as long as several months, the Alchemist has internalized the transformation and is then able to either utilize the transformation for a set period of time, or to bestow the transformation on a single target.

The most important fact about this type of Alchemy is the difficulty involved in learning it. the only way to learn Third Circle Alchemy is to learn it directly from a teacher, or to read a book on Third Circle Alchemy that is both a book of instruction, and a work of Second Circle Alchemy. Copied or printed version will not do, only a hand written book produced by a Third Circle Alchemist will work.

Third Circle Alchemists do not advertise, and the few books that exist are either lost or owned by individuals who know their worth. Simply finding a way for the characters to learn Third Circle Alchemy should provide many adventures in itself.

All Third Circle effects that can be used on others require that the Alchemist either touch or obtain eye contact with the target. Philosopher's Stone effects are extremely powerful and should be used with care. An Alchemist trained in their use can change someone's entire world-view, alter their loyalties, or even blast their mind into madness with a single glance.

Obviously, these effects are extremely powerful - the primary limitation on Third Circle Alchemy is time. All effects must be prepared in advance and all effects designed to affect another individual can be used only once. To produce an alchemical effect of the Third Circle the character must meditate and prepare for every waking hour for a period ranging from a full day to an entire week. This preparation may not be interrupted except for the character to eat and sleep. In addition, in most cases, this perpetration must be started on an astrological appropriate day. Moreover, effects cannot be stacked. A single character may only have a single effect active at one time. Effective use of Third Circle Alchemy requires significant preparation and planning.

THE RULES FOR THE NEW ALCHEMY SYSTEM:

Notes on alchemical procedures:

The alchemical procedures described below closely follow the hermetic maxim, "As above, so below." Each First Circle Alchemical procedure has a similar and related procedure which is identical in Element and Threshold in the Second and Third Circle. In a sense, all three of these procedures are actually the same, and having the same underlying concept. While a First Circle healing procedure might heal the physical body, the Second Circle version would heal insanity, and the Third Circle version would heal spiritual ailments such as Shouit, Khaiba, or loss of Ka. These three procedures are all different in detail and focus, but they all involve healing, and their element and thresholds are identical. When creating new alchemical procedures it is recommended that the new procedure be based around a concept which can be expanded to include procedures for all three Circles of Alchemy.

THE FIRST CIRCLE: THE BLACK STONE:

The limits on First Circle Alchemy:

First Circle Alchemical procedures and materials can only transform and manipulate physical objects and the bodies of living creatures. Perception, mind, spirit and other intangibles cannot be directly affected or manipulated by First Circle Alchemy.

All alchemical materials must be directly contact their intended targets to be effective.

Only alchemical procedures performed on a subject, in the alchemist's laboratory can

permanently change the nature or form of an object or living being. Materials made in the alchemist's laboratory that are then applied to the desired target can only have temporary effects.

Alchemists may only have a single functioning Athanor at a time. This means that alchemists may only have a single procedure going on at any given time.

First Circle Alchemy involves manipulating the physical world through the use of special, magical, materials and procedures. Each Ka-element is associated with different types of changes. When creating a new effect refer to the table below for help in deciding which element governs the effect.

Ka-Element Associations in First Circle Alchemy:

Fire: Destruction, burning, changes in essential nature, irreversible changes.

Air: Gathering information, changes in motion, or speed, birds and flight

Water: Growth, increase, decrease, changes in degree and state, reversible changes, fish and swimming.

Moon: Disguises, changes in appearance, nocturnal beasts of all kinds.

Earth: Healing, repair, stability, solidity, mammals.

The practice of First Circle Alchemy requires that the Alchemist have an alchemical laboratory. Since the transformations produced in the laboratory are mystical, as well as physical transformations, the exact nature of the laboratory is rather variable.

The heart of the laboratory is the Athanor, the alchemical furnace. The Athanor must be an object within which objects are physically transformed. Ovens, automatic bread-makers, pottery kilns, particle accelerators, electroplating tanks, and alcohol distilleries are all examples of possible Athanors. Historically, the standard Athanor consisted of an egg-shaped brick furnace. While a number of Alchemists still use the traditional Athanor, the vast variety of materials and products available in the modern day has convinced many Alchemists to abandon tradition and create less usual Athanors.

The Athanor, in combination with a wide variety of vessels, instruments, tools and materials come together to form a complete alchemical laboratory. The exact nature of the laboratory cannot be described, because it is so variable. In a sense, the rest of the equipment in the laboratory is designed to compliment and work with the Athanor to produce the desired transformations. An Alchemist whose simulacrum was working as a nuclear physicist, and who used a particle accelerator as an Athanor would need a full nuclear physical laboratory to work the desired transformations. In contrast, an Alchemist who used a standard baking oven as an Athanor might use a well-equipped modern, gourmet kitchen as the laboratory.

However, many alchemists still hold to the traditional way, and have laboratories that consist of

the typical retorts, bottles of reagents, glass tubes, and pyres beakers of a modern chemical laboratory. All of the laboratories mentioned function equally well, and the only factors for deciding which type to choose are those of familiarity, finance, and comfort.

Many alchemical procedures require a week or more to complete. These procedures do not demand the presence of the Alchemist except at the beginning of the procedure and the end. The rest of the time, the procedure merely "cooks" and may be safely ignored. However, as was mentioned above, since the Athanor is a symbolic representation of the Alchemist, no Alchemist can have more than a single Athanor functioning at once. A single Alchemist may not have more than one procedure "cooking" at any given time.

Once an Alchemist has acquired a laboratory, First Circle effects can be produced in one of two ways. Either the target of the effect can be brought into the Alchemists laboratory and subjected to a variety of chemical and mystical procedures designed to transform it into the desired for, or the Alchemist can prepare a substance in the laboratory which will produce the desired changes when applied to the target.

In all cases, the transformations produced by actually taking the subject into the laboratory will be significantly greater than those produced by merely applying an alchemical preparation to the subject. In addition, as was stated above, permanently transforming the nature of a target requires that the subject be brought into the laboratory.

All First Circle alchemical materials can be produced in a wide variety of forms. Depending on the type of laboratory, and the desires of the Alchemist, a material which designed to help speed the healing of injuries can be produced as a draught which the subject drinks, a salve or powder to be applied to the wound, a small cake or wafer which is eaten, or even a gas which is inhaled. The exact form of the material neither aids nor hinders its effectiveness. However, Black Stone Alchemy is the alchemy of the physical world, to be effective all alchemical materials must physically contact their intended target

The only rule when creating alchemical materials is that the material must be consistent with the form of the laboratory. Materials made in a fancy kitchen would take the form of food, materials made in a traditional alchemical laboratory tend to be oddly colored powders and murky liquids, while materials made in a cyclotron are usually dense metals with unusual properties.

The laboratory, whatever its form, is a space in which matter is transformed both physically and spiritually. Creating a material like a draught (or loaf) of healing might involve making a loaf a special bread, where the ingredients combine in such a way that the living yeast is coaxed into producing a special residue which contains the essence of growth. This essence is then baked into an especially nutritious cake that serves to supply the target's body with the proper balance nutrients to further aid the healing process. In a more traditional alchemist's laboratory, the same draught of healing might be produced by burning organic material and the repeatedly distilling and refining it to isolate the "spark of life" as crumbly powder suspended in a red liquid. To use the draught, the target must drink the liquid.

Creating Alchemical Materials:

There are three steps involved in using Black Stone Alchemy:

1) The first step is designing the alchemical procedure. Designing an alchemical procedure requires both time and information. Occult books, herbals, chemistry texts, astrological charts, and books of myth are all frequently used during this process. Designing the process usually takes between 8 and 16 hours. After the spell has been designed, most Alchemists also make Astrology rolls to determine the Astrological modifiers for the planned day of the experiment.

Designing a ritual requires making a successful Black Stone Alchemy roll. If this roll succeeds, an appropriate procedure has been devised.

If this roll fails, the Alchemist is unable to design an appropriate alchemical procedure with the resources at hand. The Nephilim who is designing this procedure must then either acquire more occult books and make a successful Research roll, or discuss the ritual with another Alchemist before a new roll can be made.

Critical success while designing an alchemical procedure:

The procedure was designed exceptionally well, and will serve as an exceptionally good medium for the desired alchemical procedure. When making the Ka-element roll for this alchemical procedure halve the result rolled (A Ka-element roll of 66% would be treated as a Ka roll of 33%). Once designed, this procedure will have these parameters any time it is used. A critical success on this roll also allows the Nephilim to immediately make an experience roll in both the technique being used, in addition to any normal experience rolls.

A fumble while designing a spell:

If the technique roll is fumbled, the Nephilim designing the spell has unknowingly created an alchemical procedure that will produce a material that will have the opposite effect of the desired material. A draught of healing might instead poison the one who drank it. Another Alchemist who reads the planned ritual could tell that the spell was flawed if this Alchemist makes a successful Black Stone Alchemy roll.

2) Once the procedure has been designed, the Alchemist must implement it. To actually perform the procedure the Alchemist must ready the laboratory for the process and assemble the desired materials. No roll is required to ready the laboratory, since it is assumed that the Alchemist will have been doing so as part of designing the alchemical procedure.

If, in the future, the Alchemist wishes to prepare the same alchemical material again the Alchemist will need to make a successful Idea roll to remember the details of the procedure. If it has been over a year since the Alchemist last created the material this Idea roll becomes an INT x 1 roll. However, if the Alchemist took the time to actually write down the details of the procedure no Idea roll is necessary. Writing down such details is usually done as part of designing the alchemical procedure, and adds several hours to the time needed to design such a

procedure.

Once the laboratory is properly set up and all the needed material assembled, it is time for the Alchemist to actually perform the procedure. Black Stone alchemical procedures take between one day and one month to complete. See the descriptions of the procedures listed on pages XX-XX for further information. To successfully create the desired alchemical material the Alchemist must roll the appropriate Ka-element x 3 or less and spend a point of Cha'awe.

If the Ka-element roll succeeds, the ritual is performed correctly.

If the Ka-element roll fails, the ritual fails and must be redone. The Ch'awe has been spent, unless the Alchemist can make a critical success on a Black Stone Alchemy roll all substances that were used in attempting to create the desired material may not be reused.

If the procedure fails no more than a single day has been wasted since the Alchemist is aware of the failure.

Critical success when making the Ka-element roll:

The procedure is performed perfectly. No Ch'awe is needed to perform the procedure. In addition, double some important parameter, such as the damage caused by the material.

A fumble when making the Ka-element roll to create an alchemical material:

If the Ka-element roll is fumbled, then the caster does not realize that the ritual has failed. The alchemical procedure takes the listed amount of time to complete, however, it produces a substance that looks to be the desired material, but is in reality totally useless. All materials involved in the process are wasted and may not be reused. Finally, the player should add 1 to the Nephilim's Khaiba total.

3) If the target of the procedure was in the laboratory then the process is completed once the alchemical procedure is successfully completed. However, if the goal of the alchemical procedure was to create a material that could be applied to targets outside the laboratory then the material must then be applied to the target. No further Alchemy rolls are needed to use the material. In fact, the material can be used by an ordinary mortal. The only rolls that might be necessary to successfully use an alchemical material are any Sleight, Fast Talk or similar rolls that might be required to allow the user to place the material on the target. Remember, in all cases, the alchemical material must be applied directly to the target for the material to have the desired effect.

Using Special Alchemical Materials:

In many cases, Alchemists will wish to improve the reliability of their procedures. The primary way to accomplish this is to improve the Ka-element roll. The simplest way to do this is for the Alchemist to sacrifice permanent Ka to insure that this roll succeeds. However, there are other, more labor intensive methods of achieving this goal. Many alchemists search for and use special materials for use in their procedures. Flawless rubies, mandrake roots grown on the grave of a

murderer, or four-leaf clovers are all traditional examples of such materials.

The types materials which are useful to a particular alchemist will depend upon the how the alchemist practices their alchemy. Exotic herbs and plant produces would be useful to an alchemist who works as either a traditional herbalist, or as a cook. On the other hand, samples of unusual meteorites or new chemical compounds would be more useful to an alchemist who worked as a chemist. The player and the gamemaster should discuss the types of special materials useful to the Alchemist. In any case, each separate material will only give bonuses for certain procedures (usually all procedures associate with a single element). A successful technique roll will allow the Alchemist to determine what particular materials will be useful in the procedure being performed.

In any case, each special material used in an alchemical procedure adds $10+2D10\%$ to the appropriate Ka-element roll. The problem is for the Alchemist to acquire such materials. By definition, these materials are rare and difficult to obtain. Acquiring them should require some significant effort. In some cases, the material will be difficult to locate, and the Alchemist must spend several days, or longer, searching for it. In other cases, the material will be expensive, and the Alchemist will have to spend significant amounts of money to purchase it. Finally, some materials will be so rare that obtaining them will be the goal of an entire scenario. The gamemaster must determine how the material may be acquired. In most cases, these special materials will be acquired in quantities sufficient to allow their use in several procedures. Extremely rare material scan often be profitably sold or traded to other Alchemists.

Using Special Athanors:

While most Alchemists create their own laboratories and athanors, some Alchemists work together to create extremely complex and powerful Athanors. A number of particle accelerators, and other expensive pieces of equipment at large research institutions also function as athanors. Special athanors are basically defined as athanors that are both more complex and more expensive that any single Nephilim can manage and create. Many special athanors allow Alchemists easier access to special alchemical materials. In addition, the Ka-element rolls for performing alchemical procedures while using a special athanor are all Ka x4 rolls, this roll can be further raised to Ka x5 if the athanor is especially elaborate and expensive (these especially elaborate athanors are only found in the hands of large, wealthy scientific institutions or other powerful organizations). When using either variety of special athanor Alchemists roll Ka x 5 (for ordinary special athanors) or Ka x 6 (for the most elaborate special athanors) if they makes a critical success on the technique roll).

THE GRIMOIRE OF FIRST CIRCLE ALCHEMICAL PROCEDURES:

Every Nephilim who learns Black Stone Alchemy is able to perform all of these procedures that have threshold levels equal to or below their skill level. No grimoires or other foci are needed. This is merely a list of the most commonly used procedures. Other procedures are possible, but should be similar in power level and design to the ones listed below.

Terminology:

Type: Laboratory. This alchemical procedure must be performed upon the desired target in the Alchemist's laboratory.

Type: Material. This alchemical procedure produces an alchemical material that may be taken outside of the laboratory and applied to the desired target.

Type: Both: This alchemical procedure may be used either to affect a target in the alchemist's laboratory or to produce a material that can be taken from the laboratory and used. For procedures of this type, the Laboratory version will generally be stronger or more effective.

Preparation: Day. This procedure take one full day to perform.

Preparation: Week. This procedure takes one full week to perform. Procedures with this duration require that the Alchemist begin the procedure on the day associated with the Ka-element of the procedure.

Preparation: Month. This procedure takes a full Planetary Month to perform. Procedures with this duration require that the Alchemist begin the procedure on the day associated with the Ka-element of the procedure.

Duration: Instant. Procedures with a duration of Instant produce a permanent effect on the target and may not be dispelled or otherwise directly negated. However, the application of another spell or alchemical procedure can undo or alter the procedure by altering the target. For example, alchemical healing permanently heals the target, but the target may receive later injuries which are unaffected by the prior healing.

Duration: Day. Spells with a duration of Day last until the next Sunrise.

Duration: Month. Spells with a duration of Month last until the end of the current Planetary Month.

Range: No ranges are listed, since all alchemical procedures and materials have a range of Touch.

Procedures of Fire:

Igniting the Fire:

Threshold: 20%

Ka-element: Fire

Type: Material

Preparation: Day

Duration: Four Rounds

Description: This procedure allows the Alchemist to create a material that will burst into white-hot flames when a pre-specified condition is met. The material will ignite anything flammable that it contacts, and will burn hot enough to melt steel. If the material is placed on a living being the being will take 2d6 points of damage per round until it is extinguished. This fire can only be extinguished by fully depriving it of oxygen - merely throwing water on it will not help. If not extinguished, the material will burn for four rounds.

When creating a batch of this material, the Alchemist must decide what causes it to ignite. Any physical change in the material can be used. If the material is a liquid, it could be designed to ignite when it dries. If it is a solid, it could be designed to ignite when it gets wet. Exposure to heat, cold, fire, electricity, or even a sharp blow can all be used as conditions that will cause this material to ignite. While any single batch of this material can only have one condition that will cause it to ignite, but these conditions can be different for different batches of this material. Airport metal detectors and other modern surveillance methods will not reveal the presence of this material unless they cause it to ignite.

Weakening:

Threshold: 40%

Ka-element: Fire

Type: Material

Preparation: Day

Duration: Until Used

Description: This procedure allows the Alchemist to produce a material that weakens the targets resistance against damage. The material can be used on both living and non-living targets with equal effect. Damage from the next attack or accident that affects the target will be multiplied by a factor of 5. A punch for 2 points of damage will instead do 10 points of damage, a bullet that would have grazed the target for 3 points of damage will now do 15 points. This damage will appear to have been caused by the attack or accident, and the extent of the damage can easily be ascribed to chance.

Damage is multiplied by this material only once per application. Multiple simultaneous applications of the material to a target have no more effect than a single application. This procedure can be used for a variety of purposes, from making certain that an assassination attempt succeeds, to allowing an ordinary human to kick down the door of a vault. As with all alchemical materials, direct contact between the target and the material is required.

Fires of Obliteration:

Threshold: 70%

Ka-element: Fire

Type: Material

Preparation: Week

Duration: Instant

Description: This procedure allows the Alchemist to create a material that is the alchemical antithesis of any single, specific object. The alchemist must obtain a small sample of a specific object. A procedure is then performed which turns this sample into the antithesis of the object. When the material is applied to this object it will wholly, instantly, and totally destroy it. Nothing will remain but a tiny amount of fine gray ash, and only a flash of bright, but not blinding, light will mark its destruction. Due to the practical limitations of Alchemy, this procedure cannot be used to destroy anything larger than a large car in volume. It is impossible to create the antithesis of any larger object. Any attempt to destroy larger objects will have no effect. All living beings are in a constant state of flux, so it is impossible to create the antithesis of a living being.

The material created through this procedure will only affect the object the sample was originally taken from. This material will have no effect on anything else it is applied to. It is impossible to use the material created in this procedure to destroy only part of an object. This destruction is total or not at all.

Fires of Purification

Threshold: 80%

Ka-element: Fire

Type: Laboratory

Preparation: One Month

Duration: Permanent

Description: This procedure heals all damage and injury to one target. All injuries and impurities in the target are burned away, and the target is left whole and healthy. This procedure also cures all damage or harm cause by disease or poisoning. This procedure even cures the results of old injuries on congenital defects. A quadriplegic would regain full mobility and sensation. Lost limbs are regrown, scars are removed, and teeth with cavities are made whole. Finally, any foreign objects in the target's body, whether bullet fragment or tooth filling, are painlessly destroyed by the procedure. This procedure will fully cure all conditions except old

age and death.

Another version of this procedure can also be used on damaged objects and devices. When used in this manner it will remove all dust, corrosion, and decay from an object or device, but it will not repair damage unless all of the pieces of the object are present. This procedure will not fix a radio which has been smashed, but it will restore a faded tapestry, or a rusty iron sword to a more attractive and useful state. This procedure only removes the effects of damage and wear, not the effects of age.

The Ultimate Purification of Gold:

Threshold: 90%

Ka-element: Fire

Type: Laboratory

Preparation: Month

Duration: Instant

Description: This procedure is one of the ultimate quests of First Circle Alchemy, the production of pure gold from base metal. The alchemist starts with around 10 kg of base metal (often lead) and refines it into 1.0 kg of purest gold. Due to the inherent limits of this procedure, it is not possible to produce more than 1.0 kg of gold at once.

Procedures of Air:

Draught of Understanding:

Threshold: 20%

Ka-element: Air

Type: Material

Preparation: Day

Duration: One Hour

Description: This procedure allows the Alchemist to manufacture a material that imparts an increased understanding of the physical world to the one who consumes it. Anyone who consumes this material will gain a bonus of + 20% to all skills involving working with physical objects (including Medicine, Computer Use, Electronics, all Craft and weapon skills among others). This bonus will last for one full hour after consuming the potion. Multiple doses of this material during the same hour will have no effect. The target must have at least 10% in a skill

for the skill to be enhanced by this procedure.

Coagulation of Understanding:

Threshold: 40%

Ka-element: Air

Type: Laboratory

Preparation: Day

Duration: Permanent

Description: This procedure is used to transform information. The alchemist takes a book, a coded manuscript, a letter, or some other form of text, and combines it with another book, manuscript, or letter. The end result is that the first manuscript is translated into the language and idiom of the second manuscript.

This procedure can be used to code and decode messages and to translate languages. The Alchemist does not need to understand either of the languages being used. In the modern day, this procedure has also been used to translate files from one computer language to another. All that is required is for the Alchemist to possess two forms of information that are in the same basic form (both are books, letters, and data on computer disks...). The first piece of information is the one the Alchemist wishes to translate or decode. The second piece of information is a similar type of information that is written in the language or code that the Alchemist wishes to translate the first piece of information into.

The first piece of information is physically transformed by the process, so that the words on the pages of the book are now in the desired language. The second piece of information is unchanged by this process.

The Revealing Dissolution:

Threshold: 50%

Ka-element: Air

Type: Material

Preparation: Week

Duration: Day

Description: This procedure allows the Alchemist to create a substance that can be allied to any material to render it transparent. However, the transparency produced by this substance only

functions for beings who have an awakened Ka. Nephilim, and humans who have awakened their Solar Ka can see through the material that has been rendered transparent as if it were exceptionally clear glass. Normal humans and animals see nothing unusual. As with all other alchemical substances, this procedure only affects the material that has had the substance directly applied to it. If the substance produced by this procedure is applied to the wall of a house, or the door of a safe only the wall or door will be rendered transparent, the contents of the house or safe will be unaffected. The transparency produced by this procedure lasts for one full day.

Crafting the Alchemical Key:

Threshold: 70%

Ka-element: Air

Type: Material

Preparation: Week

Duration: Permanent

Description: This procedure allows the Alchemist to create a universal key. This can be made to resemble any small object that is easily held. It may be used as a key for any lock that a key can open. This key will open ancient locks, modern mechanical locks, magnetic card locks, and it can even be used as a computer disk holding the appropriate passwords for a secure computer system. The only limit on this key is that the first time it is used to open a lock permanently fixes it in form. From then on, it is physically transforms into an ordinary key which will open that specific lock and no others. if, at a later time, the lock, or password is changed the key will not open the new lock. Once used, the universal key will be in all ways a physically normal key to a single specific lock. Universal keys cannot be used to open combination locks, key-pad locks, or voice print locks since no physical key is used to open these locks.

Crafting the Vessel of Winds:

Threshold: 90%

Ka-element: Air

Type: Material

Preparation: Week

Description: This procedure allows the Alchemist to create a special alchemical vessel. This vessel can be used to contain vitriol, the universal solvent (see the procedure of the Moon, creating the Universal Solvent below). The vessel can also has a number of other useful properties. This vessel is wholly non-reactive, it can be used to safely hold and contain any substance. The vessel will prevent heat, cold, or radioactivity from escaping form the container.

Hot substances inside such a vessel will not cool, and will not burn anyone who handles the container. In addition, if desired, the vessel can be fashioned so that it is invisible. Invisible vessels and their contents cannot be seen, or detected by x-rays, smell, or any other means other than touch. Such a vessel is a safe and undetectable way to transport almost any small object. The only limit on these vessels is that they can be made to hold volumes no larger than a single liter, and that they must be fully and completely closed to function. These vessels can be made in any shape desired. Opening or closing such a vessel take one full round.

Procedures of Water:

Waters of Growth

Threshold: 40%

Ka-element: Water

Type: Laboratory

Preparation: Month

Duration: Permanent

Description: This procedure allows the alchemist to cause any living being or object that is capable of growth to grow larger. This procedure may be used to cause crystals (including gemstones) to grow larger, and immature animals and plants to grow to their adult size.

This procedure will have no effect on adult humans or other adult mammals or birds, unless the individual in question was stunted in their growth due to malnutrition or disease. However, young mammals and birds will grow to their normal adult size. In addition, living beings such as trees, reptiles and fish which grow throughout their lives, as well as crystals, which have no set maximum size will all grow to twice their current weight. Repeated applications of this procedure on a single object or living being will have no effect. This procedure is commonly used on gemstones to increase their value, since the result looks in all ways identical to a real gemstone, but is twice the weight of the original stone.

The Destruction of Order

Threshold: 50%

Ka-element: Water

Type: Material

Preparation: Day

Duration: Day for living targets, Permanent on inanimate objects

Description: This procedure allows the alchemist to produce a substance that can be applied to a single device or living being to cause the device or living being to experience difficulty in functioning. If this substance is applied directly to a mechanical or electronic device the device will experience a breakdown the next time it is used. This malfunction may be repaired by ordinary means, but it will not improve without repair. When examined, the breakdown will appear to be the result of ordinary wear and minor defects in manufacture.

If this substance is used on a living target, the target will experience a variety of minor physical symptoms, such as tremors, headaches, and muscle spasms. These problems will last for the next full day, and will not seem to have any obvious medical cause. The target of this substance will have all ordinary Effort, Health, and Agility Rolls reduced to Characteristic x 2% rolls, and will have 30% subtracted from all purely physical skills, including all combat skills, as well as skills such as stealth, climbing, and swimming.

Inhibition:

Threshold: 60%

Ka-element: Water

Type: Material

Preparation: Day

Duration: One Hour

Description: This procedure produces a material that inhibits all natural processes. Any device or living creature to which this material is applied will immediately be functioning at a much reduced level. Living creatures will fall into a temporary coma, motors will slow to a crawl, and electric appliances will act as if subject to an extreme brown-out... This material even affects physical processes such as fire, nuclear decay, or the chemical action of acid. If the material is applied to a fire, it is reduced to glowing embers for the duration of the effect. One batch of this material will only affect a fire the size of a bonfire. At the end of one hour, the effects of the material wear off and the device, creature, or process returns to normal, wholly unharmed by the procedure. However, actions taken while the material was active remain. A fire subject to this material is much easier to extinguish, just as a person subject to this effect is much easier to kill. In both cases, at the end of an hour, the fire is still out and the person is still dead.

This material will affect any device or physical process it is applied to. However, living creatures are somewhat more resistant to its effects. If this material is applied to a living creature, the creature may make a Con x 3 roll to resist the effects of the material. If the roll is successful the creature remains conscious, but its Dexterity is reduced by 5 for the next hour. Multiple applications of this material to a target within a single hour have no effect. Application of this material cancels and is canceled by application of the material produced by the Increase

procedure.

Enhance:

Threshold: 70%

Ka-element: Water

Preparation: Week

Type: Material

Duration: One Hour

Description: This procedure allows the Alchemist to create a material that will cause natural processes to significantly speed up. Only the speed of the process will be affected. A fire which is speeded up will not burn either hotter, but it will burn things much faster, as well as spread much faster. Ordinary natural processes can usually be speeded up by a factor of 3 or 4. Most machines and other mechanical or electronic devices can be speeded up by no more than a factor of two. Speeding devices up more than that amount will often cause them to fail, which is beyond the parameters of this procedure. If this procedure is used upon a living creature, the creature will have its dexterity increased by 5 points. Multiple applications of this material to a target within a single hour have no effect. Application of this material cancels and is canceled by application of the material produced by the Inhibition procedure.

Renewal:

Threshold: 90%

Ka-element: Water

Preparation: Month

Type: Laboratory

Description: This procedure allows the Alchemist to wash away the effects of aging from any living being or inanimate object. Any living being or inanimate object subjected to this procedure will be restored to its pristine, finished form. An elderly human could be restored to approximately age 21, an aged and brittle manuscript will become fresh and new, or a worn and frayed old shirt could be restored to newly made form. This restoration of youth is both complete and permanent, but since it only affects the physical body, the mind, and memories of a living target are unaffected by this procedure. The only limit on this procedure is that it can only be used on any target only once. Note that since this procedure only affects physical bodies it may be used multiple times on a given Nephilim, providing that the Nephilim is inhabiting different simulacra.

Procedures of the Moon:

The Binding Attraction of the Alchemical Tide:

Threshold: 30%

Ka-element: Moon

Type: Material

Preparation: Day

Duration: Month

Description: The procedure allows the Alchemist to form a bond between two objects, or between an object and a certain substance. The Alchemist takes a small object, usually a wand, or a compass and alchemically links it with either a target object, or with a sample of some material. For the next month, the wand or compass will always point toward the target or the nearest example of the chosen material. In either case, the Alchemist must have the target object or the chosen material in the laboratory when procedure is performed.

The wand or compass will always point towards the desired target, but will give no indication of the distance to the target unless the Alchemist triangulates between various locations.

Removal:

Threshold: 40%

Ka-element: Moon

Type: Material

Preparation: Day

Duration: Hour

Description: This procedure allows the Alchemist to create a material that can remove the image of a single non-living target. The target can be rendered invisible, or the image can simply be removed and changed so that the new red sports car now appears to be an aging gray sedan. Only the visual and audio impressions of the target are affected, the actual nature and composition of the target is unchanged as is the smell and feel of the target. This procedure can be used to affect any object up to the size of a city bus or a small, one-bedroom, house.

Alteration:

Threshold 60%

Ka-element: Moon

Type: Both

Preparation: Day for both versions

Duration: Instant for the Laboratory version and Day for the Laboratory version.

Description: This procedure changes the appearance of a single living target. This procedure can be used on any living target, either human or animal. The laboratory version of this procedure allows the Alchemist to transform a living being into an exact physical duplicate of another living being of the same type. A human may be transformed into a duplicate of any other human (regardless of gender or race). Similarly, a horse may be transformed into a duplicate of any other horse. This transformation requires that the Alchemist have a small sample of the individual being duplicated. Skin, hair, or fingernail parings all work as materials for this sample. Once completed the subject of this transformation is an exact physical duplicate of the individual the sample was taken from. Fingerprints, dental records, retinal patterns, and blood type are all identical to those of the original. However, as expected, the subject's mind, memories, motivations, and perceptions are unchanged. Essentially, this procedure creates a perfect disguise.

This procedure does have two primary limits. In addition to not gaining any knowledge possessed by the original, the subject will also differ in voice, walk, and mannerisms unless the subject has studied the original very carefully. Also, this change is permanent, and may only be reversed or altered through plastic surgery or using this ritual again. However, unless the Alchemist kept a sample of the subject before the procedure was used no sample of the subject exists.

The version of this procedure that creates an alchemical material is considerably more limited. The Alchemist creates a material that can be applied to the body of the subject, so that whoever applies the material may reshape the features of the subject. For the first 10 minutes after the material is applied the individual who applied the material may reshape the features of the subject. Once this 10 minutes are up the target's features are set and may not be further altered.

The results of this reshaping look wholly natural, even if the individual who applied the material was an inexpert sculptor. However, the level of detail possible when using this material is not very great. A nose could be enlarged or made smaller, cheek-bones raised or lowered, hair lengthened, shortened or altered in texture, or scars added or removed, but it is impossible to disguise one person as another using this material. Once a full day has passed, the subject gradually reverts to their original appearance over the course of two or three hours. Specially made versions of this material can be made which allow the Alchemist to alter the color of the subject's hair or skin. It is quite simple to use this material to make someone wholly unrecognizable for the next day, or to disguise as a member of a particular race.

The Waxing of New Beginnings:

Threshold: 70%

Ka-element: Moon

Type: Material

Preparation: Day

Duration: Hour

Description: This procedure allows the Alchemist to create a material that imparts new knowledge to those who consume it. Anyone who consumes this material will temporarily have a single physical skill that they do not currently possess. This material can impart to knowledge of any single weapon, craft, athletic or technical skill. The specific skill must be chosen when the work is created, and need not be possessed by the Alchemist. This material will have not affect anyone who possesses the skill at more than 5%. However, anyone who does not possess the skill will be granted a skill equal to the Alchemist's Moon Ka-element modifier x 10%. A single person can have no more than one increased mental skill at a time.

Creating The Universal Solvent:

Threshold: 90%

Ka-element: Moon

Type: Laboratory

Preparation: Week

Duration: Instant

Description: This procedure allows the Alchemist to create the universal solvent. The universal solvent, also known as vitriol, is a liquid that will dissolve any substance except for a type of special glass that must also be created by the alchemist. To create vitriol, the alchemist must first craft a vessel of alchemical glass to hold it. The vessel is created using the Air procedure, Crafting the Vessel of Winds. Since this procedure creates a vessel that has a volume no larger than a single liter, no more than a single liter of vitriol can be manufactured at once.

Once the vessel is completed, the Alchemist may now create the actual vitriol. No more than a single liter of vitriol may be created using a single alchemical procedure. Vitriol dissolves materials by combining with them, so a single liter of vitriol may only be used to dissolve a single liter of any material. The produce of this dissolution is two liters of extremely pure water.

Unlike some of the legends of vitriol, if it is spilled on the ground it does not create a bottomless

hole. Instead, the vitriol combines with one liter of floor material to form a large puddle of water in an irregular hole in the floor.

However, vitriol can be extremely dangerous, since any material touched by vitriol will dissolve almost instantly. Every 1/4 liter (cup) of vitriol applied to a living target instantly does 1D6 of damage, so throwing a full liter of vitriol at a living being is likely to kill it instantly.

Procedures of Earth:

Draught of Healing:

Threshold: 40%

Ka-element: Earth

Type: Both

Preparation: Week for the Laboratory version, and Day for the Material version

Duration: Instant

Description: This procedure involves the creation of material that speed and augment the healing processes of all living creatures. The laboratory version of the procedure involves taking the subject into the laboratory and performing various purifications and other procedures. This version of the procedure triples first aid and long-term healing rolls for all existing injuries (First Aid does 3d3, long-term healing heals 3d3/week or 6d3/week with hospitalization. This procedure will cure damage caused by any source, including injury, fire, poison, and drowning.

The Material version of the procedure produces an alchemical material that doubles the effectiveness of all successful First Aid rolls performed on existing wounds to the target. This material works on all living things. Applying this material adds 5 rounds to the time in which it is possible to treat a character who has just died. This material has no effect if the target is uninjured

A somewhat different version of this same procedure can also be used to repair broken objects and machinery. Mechanical and electronic devices which are damaged, but still functional can be repaired through the application of an alchemical material, which can be made to resemble oil or some other useful fluid. Devices that have ceased functioning must be repaired through the use of the laboratory procedure. Just as the procedure cannot return the dead to life, it is also incapable of repairing devices that have been totally destroyed. Only devices which can be repaired through ordinary means can be repaired using this procedure. The advantage of this procedure is that it fully replaces the need for specialized repair skills. In addition, for most minor damage, this procedure will repair minor broken parts that would otherwise need to be replaced.

Immunity to Alchemy

Threshold: 50%

Ka-element: Earth

Type: Both

Preparation: Day

Duration: Week for material, Permanent for Laboratory

Description: One version of this procedure allows the Alchemist to produce a material that renders both inanimate objects and living creatures immune to the effects of First Circle Alchemical effects.

Any being or object to which the material is applied becomes immune to the effects of First Circle Alchemy for the next full week. Alchemical effects already affecting the target are unaffected,

The other version of this procedure allows the Alchemist to take an object into the laboratory and manipulate it so that it is permanently immune to all First Circle Alchemical effects. This procedure will not work on anything that continually changes, including all living creatures. If this procedure is applied to a living creature, any First Circle Alchemical effect that is currently affecting the target is canceled and nullified (although any permanent changes produced on the target remain).

Strengthening:

Threshold: 60%

Ka-element: Earth

Preparation: Day

Type: Material

Duration: Until Used

Description: This procedure allows the Alchemist to produce a material that strengthens the targets resistance against damage. The material can be used on both living and non-living targets with equal effect. Damage from the next attack or accident that affects the target will be reduced by a factor of 5. Round the damage up in all cases. A sword blow for 10 points of damage will instead do only 2 points of damage - a bullet that would have done 17 points of damage will now do only 4 points. This damage will appear to have been caused by the attack or accident, and the extent of the damage can easily be ascribed to chance.

Damage is reduced by this material only once per application. Multiple simultaneous

applications of the material to a target have no more effect than a single application. As with all alchemical materials, direct contact between the target and the material is required.

The Miracle of Creation:

Threshold: 80%

Ka-element: Earth

Type: Laboratory

Preparation: Week

Duration: Permanent

Description: This procedure allows the alchemist to construct any device or object that they have seen before. To create this device the Alchemist must have a supply of the raw material needed to create it. Creating a piece of valuable jewelry requires gold and gemstones, while creating an atomic bomb requires uranium or plutonium. However, no plans or special equipment are required. The finished device will be fully functional and will be nearly impossible to distinguish for one created by normal means.

The size and complexity of the Alchemist athanor will to some degree limit the size of the objects and devices that may be created in this manner. Any ordinary Athanor can only be used to create objects and devices up to the size of a large car or a small plane. A special Athanor can be used to create objects and devices up to the size of a tank, or a fighter plane. The most elaborate and expensive special Athanors can be used to create devices up to the size of a large yacht or a semi truck.

Creating the Golem

Threshold: 90%

Ka-element: Earth

Type: Laboratory

Preparation: One Month (only possible during a month associated with earth)

Duration: Permanent

Description: This spell allows the alchemist to create the body of a human or animal. This procedure requires that the alchemist obtain a sample from one or more living or recently dead body and use this sample as the "seed" for growing the body. If a single sample is used, the body that this procedure produces will be nearly identical to the body of the sample used as the seed. The only differences will be a total lack of scars, fillings, tattoos, or other injuries and changes

that the subject experienced in the course of its life. If multiple samples are used the body which is produced will have characteristics from each of the various sources. Generally, Golems produced by blending several samples emphasize the best characteristics of each donor. It is possible to create golems that mix characteristics from different genders or even different species using this procedure.

This body is known as a golem. It is neither dead nor alive, it will remain flexible and maintains an even temperature, and will neither stiffen nor decay, but it does not breathe, eat, or otherwise react to its environment in any way. If the body is injured in a way that would kill the original then the body will "die". Once dead, the body will react like an ordinary corpse in all ways.

In its present form, this body is not terribly useful. Alchemists generally produce the body of a golem in order to use the Second and Third Circle golem procedures on it. However, a few alchemists have created the body for other uses, including framing their enemies for murder, or faking their own death.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF BLACK STONE ALCHEMY

Aves is an air Nephilim. She wishes to break into a high-security corporate headquarters that she suspects contains records of Templar activities. Aves is a traditional alchemist with a laboratory composed of beakers, retorts, and jars of odd-smelling chemicals. Her Athanor is a small furnace with a large retort fixed above the heat.

Aves decides that she will use the procedure *Crafting the Alchemical Key* to create a key that will safely open door of the corporate headquarters. She spends a day designing the procedure, succeeds in her Black Stone technique roll and is ready to begin.

Starting on Wednesday (the Day associated with Air) she performs the procedure. Aves bubbles strange chemical through the retorts, until all of the liquid is gradually boiled off and a round, shining crystal is left in the bottom of a flask carved from obsidian.

Aves spends the next week researching more about the possible location of the Templar records within the corporate headquarters. On the next Tuesday night, the procedure is finished. The GM tells Aves' player to make an Air-Ka x 3 roll. The player succeeds and Aves is happy to see that the shiny crystal disk is a working universal key. Aves then repeats the same procedure starting the next morning, in order to have a second Alchemical key in reserve, for use on one additional locks inside the corporate headquarters.

To create the second key Aves do not need to repeat the technique roll since she wrote down the procedure that she used to create the first key. Once again, Aves sets the chemical bubbling and waits for a week. Again, GM asks her player to make an Air-Ka x3 roll, this time it fails, and one Tuesday night Aves sadly see ill-smelling glop in the bottom of the vessel. Aves repeats the procedure again, this time she succeeds. Aves now has two unused Alchemical Keys.

Aves heads off to raid the corporate headquarters. She retrieves the documents, but is spotted by a guard while she is escaping and is shot and badly wounded (the bullet does 12 hit points of

damage, Aves has 15 Hit Points). Almost unconscious she stumbles into the house of Blaze, a Fire Nephilim who is also an alchemist. Blaze decides he will use his alchemy to heal Aves, since bringing her to the hospital would involve awkward questions about the gunshot wound.

Because of the severity of her injuries, Blaze decides to perform the Draught of Healing procedure on her in his laboratory. Blaze has performed this procedure before, and so does not need to design it again. Blaze is a chef, and his Athanor is his pastry oven. He quickly bakes Aves a small muffin and tells her to eat what she can of it. After she has finished it, Blaze performs first aid on Aves and cures her of 2 points of damage. He

then moves a cot into his kitchen and asks her to lie on with, using a very soft and white loaf of special bread he just baked as a pillow. Aves lies there unconscious for the next week. The GM asks Blaze's player make an Earth-Ka X 3 roll. The player succeeds and at the end of the week Aves has healed 4 more points (for a total of 6 points from the initial first aid, since the first aid roll is now tripled). Also, since Aves has been resting for a full week, she receives 1d3 of natural healing. The procedure she underwent triples this also. The GM rolls a 2 and so Aves is healed an additional 6 points, and is fully recovered after a week of rest.

THE SECOND CIRCLE: THE WHITE STONE

The limits on Second Circle Alchemy:

Second Circle Alchemical procedures and materials can only transform and manipulate the minds and perceptions of living creatures. Second Circle alchemical procedures cannot directly affect either the physical world or the spirit.

Second Circle Alchemy involves the creation of special works of art that carry within them symbols and concepts that have profound effects on the minds and perceptions of all who view them. Any art form, including jewelry, novels, or movies may be used as a medium for Second Circle Alchemy. The only limit on the use of such art is that Alchemists must be as skilled with their art as with their Alchemy. If an Alchemist is a sculptor, and has Alchemy of 80% and Art (sculpture) of 60% the Alchemist can only sculpt works of Second Circle Alchemy with Threshold's up to 60%.

Once created, such a work of art affects all who see or study it. In effect, the alchemist has created an item containing permanent magical power. The work of art will retain its magic as long as it is not significantly altered or damaged. However, only the actual work of art contains the Alchemical power. Though many have searched for ways to successfully duplicate works of Alchemical art, none have yet been found. The highest quality duplicates made today produce works of art which are haunting and compelling, but which lack the transformational power of the originals.

Creating Alchemical Works of Art:

There are three steps involved in using White Stone Alchemy:

1) First, the Alchemist must plan and design the work of art. While they are not strictly

necessary, many Second Circle Alchemists make elaborate notes (or do numerous preliminary sketches, depending on the type of art being produced) before beginning the actual work. In any case, planning and designing the work usually takes between several hours and several days of work. Once the Alchemist has finished planning the work of art it is time to make the Alchemy and the Art roll. Only one roll is necessary, but for the work to succeed it must be under both the Alchemist's Second Circle Alchemy skill, and their Art Skill.

If this roll fails, the Alchemist is unable to design an appropriate work of art with the resources at hand. The Nephilim who is designing this procedure must then either go and look at other works of art, and make a successful Art roll, or discuss the project with another Second Circle Alchemist before a new roll can be made.

Critical success while designing a work of Second Circle Alchemy:

The procedure was designed exceptionally well, and will serve as an exceptionally good medium for the desired alchemical procedure. When making the Ka-element roll for this alchemical procedure halve the result rolled (A Ka-element roll of 66% would be treated as a Ka roll of 33%). Once designed, this procedure will have these parameters any time it is used. A critical success on this roll also allows the Nephilim to immediately make an experience roll in both the technique being used and in the Art skill being used, in addition to any normal experience rolls.

A fumble while designing a spell:

If the technique roll is fumbled, the Nephilim designing the spell has unknowingly designed a work of art that will produce a material that will have the opposite effect of the desired material. A Work of Healing might instead slowly drive any who studied it mad. Another Alchemist who reads the planned ritual could tell that the spell was flawed if this Alchemist makes a successful White Stone Alchemy roll.

2) Once the procedure has been designed, the Alchemist must implement it. The Alchemist must now spend the list amount of time actually producing the work of art. No further rolls are needed for the technical quality of the art, since the initial Art roll was successful.

If, in the future, the Alchemist wishes to reproduce this work of art, the Alchemist will need to make a successful Idea roll to remember the details of the procedure. If it has been over a year since the Alchemist last created the material this Idea roll becomes an INT x 1 roll. However, if the Alchemist made, and still has the notes or preliminary sketches from step one no Idea roll is necessary.

To successfully create the desired work of magical art the Alchemist must roll the appropriate Ka-element x 2 or less and spend a point of Cha'awe.

If the Ka-element roll succeeds, the magic is correctly infused into the work of art.

If the Ka-element roll fails, the work is aesthetically pleasing and technically correct, but it lacks all magical properties. The Ch'awe and the time have already been spent, since the Ka-element

roll is made as the work of art is being finished.

Critical success when making the Ka-element roll:

The procedure is performed perfectly. No Ch'awe is needed to perform the procedure. In addition, double some important parameter, such as the duration or degree of the effect produced.

A fumble when making the Ka-element roll to create a work of alchemical art:

If the Ka-element roll is fumbled, then the caster does not realize that the procedure has failed. The alchemical procedure takes the listed amount of time to complete, however, it produces a work which looks technically well done, but with no inherent magic. Finally, the player should add 1 to the Nephilim's Khaiba total.

Note To The Gamemaster:

Making a work of Second Circle Alchemy should be treated as more than simply a series of die rolls. The player of the Nephilim should have to provide significant input into the exact nature of the work of art that is being created. Second Circle Alchemy involves harnessing the magic of creativity. The process of creating art works of magical power should be role-played to as great an extent as possible. The player should describe the work of art as well as the affect it is intended to have. A player who states, "I'm painting a picture which will cause fear in all who see it." is not including sufficient detail and information for the Gamemaster to be able to make this painting an interesting and useful object in the game. However, a statement like, "I'm painting a picture of a great and terrible war, where hulking, faceless soldiers kill everything before them. I'm trying to make these soldiers seem so terrible that anyone who looks at the painting will become afraid." is both more interesting, and much more helpful to the gamemaster.

Emotions and perceptions are complex things. Detailed information about the work of art gives the gamemaster more information on how to properly run the effects of the work of art. A work of art that causes fear based on images of marching ranks of identical, grim, faceless soldiers will have a somewhat different effect than a work which uses images of half seen, unnamable monsters erupting out of formless chaos. In addition, mandating that the player become involved in the creative process allows the player to more easily understand how to play a character who is a magical artist.

All descriptions of these works of art should include a physical description of the work. The subject matter of a painting, the basic plot of a novel, or the primary materials and the shape of a piece of jewelry. The player must also provide a description of what features in this work of art act to focus and accentuate the emotions or perceptions that it is intended to produce. A description that includes both the mundane appearance of the work, and the manner in which it affects the viewer is only the beginning. Gamemasters would require that all players who wish to have the characters practice Second Circle Alchemy provide this type of information. However, descriptions that are more detailed should be encouraged. Players who provide

detailed descriptions of their character's creations should be rewarded with bonuses of between 10% and 30% to the Ka-element roll used for creating this work of art.

Precise descriptions of the work of art are only one possible method of achieving this level of detail. A player with little artistic talent might also describe their character's work of art in terms of similarities to various famous works of art.

THE GRIMOIRE OF SECOND CIRCLE ALCHEMICAL PROCEDURES:

Every Nephilim who learns White Stone Alchemy is able to perform all of these procedures that have threshold levels equal to or below their skill level. No grimoires or other foci are needed. This is merely a list of the most commonly used procedures. Other procedures are possible, but should be similar in power level and design to the ones listed below.

Preparation: Week. It will take the Alchemist at least a week of steady work to complete this work of art. Procedures with this duration require that the Alchemist begin the procedure on the day associated with the Ka-element of the procedure.

Preparation: Month. It will take the Alchemist at least a Month of steady work to complete the work of art. Procedures with this duration require that the Alchemist begin the procedure on the day associated with the Ka-element of the procedure.

Exposure: This is a measure of how long someone must be exposed to the work of art for the effects to be felt. Some works immediately affect all who see them - others require careful study for the full effects to manifest.

Exposure: Casual. All who clearly see or read this work of art will be affected by the Alchemical magic within it.

Exposure: Study. To gain the full effects of the alchemical magic within the work of art the work must be carefully examined and studied for at least an hour. This study does not have to take place all at once.

Duration: It is possible for individuals to be exposed to a single work of alchemical art multiple times, or even multiple times in one day. However, unless the description states otherwise no work can affect someone more than once a day. Exposure to the same work, or a work produced using the same procedure during a single day will have no further effect upon the target.

Duration: Vicinity. The work of art will only affect those who have just been exposed to it and those who remain in its vicinity. The effects will fade once the subject is no longer exposed to the work.

Duration: Day. The Procedure affects the target until the target next awakens.

Procedures of Fire:

Igniting the Fire:

Threshold: 20%

Ka-element: Fire

Preparation: Month

Exposure: Study

Duration: Special

Description: Studying this work of art fills the target with inspiration and creativity. This study allows viewers to experience exceptional success with the next performance, speech, or other artistic endeavor that they attempt. All successes with this endeavor are treated as critical successes, failures are treated as ordinary successes and only fumbles are treated as actual failures. While this special inspiration may be applied by Alchemists to creating works of Second Circle Alchemy, these bonuses to creativity only affect the technical brilliance of the work, not the alchemical magic imbued within it.

Weakening:

Threshold: 40%

Ka-element: Fire

Exposure: Casual

Duration: Until Used

Description: The procedure allows the Alchemist to create a work of art that will temporarily reduce the viewer's resistance to emotional manipulation. Anyone who has viewed a work of art produced using this procedure will be extremely susceptible to the next Fast Talk, Bargain, Persuasion, or other attempt to manipulate their emotions and perceptions. If a normal success is rolled on the skill being used against them this success is treated as a critical success (the attempt at persuasion or manipulation is extremely effective). A simple failure in this roll is treated as an ordinary success, and a critical failure is treated as an ordinary failure. Exposure to a work of this type negates the effects of exposure to the Second Circle Earth procedure: Strengthening. This negation also simultaneously negates the Weakening effect.

Fires of Obliteration:

Threshold: 70%

Ka-element: Fire

Exposure: Casual

Preparation: Week

Duration: Permanent

Description: This procedure allows the Alchemist to create a work of art that will destroy specific memories of all who look at it. These memories are permanently erased, but the subject can relearn. Exposure to this work of art only removes memories of one person, physical object, or event. However, other memories that are associated with this memory are completely unaffected.

One work of art could cause all who saw it to forget the building where they work. Someone who saw this work would forget the appearance and location of their workplace, but they would still remember the name of the company they worked for, as well as their job, the names of their co-workers and how much they were paid. Only a single specific memory is affected. Similarly, another work, designed to cause the viewer to forget the time the last murder they committed would only affect viewers who had actually committed murder. The work would cause the murderer to entirely forget the actual murder. However, the murderer would remember planning the murder (if it was planned) as well as any other related activities such as disposing of the body or hiding the murder weapon. Subjects who view such a work of art are unlikely to immediately notice that they have forgotten anything.

Fires of Purification:

Threshold: 80%

Ka-element: Fire

Preparation: Month

Exposure: Study

Duration: Instant

Description: All who study a work of art produced using this procedure will find that their minds have been cleansed and purified by this procedure. The subject will suddenly be able to see past any prejudices and hatred that blind them to truths they see around them. However, this revelation will only occur if those affected by this procedure have actually experienced or observed events that substantially conflict with their prejudices. In addition, any con games or other deceptions that rely on their emotional appeal overcoming their lack of substance will be revealed as false and misleading. For individuals deeply trapped in a web of prejudice and deceit exposure to a work of this type can be a deeply disturbing experience.

The Ultimate Purification of Gold:

Threshold: 90%

Ka-element: Fire

Exposure: Study

Preparation: Month

Duration: Permanent

Description: This procedure allows the Alchemist to create art which allows the target to pierce confusion and to more fully understand and appreciate their life and the world around them. Anyone who studies the work of art for at least an hour may attempt to roll a primary Ka x 3 roll. If this roll succeeds, the target has a brief but intense vision. This vision will be detailed and informative, but the information provided is usually of an allegorical nature, and may not pertain to the immediate situation. The vision concerns either some obvious fact the individual either has not noticed, or is overlooking. These visions can be anything from a vivid flash of how others truly see the character to the fact that they have been followed by person in a red car for the last week.

Procedures of Air:

Draught of Understanding:

Threshold: 20%

Ka-element: Air

Exposure: Study

Preparation: Month

Duration: One Hour

Description: This procedure allows the Alchemist to manufacture a work of art that promotes increased intellect and understanding in all who view it. Anyone who carefully studies this work of art will gain a bonus of + 20% to all knowledge skills (including Research, all science and Lore skills, and all written language skills. The target must have at least 10% in a skill for the skill to be enhanced by this procedure. In addition, the subject will also make all Idea rolls as Int x4. These bonuses will last for one full hour after studying this work of art.

Coagulation of Understanding:

Threshold: 40%

Preparation: Week

Ka-element: Air

Exposure: Casual

Duration: Vicinity

Description: As long as the work of art is visible, all who have viewed it are able to communicate with each other, regardless of language barriers, disabilities, or other barriers to understanding. The procedure does not mystically translate all languages - it simply allows everyone near it to understand the basic meaning of what everyone around them is saying. The translations are somewhat vague and can occasionally be somewhat confusing, but with effort, anyone near such a work of art is capable of understanding everyone else. This effect will not seem strange or magical to those involved, it will merely seem like a combination of pidgin languages and non-verbal communication is allowing everyone to communicate what they mean more easily. Given the nature of this effect, it requires a successful Idea roll to effectively lie when in the vicinity of this work.

The Revealing Dissolution:

Threshold: 50%

Ka-element: Air

Preparation: Week

Exposure: Casual

Duration: Hour

Description: Anyone exposed to a work of art created using this procedure will be incapable of effectively concealing their true emotions, desires and intentions for the next hour. Individuals exposed to this work may attempt to lie, dissemble, or otherwise conceal their true feelings, but their ability to do so will be so severely limited that such attempts will not be effective. Subjects of this procedure are not immediately aware of its effects. However, after several failures, clever individuals usually realize that their ability to lie has temporarily vanished, and will cease trying to do so.

Crafting the Alchemical Key:

Threshold: 70%

Ka-element: Air

Preparation: Month

Exposure: Casual

Duration: Special

Description: This procedure allows the Alchemist to create a work of art that makes those exposed to it more agreeable. Anyone who views such a work of art will agree to the next reasonable request made of them. Reasonable requests include things like asking a wealthy person to invest in a viable or viable-seeming business, asking an honest person to help you in bringing their dishonest boss to justice, or asking someone to help you hide from pursuers (as long as the pursuers are not police or other authorities) . Reasonable requests to do not include asking a poor person for their life savings, a request for the person to harm one of their loved ones, or a request to help you overthrow the government (unless made to a survivalist). The agreeability brought on by exposure to the work of art only affects the next request made after being exposed to the work.

Create the Vessel of the Winds:

Threshold: 90%

Ka-element: Water

Preparation: Month

Exposure: Casual

Duration: Special

Description: This procedure allows the Alchemist to create a work of art that captures the viewer's thoughts and emotions. When creating such a work of art, the Alchemist must decide what event or emotion the work is meant to evoke. This event could be anything from an unhappy childhood, to a typical day at the office. Regardless of the subject matter, if the subject has ever experienced such and even or emotion this work of art will change so that it now depicts, in precise detail, the actual event the subject experienced. This work of art will be quite captivating to all observers who have actually experienced an event of the type depicted. Once the subject has carefully observed the work, the details of the work will change so that it exactly matches those the subject actually experienced. Anyone who carefully observes the work can clearly see a scene from the event the subject experienced.

The work does not change until the subject has ceased to observe it. Once the subject has ceased to observe it, the work will retain the image until after another observer has examined it. Needless to say, the Alchemist, or other observer, will only have one chance to observe the scene depicted in the work, since it will change after the Alchemist has examined it. The only exception to this rule is that if the subject observing the work has never experienced an event of the type depicted to subject will quickly lose interest in the work and the scene depicted in the work will not change.

Procedures of Water:

Waters of Growth:

Threshold: 40%

Ka-element: Water

Preparation: Month

Exposure: Casual

Duration: Vicinity

Description: This procedure allows the Alchemist to create a work of art that causes all who view it to experience a single overpowering emotion. Different individuals will respond differently to this emotion, but all will feel it equally strongly. A painting that produces rage in all who see it may cause some to storm angrily out of the gallery in which it is being shown. Other, extremely controlled individuals will appear unaffected, but their interactions with others will be colored by this rage for several hours. A few individuals, who are already predisposed to violence, may even get into a brawl in the gallery itself. A sculpture which inspires lust will not create an orgy on the gallery floor, but it will cause those who see it to feel strong lust, and likely to make passes at each other in the gallery. This emotion will seem wholly natural and reasonable to all who feel it. Once away from the work of art the emotion will fade normally.

The Destruction of Order:

Ka-element: Water

Threshold: 50%

Preparation: Month

Exposure: Casual

Duration: Day

Description: This art temporarily alters the viewer's mind and perceptions. Anyone exposed to this art will experience synesthesia and minor hallucinations, for the next full day after they first experience it. In addition, the individual's perceptual filters will be temporarily greatly reduced or altered. A whispered conversation across the room may suddenly be perfectly audible, while everything else may fade into a whisper.

This confusion is not enough to incapacitate someone, and does not interfere with the person's ability to respond to the world, but anyone affected by this procedure will temporarily have

normal Idea and Persuade rolls reduced to Characteristic x2% as well as having 30% subtracted from all communication, perception, and knowledge skills (skills like Listen, Natural Lore, or Fast Talk).

If faced with a crisis situation, such as combat, affected individuals may roll Dominant Ka (Including Solar Ka) x1 at the beginning of the crisis to see if they can throw off the effects of this procedure. Only one such roll is allowed per crisis. While this procedure can be quite debilitating, it can also be a learning experience. Everyone affected by this procedure automatically received a check vs. Listen and Scan.

Inhibition:

Threshold: 60%

Ka-element: Water

Preparation: Week

Exposure: Casual

Duration: Day

Description: This procedure allows the Alchemist to create a work of art that will temporarily depress the targets ability to feel any emotion. The target will not become completely emotionless, but their ability to feel all emotions will be significantly reduced. An incident that would ordinarily produce great joy or extreme terror would instead produce moderate happiness or mild fear. All emotions will be affected equally. Unless informed by others that they are acting oddly, targets of this procedure will be unaware that their emotional reactions are at all unusual. Exposure to this procedure wholly cancels and is canceled by exposure to the Increase procedure.

Enhance:

Threshold: 70%

Ka-element: Water

Preparation: Month

Exposure: Casual

Duration: Day

Description: This procedure allows the Alchemist to create a work of art that will cause those who are exposed to it to have their emotional reactions temporarily increased. Until the target next sleeps minor fear will become terror and minor happiness will become joy. A minor slight

will be felt as a major incident, and praise or criticism will be responded to as if it were a grand accolade or a viscous attack. While all targets will feel their emotional reaction increase to all incidents during this day, different targets will react quite differently. Emotionally unstable individuals who barely have their normal emotions under controls will usually be rendered non-functional, while cold, reserved and controlled individuals will either remain so, or will suddenly explode into a previously unexpressed torrent of emotion. as with all such procedures, the Alchemist can create the emotional reactions, but cannot mandate how these emotions will be expressed. Unless informed by others that they are acting oddly, targets of this procedure will be unaware that their emotional reactions are at all unusual. Exposure to this procedure wholly cancels and is canceled by exposure to the Inhibition procedure.

Renewal:

Threshold: 90%

Ka-element: Water

Preparation: Month

Exposure: Casual

Duration: Day

Description: The procedure allows the Alchemist to create a work of art that causes those who view it to see a specific ideology, event, or person which is depicted in the work in a new light. A politician the subject was previously indifferent to suddenly becomes the best person for the job, an ideology that the subject was not interested in before becomes compelling. This procedure cannot change deeply held ideas, but it will moderate them somewhat. Fanatics exposed to this work will not abandon their cause, but they may come to doubt it slightly. The loyal followers of a powerful politician will not suddenly abandon their leader upon being exposed to this work. However, they will come to doubt the leader more than they have in the past and will likely question some of the leader's decisions.

This procedure will not make anyone into a fanatic unless they were already significantly attracted to the person or ideology. However, it can be used to sway opinions and to promote either doubt or belief. The effects of this procedure wear off fully after a day. However, if the subject has been exposed to arguments or evidence which supported the opinion produced by the work then this opinion may become permanent.

Procedures of Moon:

Binding Attraction of the Alchemical Tide:

Threshold: 30%

Ka-element: Moon

Preparation: Week

Exposure: Casual

Duration: Day

Description: This procedure produces a work of art that is extremely haunting and difficult to forget. The next time anyone who views the work of art sleeps, they will dream of the work. This dream will be quite vivid and will be easily remembered when they waken. In addition, everyone who is dreaming about the work of art will share the same dream. As the dream progresses, these people will gradually become aware of each other, and may talk. During this dream, all those present will be well disposed towards each other and will find it quite difficult to lie or keep information from each other (make a successful Idea roll to successfully lie or hold back information when talking). Exposure to this work of art will affect both humans and Nephilim equally.

Removal:

Threshold: 40%

Ka-element: Moon

Preparation: Month

Exposure: Casual

Duration: Day

Description: This procedure allows the Alchemist to create a work of art that is antithetical to a single specific emotion. Everyone who views this work of art is unable to feel any but the most remote twinges of a specific emotion for one full day. The emotion must be quite specific - anxiety is different from both fear and despair. Subjects will not notice this lack of emotion unless it is brought to their attention. Even then, they will generally believe this lack to be due to ordinary causes. If the subject can be convinced to resist this procedure and actively attempts to feel a specific emotion the effect is dispelled if the subject succeeds in a Fire Ka x3 roll (humans use Solar Ka x3).

Alteration:

Threshold: 60%

Ka-element: Moon

Preparation: Month

Exposure: Casual

Duration: Permanent

Description: This procedure allows the Alchemist to create a work of art that will alter the memory of those who are exposed to it. Everyone who is exposed to the work will have a single memory of the Alchemists design become part of their consciousness. This memory can take any from a vivid memory of being abducted by aliens to a brief memory of meeting a specific individual. This memory will feel as real and as vivid as another of the target's memories. However, the target will not immediately experience the memory upon being exposed to the work of art. This memory, like all others, must wait to be triggered by some event or association. Also, targets will not suddenly realize that they have a new memory, unless it is an extremely traumatic one. usually, the memory will become a perfectly ordinary memory, which will become a fully accepted part of the target's life. While the memory is quite vivid, if it is too fantastic or impossible the target will usually assume it is some kind of overly vivid daydream, or possibly a delusion.

The Waxing of New Beginnings:

Threshold: 70%

Ka-element: Moon

Preparation: Week

Exposure: Study

Duration: Hour

Description: This procedure allows the Alchemist to create a work of art that imbues all who study it with the temporary knowledge of a single mental skill that they do not currently possess. The specific skill must be chosen when the work is created, and need not be possessed by the Alchemist. The work of art produced by this procedure will have no affect on anyone who possesses the skill at more than 5%. However, anyone who does not possess the skill will be granted a skill equal to the Alchemist's Moon Ka-element modifier x 10%. Lore, Science, Language or Communication skills can all be granted by this procedure. A single person can have no more than one increased mental skill at a time.

Creating The Universal Solvent:

Threshold: 90%

Ka-element: Moon

Preparation: Month

Exposure: Casual

Duration: Day

Description: The art produced by this procedure acts to break down barriers between people. Everyone who views the work together, or who discusses it with others who have also seen or read it afterward feels deep, unconscious kinship with everyone else who has been exposed to the work of art. Even people who would normally be separated by barriers of race, age, or social class are able to interact naturally and comfortably. People who have been exposed to this art are inclined to talk to each other, and to be truthful, honest with each other. While someone exposed to this art would be unlikely to reveal a secret password, revealing deep personal secrets, or even suspicions and worries to strangers who have also experienced this art is quite possible.

Exposure to this art does not remove language barriers, but it does allow people who lack a common language to be acutely sensitive to each other's emotions and non-verbal communication, so that the language barrier is much less of a problem than it would otherwise be. This breaking down of barriers occurs most strongly near the work of art, but continues for the next full day after the subject's first exposure to the work. In many cases, a lesser version of this dissolution of barriers occurs anytime people who have experienced this work of art meet and talk.

Procedures of Earth:

Draught of Healing:

Threshold: 40%

Ka-element: Earth

Preparation: Month

Exposure: Study

Duration: Permanent

Description: This procedure creates a work of art that soothes the mind and emotions of the target. This work of art will permanently cure any insanity, brainwashing, or other mental problems in humans or Nephilim who study this work of art intently for at least an hour. Even casual examination of this work will soothe and comfort all who see it.

Immunity to Alchemy:

Threshold: 50%

Ka-element: Earth

Exposure: Study

Preparation: Week

Duration: Instant

Description: This procedure produces a work of art that allows the viewer to more easily resist the effects of Second Circle Alchemy. Anyone who studies a work of this type automatically resists the effects of the next work of Second Circle Alchemy they are exposed to.

If the subject is currently under the influence of a Second Circle Alchemical effect, studying this work allows the subject to have a second resistance roll to throw off its effects. If this second roll fails, additional study of the work will have no effect on this alchemical effect. Nephilim and Humans with awakened Solar Ka make ordinary resistance rolls. Ordinary humans, who would not normally receive resistance rolls receive a resistance roll equal to 1/2 their Solar Ka.

Strengthening:

Threshold: 60%

Ka-element: Earth

Exposure: Casual

Preparation: Week

Duration: Day or Until Used

Description: Exposure to this work of art temporarily strengthens the will and allows subjects to more easily resist the next attempt to either manipulate their emotions or perceptions or to affect them with magic. The success percentages of all Fast Talk, Persuasion, or Bargain rolls attempted against the target is halved. Exposure to a work of this type helps in resisting magic designed to affect the emotions or perceptions of the target. If someone attempts to affect the subject's mind or emotions with any form of magic or metamorphoses, the subject may double their Ka for purposes of resisting the next spell or magical effect used against them. Nephilim double the appropriate Ka element score, awakened humans resist the next spell with their full Solar-Ka, and unawakened human may resist the next spell cast at them with 1/2 their Solar Ka score (just as if they were awakened). However, once the subject has successfully resisted one spell or other magical effect the effects of the procedure are entirely cancelled. Those exposed to this work of art are wholly unaware of its effects - they simply feel slightly more confident and certain after observing the work of art. Magic not designed to directly affect the perceptions or emotions of the target is not affected by this procedure. Exposure to a work of this type negates the effects of exposure to the Second Circle Fire procedure: Weakening. This negation also simultaneously negates the Strengthening effect.

The Miracle of Creation:

Threshold: 80%

Ka-element: Earth

Exposure: Casual

Preparation: Month

Description: This procedure allows the Alchemist to create a work of art that is so forceful and compelling that it inspires those who see it with a desire to recreate what they see in the work. Such a book, painting, sculpture, or other work which features a building would inspire people who saw it to try to create this building. Other artists would paint it, or write about it, ordinary folks might doodle pictures of it while talking on the phone, and architect would probably try to build it, and a millionaire might well commission someone to create a building just like the only in the work of art.

This procedure can be used to spread images of everything from buildings to jewelry, to rocket ships. However, the desire to create something is not always accompanied by the ability to create it. Someone with little artistic skill or creativity who sees such a work might doodle it, they might be inspired to take a sculpting class to be able to create this object, or they might try and find someone to build it for them. Similarly, a work that illustrates a fantastic invention might well inspire many inventors or scientists to try to create such a device, but the work would in no way guarantee that any of these people would actually succeed in creating such a device.

Creating the Golem:

Threshold: 90%

Ka-element: Earth

Exposure: Study

Preparation: Month

Duration: Permanent

Description: This procedure creates a work of art that may be used to awaken a golem. Once the Alchemist has successfully created an Alchemical golem, this work of art must be either drawn on the golem, or shown to the golem's sightless eyes. After the golem has been exposed to the work for at least an hour the golem will awaken. It is outside the power of Second Circle Alchemy to create a spirit for the golem, but this procedure will give the golem the ability to perceive and respond to its environment, and will provide it with a rudimentary mind.

A golem awakened in this fashion is a classic "soul-less automaton". The golem eats, sleeps, and breathes, it responds to its environment, and it obeys all Orders spoken given by the Alchemist

who awakened it. However, the golem has no will or volition of its own, nor does it possess any real consciousness. The golem is capable of speech, but is unable to answer any questions that do not relate to its perceptions and memories of the world around it. It can perceive and remember the world, around it, but its ability to interpret what it perceives is very limited. Homunculi have no sense of self-preservation. Homunculi are often used as guards by those who create them since they are wholly incorruptible, and will obey all orders given by their creator.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF WHITE STONE ALCHEMY

Aethyr is an Elf who is currently living in a fairly dangerous neighborhood. Distressed and worried about the frequent violence and the climate of hostility, Aethyr decided to try to use his skill with Alchemy to help the situation. Aethyr is a painter. He decides to create a painting that will work the procedure "The Universal Solvent" on all who view it.

Aethyr sits down to plan out the painting. He succeeds in both his technique and his art rolls and realizes that the proper antidote to the overly urban neighborhood he lives in is a verdant woodland scene, filled with peace, mystery and wonder.

He paints a large mural on the side of his house. The mural is a wonderfully beautiful picture of an ancient forest in the first light of dawn.

Aethyr spends the next month working on this painting. He also pays off the local gang to protect the painting from graffiti during the night. At the end of the month, Aethyr's player must roll Aethyr's Moon-Ka x 2 or less. The player succeeds, and the painting is successfully completed. On the appointed day, with much fanfare, Aethyr spends a considerable quantity of money throwing a block party for the neighborhood. Nearly everyone is present when the painting is unveiled. A subtle aura of peace and understanding pervades the scene. Old people and teenagers gradually begin to talk, rival gangs stare each other with a little less hostility in their eyes, and the party is a roaring success. In a short while, the neighborhood becomes less violent, and is a notably better place to live.

Later, Aethyr's companion Urel needs to convince the leaders of the American branch of the Sisters of Isis that it would be in their best interests to work with the Nephilim to foil a dangerous Templar plot.

Urel is an engraver. She decides to create a large pendant on which is engraved a symbol which represents trust. She is going to use her engraving to produce the alchemical effect "Create Emotion", where the desired emotion is trust.

Urel plans out the engraving and successfully rolls underneath both her Alchemy and her Art scores. Urel decides that a particularly hypnotic pattern of Celtic knotwork will serve to captivate and distract viewers, which will serve to make them more trusting and less suspicious.

Urel spends the next month creating this engraving. At the end of the month, Urel's player succeeds in rolling under Urel's Water-Ka x 2. The engraving is a success.

Urel arranges a meeting with the Sisters of Isis, dresses up in a fine suit, hangs the engraved pendant around her neck, and sets off, secure in the knowledge that all who see the pendant will be most trusting.

THE THIRD CIRCLE: THE GRAND SECRET

Third Circle Alchemy is spiritual alchemy. This type of Alchemy can only affect spiritual phenomena such as belief or Solar and Elemental Ka. This circle of Alchemy is known as the Philosopher's Stone. The secret of the Philosopher's Stone is that the miraculous rock that many spent eons searching for is not a physical object, but instead is a metaphor for the soul of the Alchemist, the site of the ultimate alchemical transformations.

Third Circle Alchemy directly manipulates the Ka and the spirit of the Alchemist and of others who come into contact with the Alchemist. Third Circle Alchemy is quite rigorous, and demands much commitment from the Alchemist. Since this form of Alchemy is spiritual in nature, the procedures involved in performing it are also spiritual in nature. Instead of boiling chemicals in retorts, or making a sculpture inscribed with mystical sigils, performing Third Circle Alchemy consists of performing rigorous meditations and exercises.

Yoga, Tantric sexual techniques, Zen meditation, and Qi Gong walking meditations are all techniques that have been adapted to the use of Third Circle Alchemists. The purpose of these meditations is to focus the body, mind, and ultimately, the spirit of the Alchemist on the specific purpose of the alchemical procedure. In some ways, this technique resembles the magical rituals performed in Second and Third Circle Sorcery. However, while the symbols and techniques of Sorcery involve externalizing the ritual so as to involve all of the sense of the Sorcerer, practitioners of Third Circle Alchemy turn inward and perform all of the techniques inside of their own minds and bodies

The limits on Third Circle Alchemy:

As was stated above, Third Circle Alchemy can only affect Elemental Ka, Solar, Ka and similar spiritual phenomena. Third Circle Alchemy cannot directly affect the physical world or the perceptions and emotions of living creatures.

The effects produced by Third Circle alchemical procedures can only affect the Alchemist, or beings who the alchemist contacts. This contact can take a number of forms. It can occur either through touch, conversation, or through the Alchemist and their target looking directly at each other.

Third Circle Alchemy is quite difficult to perform. The threshold level of a spell is also the minimum Ka score required to perform it. A spell with a threshold of 40% would also require that the Alchemist possess Ka of 40 to perform it. The Ka score used is always the Primary Ka score of the Alchemist, not the Alchemist's score in the element being used. An Alchemist who was a Sylph with a Ka score of 40 could perform both procedures of Air, earth, and all other elements that have a threshold of 40%. The threshold levels for Philosopher's Stone alchemical

procedures are not affected by any astrological modifiers from planetary days.

The Alchemist can only prepare one Third Circle procedure at a time. In addition, no new procedures may be either prepared or performed until the Alchemist has actually performed the previously prepared procedure. No Alchemist may have more than one Third Circle procedure prepared at one time. Once the prepared procedure has been performed, the Alchemist may prepare and perform another procedure.

Practicing Third Circle Alchemy:

There are three steps involved in using Grand Secret Alchemy:

1) First, the Alchemist must plan their meditation. While they are not strictly necessary, many Third Circle Alchemists make elaborate notes, poems or other guides to the state of mind they are trying to achieve, before beginning the actual work. In any case, planning and designing the meditation usually takes several hours of work. Once the Alchemist has finished planning the meditation it is time to make the Technique roll to see if the meditation is well planned.

If this roll fails, the Alchemist is unable to design the desired type of meditation with the resources at hand. The Nephilim who is designing this procedure must then either read more books of philosophy and metaphysics, or discuss the project with another Third Circle Alchemist before a new roll can be made.

Critical success while designing a work of Third Circle Alchemy:

The procedure was designed exceptionally well, and will serve as an exceptionally effective meditation. When making the Ka-element roll for this alchemical procedure halve the result rolled (A Ka-element roll of 66% would be treated as a Ka roll of 33%). Once designed, this procedure will have these parameters any time it is used. A critical success on this roll also allows the Nephilim to immediately make an experience roll the technique being used, in addition to any normal experience rolls.

A fumble while designing a spell:

If the technique roll is fumbled, the Nephilim designing the spell has unknowingly designed a meditation that will produce a material which will have the opposite effect of the desired material. A meditation of healing might instead actually harm the Alchemist. Another Alchemist who reads the planned ritual could tell that the spell was flawed if this Alchemist makes a successful Third Circle Alchemy roll.

2) Once the procedure has been designed, the Alchemist must implement it. The Alchemist must now spend the list amount of time actually performing the meditation. If the Alchemist is interrupted for any reason the meditation is ruined unless the Alchemist can make another successful Technique roll in order to find a way to compensate for the distraction.

If, in the future, the Alchemist wishes to perform this meditation again, the Alchemist will need

to make a successful Idea roll to remember the details of the procedure. If it has been over a year since the Alchemist last created the material this Idea roll becomes an INT x 1 roll. However, if the Alchemist made, and still has the notes from step one no Idea roll is necessary.

To successfully achieve the desired spiritual state the Alchemist must roll the appropriate Ka-element x 2 or less and spend a point of Cha'awe.

If the Ka-element roll succeeds Alchemist has successfully achieve the proper spiritual state.

If the Ka-element roll fails, the Alchemist's mind wandered and proper focus and concentration were not achieved. The Ch'awe and the time have already been spent, since the Ka-element roll is made as the meditation is concluding.

Critical success when making the Ka-element roll:

The procedure is performed perfectly. No Ch'awe is needed to perform the procedure. In addition, double some important parameter, such as the duration or degree of the effect produced.

A fumble when making the Ka-element roll to achieve the proper spiritual state:

If the Ka-element roll is fumbled, then the caster does not realize that the procedure has failed. The alchemical procedure takes the listed amount of time to complete, and will seem fully successful until the Alchemist attempts to utilize the energy attained in this state. Finally, the player should add 1 to the Nephilim's Khaiba total.

THE GRIMOIRE OF THIRD CIRCLE ALCHEMICAL PROCEDURES:

Every Nephilim who learns Philosopher's Stone Alchemy is able to perform all of these procedures that have threshold levels equal to or below their level of skill and elemental Ka. No grimoires or other foci are needed. This is merely a list of the most commonly used procedures. Other procedures are possible, but should be similar in power level and design to the ones listed below.

Procedures of Fire:

Igniting The Fire:

Threshold: 20%

Ka-element: Fire

Preparation: Day

Type: Contact

Duration: Permanent

Description: This procedure allows the Alchemist awaken the Solar-Ka of any living creature. When the meditation is finished, the Alchemist may awaken the Solar Ka of any single living being. This awakening is automatic and requires no rolls. This awakening is usually felt to be a deeply spiritual experience by the target. Using this procedure costs the Alchemist two points of permanents Ka.

Weaken:

Threshold: 40%

Ka-element: Fire

Preparation: Day

Type: Contact

Duration: Day

Description: This procedure allows the Alchemist to temporarily reduce the Ka-score of any being. Once the preparations are finished, the Alchemist may reduce the Ka-score of any being contacted by a factor of 5. This procedure will affect Humans, Nephilim, Selenim, and all other magical being. When a Nephilim's Ka-score is reduced using this procedure all Ka-elements are temporarily refigured.

Flames of Purification:

Threshold: 70%

Ka-element: Fire

Preparation: Week

Type: Contact

Duration: Instant

Description: This procedure allows the Alchemist to purify the Ka of any Nephilim who is currently suffering from Shaouit or Khaiba. This procedure allows the Alchemist to end both Shaouit and Khaiba in the subject and to restore the target to its ordinary awareness and physical form. Alchemists may not perform this procedure on themselves.

Fires of Obliteration:

Threshold: 80%

Ka-element: Fire

Preparation: Week

Type: Contact

Duration: Permanent

Description: This procedure allows the Alchemist to utterly destroy the spirit of any being. Such destruction will instantly and undetectably kill any human, Nephilim, or other spiritual being. A Nephilim destroyed in this fashion is utterly gone, and cannot incarnate again. In addition, their current simulacrum also dies. This procedure can also be used to destroy summoned beings or elemental creatures such as Mantiochora or Harpies. Since these beings are formed solely of magical fields using this procedure on them destroys both their body and their elemental Ka.

The Ultimate Purification Of Gold:

Threshold: 90%

Ka-element: Fire

Preparation: Month

Type: Self

Duration: Hour or Permanent

Description: This procedure is more associated with legend than truth. It is said that this procedure allows Nephilim who have 90 Ka and Third Circle Alchemy of 90% to temporarily, or possibly permanently become Agarthans. If the Alchemist does not meet all of the qualifications of an Agarthan the procedure only last for one hour. If the Alchemist actually meets all of the qualification of Agartha the Alchemist may possibly (at the Gamemaster's discretion) actually ascend fully to Agartha.

Procedures of Air:

Draught of Understanding

Threshold: 20%

Ka-element: Air

Preparation: Day

Type: Self

Description: This procedure allows Alchemists to fully understand the character and motivations of anyone they look at using Ka-Vision. Anytime during this day that the Alchemist uses Ka-Vision the character, personality traits and motivations of anyone they look at become easily perceptible. This procedure will not reveal the target's thoughts, memories or emotions, since these are all transitory phenomena. Instead, the Alchemist will be able to tell how trustworthy the individual is, and what traits dominate their personality. If the emotional metamorphoses system found in Chronicle of the Awakening (pp 56-70) is used, this procedure will reveal the type and level of all personality traits possessed by any Nephilim the Alchemist observes with Ka-vision.

Coagulation of Understanding:

Threshold: 40%

Ka-element: Air

Preparation: Day

Type: Contact

Duration: Instant

Description: This procedure allows the Alchemist to directly contact the spirit of another living being. This contact is extremely intimate and profound. During the instant of contact, the souls of the Alchemist and the subject mingle and intertwine. After the effect is over both parties will usually experience an extreme emotion reaction, often joy. Individuals who have engaged in this type of contact will have a deep and intimate understanding of each other. While only a few very sketchy memories will be exchanged, each party will have an unconscious understanding of the others motives, desires, wants and needs. Often individuals who have experienced the contact obtained through this procedure will become emotionally close afterwards. However, it is also possible to obtain a deep and intimate understanding between two individuals who have nothing in common other than a deep desire for the other's death. In such a case, the contact can be quite disturbing, but it can also be very useful.

This procedure is most often used to test someone's loyalty, to convince a desired ally of one's sincerity or as a special sharing between friends. An ordinary human who is contacted through this procedure will be aware that something profound has just occurred, but will generally not realize that the understanding they now feel comes from any other source than intuition and a deep and unconscious sympathy.

Revealing Dissolution:

Threshold: 50%

Ka-element: Air

Preparation: Day

Type: Contact

Duration: Special

Description: This procedure allows the Alchemist to see into the soul of a single individual. The Alchemist can peel back the layers of their subject's soul and look at the sensory images, thoughts, memories, and emotions associated with any of the subject's memories. The Alchemist need only think about a given incident, or type of incident (the subject's first date, the subject's most frightening memory, what happened last Thursday, etc...) and all memories associated with this incident will be rapidly and fully revealed. Once the initial contact is established this procedure lasts as long as the Alchemist is able to clearly perceive the target. Each different incident requires around a minute to fully filter into the Alchemist's consciousness. Depending on the situation, the Alchemist may have time to uncover anywhere from one to several dozen of the subject's memories.

Crafting The Alchemical Key:

Threshold: 70%

Ka-element: Air

Preparation: Day

Type: Contact

Description: This procedure allows the alchemist to unlock the final door and contact the spirits of the dead. To perform this procedure Alchemists must touch the physical remains to the individual they wish to contact. If the remains were those of a Simulacrum, only the spirit of the Simulacrum will be contacted, unless the Nephilim has been permanently destroyed through Orichalka or some similar method. Unless the spirit hated the Alchemist during their life, the spirit will react positively to the Alchemist. Even reluctant spirits can be persuaded to talk if the Alchemist promises to perform some service for the spirit or its descendants. Failure to fulfill these promises will become known to other spirits the Alchemist attempts to contact. Any spirit may be contacted, regardless of age. No one other than the Alchemist can perceive the spirit being contacted in any way.

Crafting the Vessel of the Winds:

Threshold: 90%

Ka-element: Air

Preparation: Week

Type: Contact

Duration: Permanent

Description: This procedure allows the Alchemist to create a stasis object for itself or for another. The object must be something of importance to the Nephilim in its current incarnation, usually the first. Using this procedure involves touching both the Nephilim and the stasis object simultaneously. The Alchemist then forges a spiritual connection between the Nephilim and the stasis object. The stasis object must be dusted with litharge to allow the spiritual connection to be formed. This procedure may only be performed once by an Alchemist upon another Nephilim. However, the Alchemist may perform this procedure as often as desired upon itself. If this procedure is performed when the Alchemist still has an existing, intact stasis object, this procedure severs the bond to the old stasis object as well as forming the bond with the new one. However, severing the bond to the old stasis object costs the Alchemist 2 points of permanent Ka.

Procedures of Water:

Waters of Growth:

Threshold: 40%

Ka-element: Water

Preparation: Week

Type: Self

Duration: Special

Description: This procedure allows the Alchemist to temporarily double any single one of their Ka-element scores. Only the element that is doubled is affected. Doubling an element other than the Alchemist's primary element, even if the element's now score exceeds the Alchemist's Primary Ka element, the Alchemist's nature and elemental association is unaffected. This procedure lasts until the after the first roll against the Alchemist's Ka. This procedure is most often used to allow the Alchemist to be able to more effectively perform a single spell or alchemical procedure. A Nephilim under the influence of this procedure can perform Third Circle Sorcery ritual and alchemical procedures which it could not otherwise perform because its Ka score was otherwise too low.

The Destruction of Order:

Threshold: 50%

Ka-element: Water

Preparation: Day

Type: Contact

Duration: Day, Week, or Special

Description: This procedure allows Alchemists who use it to temporarily destroy the mind of anyone they contact. Alchemists can use this procedure to produce temporary insanity in both humans and Nephilim. The type of insanity produced is chosen by the Alchemist when the procedure is performed. In addition, with slightly different preparations, this procedure can also be used to induce Khaiba in a Nephilim. When used to induce Khaiba the target must make a Khaiba roll. The Khaiba induced through this procedure is identical to that normally rolled in both duration and manifestation. However, the Alchemist who induces it may select the type of Khaiba produced (see the table of Khaiba types on page 124 of the Nephilim Rulebook for more information). Members of the Devil Arcanum often use this procedure on themselves to induce Khaiba.

Inhibition:

Threshold: 60%

Ka-element: Water

Preparation: Day

Type: Contact

Duration: Day

Description: This procedure allows the Alchemist to temporarily cut a magician off from access to the subtle planes of magic. Any magician subject to this procedure loses the ability to perform magic for the duration of the procedure. In addition, any Nephilim subject to this procedure has all of its metamorphoses temporarily reduced to a level of 1.

This procedure can also be used to block a human Sorcerers ability to use magic. In addition, this procedure may instead be used on a homunculus to prohibit it from being sued to cast magic. Finally, if this procedure is used upon an elixir the elixir becomes inert for the duration of the procedure. Unlike Sorcerers and homunculi, elixirs are not permitted a resistance roll against this procedure. If this procedure is used against an elixir, the elixir automatically becomes temporarily inert.

Enhance:

Threshold: 70%

Ka-element: water

Preparation: Week

Type: Contact

Duration: Day

Description: This procedure allows the Alchemist, or any Nephilim contacted by the Alchemist to fully manifest all personality traits at level 20. This manifestation will produce both extreme emotional reactions and the full manifestation of the Nephilim's metamorphoses. All transformations associated with these metamorphoses will occur. Once the duration of the procedure is over all personality traits will return to their previous level.

Remember, ordinary, unawakened humans cannot usually perceive the transformations associated with metamorphoses unless they are given a reason to look closely at the Nephilim, and if they make a successful Solar Ka roll. The multiplier for this Ka roll ranges from x1 to x 5 depending on how visible the Nephilim is and how actively the Nephilim is using its metamorphoses.

Renewal:

Threshold: 90%

Ka-element: Water

Preparation: Week

Type: Contact

Duration: Day or Week

Description: This procedure allows the Alchemist to wash off the old form of a Nephilim, and temporarily reshape it into a new form. A Nephilim or other awakened being can be temporarily transformed into another type of Nephilim, including non-western types of Nephilim, Selenim, awakened humans, or Homunculi. This transformation is only temporary, and once the duration of the transformation is over the individual is fully restored to its original form. Regardless of the type of transformation involved, the individual's dominant Ka value becomes the dominant Ka-value in the transformed state, with no reductions from the transformation. In addition, the individual may use all abilities of its new form, as long as these abilities do not require special skills or training which the individual does not already possess.

The procedure can be performed so that it lasts either a day or a week. The decision about the duration of a specific procedure is determined while the Alchemist is preparing to perform the procedure.

Procedures of Moon:

Binding Attraction of the Alchemical Tide:

Threshold: 30%

Ka-element: Moon

Preparation: Day

Type: Contact

Duration: Hour

Description: This procedure allows the Alchemist to see the ties between an individual and those people who are intimately connected to this individual. These ties are visible to the Alchemist as glowing lines of light. These lines connect the individual to immediate family, life-long friends, and bitter rivals. In addition, all Nephilim will also have a similar connection to their stasis object. Once the procedure has been performed, the Alchemist may then follow any of these lines to see who lies at the terminus of this line. Each line connected to a single individual is a slightly different "color" and so can easily be distinguished. Newly awakened Alchemists often use this procedure to locate their stasis object.

Removal:

Threshold: 50%

Ka-element: Moon

Preparation: Day

Type: Contact

Duration: Day

Description: This procedure allows the Alchemist to temporarily remove part of the target's spirit. The Alchemist can either temporarily remove one element from a Nephilim (but not from a human or a Selenim, since they each only have a single Ka)-element or to temporarily remove

Alteration:

Threshold: 60%

Ka-element: Moon

Preparation: Day

Type: Contact

Duration: Day

Description: This procedure allows the Alchemist to transform the essential nature of a Nephilim. This procedure can be performed upon the Alchemist or upon any single other Nephilim the Alchemist contacts. A Nephilim affected by this procedure will temporarily become another type of Nephilim.

The subject's Primary Ka will switch from its current type to one of the Alchemists choosing. This transformation will cause the loss of all current metamorphoses, and possibly the acquisition of new ones. The magnitude of the subject's Ka element scores will be unaffected - they will simply be temporarily changed. When the procedure is over the subject reverts to its normal form with no loss of Ka or metamorphoses. This procedure has no effect if used upon ordinary humans.

The Waxing of New Beginnings:

Threshold: 70%

Ka-element: Moon

Preparation: Week

Type: Self

Duration: Permanent

Description: This procedure allows the Alchemist to eliminate any experience that has just occurred. In effect, the Alchemist gets a second chance at the situation, while maintaining fully knowledge of the eliminated incident. For example, if an Alchemist was kidnapped off the street the Alchemist could trigger this procedure and reset time back to immediately before the kidnapping occurred. The Alchemist would then be aware of the kidnapping attempt and could react accordingly. This procedure may not be used if more than an hour has passed since the beginning of the incident that is being erased.

Universal Solvent:

Threshold: 90%

Ka-element: Moon

Preparation: Week

Type: Contact

Duration: Day

Description: This procedure allows the Alchemist to break down all barriers within an individual. For the duration of this procedure, the target has perfect memory of all events, including dreams, all memories of past lives and events that occurred while drugged, or drunk. Minute details which were not noticed at the time they were viewed can be recalled with perfect clarity. Nephilim who are targets of this procedure temporarily have full access to all of the Simulacrum's thoughts, memories and skills, without any possibility of Shaouit. The Nephilim and the Simulacrum will temporarily become one, with no division of consciousness or thought.

Procedures of Earth:

Draught of Healing:

Threshold: 40%

Ka-element: Earth

Preparation: Week

Type Contact

Duration: Permanent

Description: This procedure allows the Alchemist to heal injuries done to an individual's Ka elements. This ritual will heal damage cause from Orichalka, as well as any damage caused by other magics that directly reduce elemental or Solar Ka. When this ritual is used correctly, it will heal 1D8 from every attack upon the victims Ka. A Nephilim who had been hit twice by an Orichalka blade (for a total reduction in Ka of 2D20) would have 2D8 points of Ka restored by the use of this procedure. This procedure can never restore more Ka than was lost to damage, nor can it restore Ka lost through incarnation, sacrifice or other losses not directly caused by some form of attack. Every use of this potent procedure costs the Alchemist 1 point of permanent Ka.

Immunity to Alchemy:

Threshold: 50%

Ka-element: Earth

Preparation: Day

Type: Contact

Duration: Week or Special

Description: This procedure renders the subject completely immune to all effects of Third Circle alchemy for the next full week. If the subject is currently under the influence of a Third Circle Alchemical effect, this procedure instead allows the subject to have a second resistance roll to throw off its effects. If this second roll fails, additional study of the work will have no effect on this alchemical effect. Nephilim and Humans with awakened Solar Ka make ordinary resistance rolls. Ordinary humans, who would not normally receive resistance rolls receive a resistance roll equal to 1/2 their Solar Ka. If this procedure is used to cancel the effects of an existing Third Circle Alchemy effect the procedure is canceled when the second resistance roll is made.

Strengthening:

Threshold: 60%

Ka-element: Earth

Preparation: Day

Type: Contact

Duration: Week

Description: This procedure allows the Alchemist to bestow increased resistance to all magic upon the subject of this procedure. Nephilim subjected to this procedure may resist all magic used against them with their Primary Ka score, regardless of the type of magic used. Awakened humans resist all magic with their full Solar Ka, and unawakened humans resist magic with 1/2 their Solar Ka. This procedure lasts for one full week, regardless of whether the subject is magically attacked or not.

Miracle of Creation:

Threshold: 80%

Ka-element: Earth

Preparation: Week

Type: Special

Duration: Permanent

Description: This procedure allows the Alchemist to imbue a physical object with a spirit. To perform this procedure the Alchemist meditates for a week and then releases the spiritual energy obtained during this meditation into a single, discrete physical object. Anything up to the size of an office-building or apartment complex can be affected with this procedure.

Objects imbued with a spirit in this way will not be truly conscious, and are not granted to capability to move or react to their environment. However, the type of spirit given to the object will greatly influence everyone who interacts with the object, as well as being able to subtly influence events in its vicinity. When preparing this procedure the Alchemist must describe the dominant drives and emotions of the spirit being created. These feelings will envelope the target of this procedure and will also affect everyone who interacts with her. An automobile or building filled with a spirit of fear, despair or hatred will feel like it is haunted. People in it will react to these emotions and odd, malevolent coincidences will happen inside. Similarly, a building imbued with a spirit of love or protection will feel like it is under the protection of a supernatural guardian. Accidents will occur less often and those inside will be more content than before. A knife imbued with a spirit of violence or anger will subconsciously urge the wielder to use it, and will gain a +5% bonus to hit when used in anger.

Creating the Golem:

Threshold: 90%

Ka-element: Earth

Preparation: Week

Type: Contact

Duration: Permanent

Description: This procedure allows the alchemist to actually give the Golem a soul. The Alchemist meditates for a week and then touches the golem, and in one miraculous instant awakens the spark of consciousness if it. This procedure may only be used on Golems that were first alchemically created and then subjected to the Second Circle procedure of the same name. This procedure turns the soul-less automaton produced by the Second Circle procedure into a fully conscious and self-aware entity. This procedure also grants the Golem an awakened Solar-Ka of 20, and Intelligence and Charisma scores of $14 + 1d6$. All of these characteristics are granted to all Golems, even ones that were created in the form of animals.

The spirit produced in this fashion will have no memories and its personality need have nothing in common with that of the individual, or individuals who provided seeds for creating the Golem. However, during the process of awakening, the Alchemist may imbue the Golem with a few a few skills. The Alchemist may give the Golem up to $2d6 \times 20 + 100$ skill points. Life experience skill may be granted to a Golem, but it will merely provide basic familiarity with the life and artifacts of the culture, not individual memories. No more than 50 points may be placed in each skill. These skills must be ones actually possessed by the Alchemist, not merely by the Alchemist's simulacrum. Spoken and written language skills are common choices for skills, since without them the Golem can communicate no better than a newly born infant. Like any other sentient being, the Golem is fully capable of improving its existing skills and learning new ones.

As a consequence of this procedure, the Golem and its creator are permanently linked. A moment of thought will let each become instantly aware of the approximate distance and direction of the other, as well as their basic state of mind and health. Careful concentration will allow each to communicate with the other, regardless of distance. In addition, while Golems may be injured, and heal in the normal fashion, they are subject to neither age or disease. This procedure was originally developed as a way to attempt to create the perfect simulacrum. However, it has proved for any Nephilim to incarnate into a Golem. For many years, Alchemists have tried to develop an alternative means of creating Golems, which will all them to be used as simulacrums. While not theoretically impossible, none have yet achieved this goal.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF GRAND SECRET ALCHEMY

In a week, Pythius, a Moon Nephilim, is going to a meeting with a Templar defector. Pythius is naturally suspicious of this meeting and decides to take the precaution of preparing the Third Circle procedure The Waxing of New Beginnings. Pythius has performed this procedure before, and does not need to design it. After a week's meditation, Pythius succeeds in the Ka x 1 roll and is ready for the meeting. Pythius and his companion Arail walk into the warehouse where the meeting is to take place. Immediately, the door slams, Arail dives for cover, and is shot by half a dozen Templar agents who emerge from hiding. The defector stands with a Templar General holding a gun to her head. Before things get any worse, Pythius triggers The Waxing of New Beginnings. Suddenly, Pythius and Arail standing outside the warehouse, about to enter it. Pythius alone remembers the events that occurred before the procedure was used and informs Arail. Pythius and Arail then move away from the warehouse and consider their options.

Arail is also a Third Circle Alchemist. Arail had previously prepared The Destruction of Order. After Pythius describes the layout of the waiting Templars, Arail climbs up the side of the warehouse to a high window. Arail then scratches very lightly at the window. The nearest Templar agent looks up. As Arail catches the agent's eyes, she uses The Destruction of Order to produce a mindless, berserk, frenzy in the agent. The agent then proceeds to run amok, shooting wildly until she is eventually killed. In the ensuing confusion, Pythius and Arail sneak into the warehouse and calmly announce that all the remaining agents should put their hands in the air if they do not wish to be shot.

USING ALCHEMICAL GRIMOIRES:

An alchemical grimoire is merely a book that contains descriptions of alchemical procedures. Most Alchemists keep their own grimoires, where they keep records of the procedures they have created. Procedures for healing, protection, or creating wealth may be cast fairly frequently. Having a written version of such a procedure saves the time and effort needed to design it again.

Many ancient grimoires merely save Alchemists from the trouble of having to design their own alchemical procedures. However, a number of the legendary grimoires, such as those listed on pages 136-137 of the Nephilim Rulebook, do more than simply save time. Many alchemical procedures recorded in such grimoires are the best and most powerful procedures devised by the author. As such, they can be treated as the results of a critical success when designing the procedure (double some important parameter of the procedure). A few procedures in such

grimoires are even more exceptional. The authors of the best alchemical grimoires were extremely skilled Alchemists, and their procedures can have exceptional power.

In addition to doubling some important procedure parameter, the most exceptional procedures in a grimoire have other advantages, such as allowing the caster to add one to the multiple used when making the Ka roll for the procedure: The Ka roll for White Stone Alchemy becomes Ka x 3, while the roll for Grand Secret Alchemy becomes Ka x 2. Some exceptional procedures may have other advantages.

However, to gain these bonuses the caster must follow the procedure exactly, including all using all necessary tool and components. Many of these procedures have very odd requirements. A mirror made of pure gold, a large flawless gemstone, or the flowers of a rare are all possible components of old alchemical procedures.

The first time a Nephilim performs any procedure from a grimoire it did not write the Nephilim must make a successful technique roll to fully understand the procedure. If this roll succeeds, the Nephilim may attempt to cast the procedure. If the roll fails the Nephilim must seek assistance to understand the procedure. Once a Nephilim has successfully performed the procedure, it will not need to make further technique rolls to perform it again.