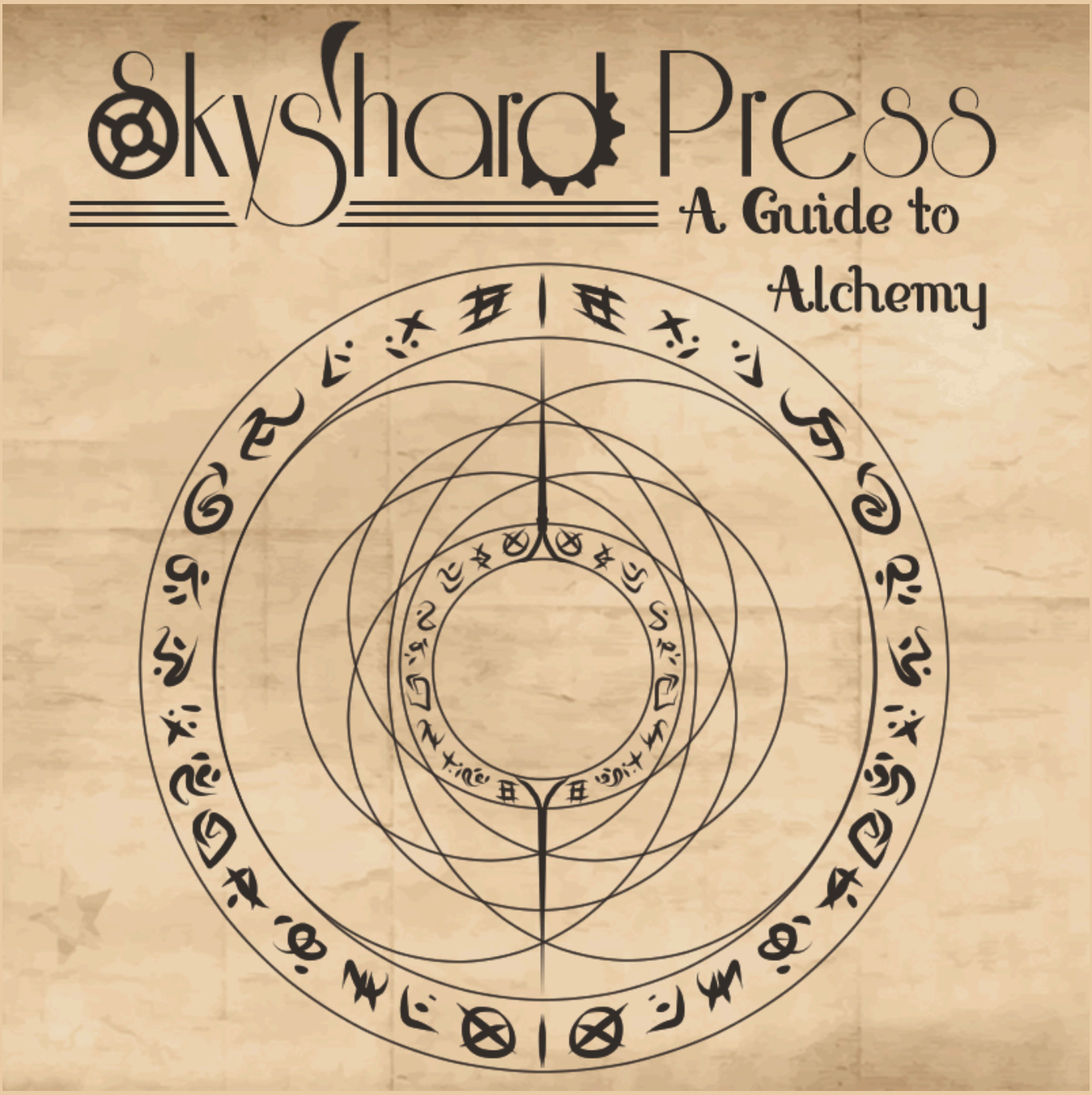


Alchemy is the process in which one item is transmuted into another through means of a highly regulated extraplanar alchemical reaction. Though transmutation circles are required to produce the desired outcome, the science is not within the materials present but within the circles themselves. When one inscribes a transmutation circle, they are inscribing coordinates, both of the current location of the circle itself, and the astro-planar multiverse coordinates of the material that is meant to 'overwrite' the current object. Once activated,

the circle then acts as a gateway between the fabric of the universe, allowing that reality to rewrite the item within the confines of the circle. Transmutations are semi-permanent for reasons unknown to scholars and scientists. An object may be changed once, at max twice before it is 'locked in' and transmutation no longer functions upon it. Alchemists must be absolutely sure that they are willing to sacrifice the original properties of the object before beginning the process of transmutation.

Please note: Being caught within the confines of an active transmutation circle may cause irreversible damage to those within. Human (and beastkin) experimentation with transmutation is expressly forbidden with the punishment carrying varying sentences up to and including execution.

An Alchemical Circle is, in essence, the sum of all its parts. Those parts being, from center out, the Gateway, the Address, the Mesh and Conduits, and the Home Row. Each part serves a vital function within the time tested science of Alchemy. Unlike the primitive alchemical circles of the past, our current method and understanding leaves little to chance and even less tolerance for user error. If you don't inscribe it correctly, it simply will fail to produce your requested results! Unless, of course, you inscribe the wrong Address, but then that's your fault now isn't it?

Why so complicated? It's actually far less sophisticated than it looks at first glance! Let's break down each component and explain in detail both its function and how to inscribe it properly.

Please note: If you wish to follow along at home, you will need the following items: Alchemical Chalk or Charcoal, an item to be transmuted, a hard flat surface, and the latest edition of the Royale Alchemist's Big Blue Book of Addresses. All above items can be procured through your nearest Royale Alchemist's

Supply Depot. Valid Alchemist's Guild Card Required to Purchase. Do not practice unlawful Alchemy at home.



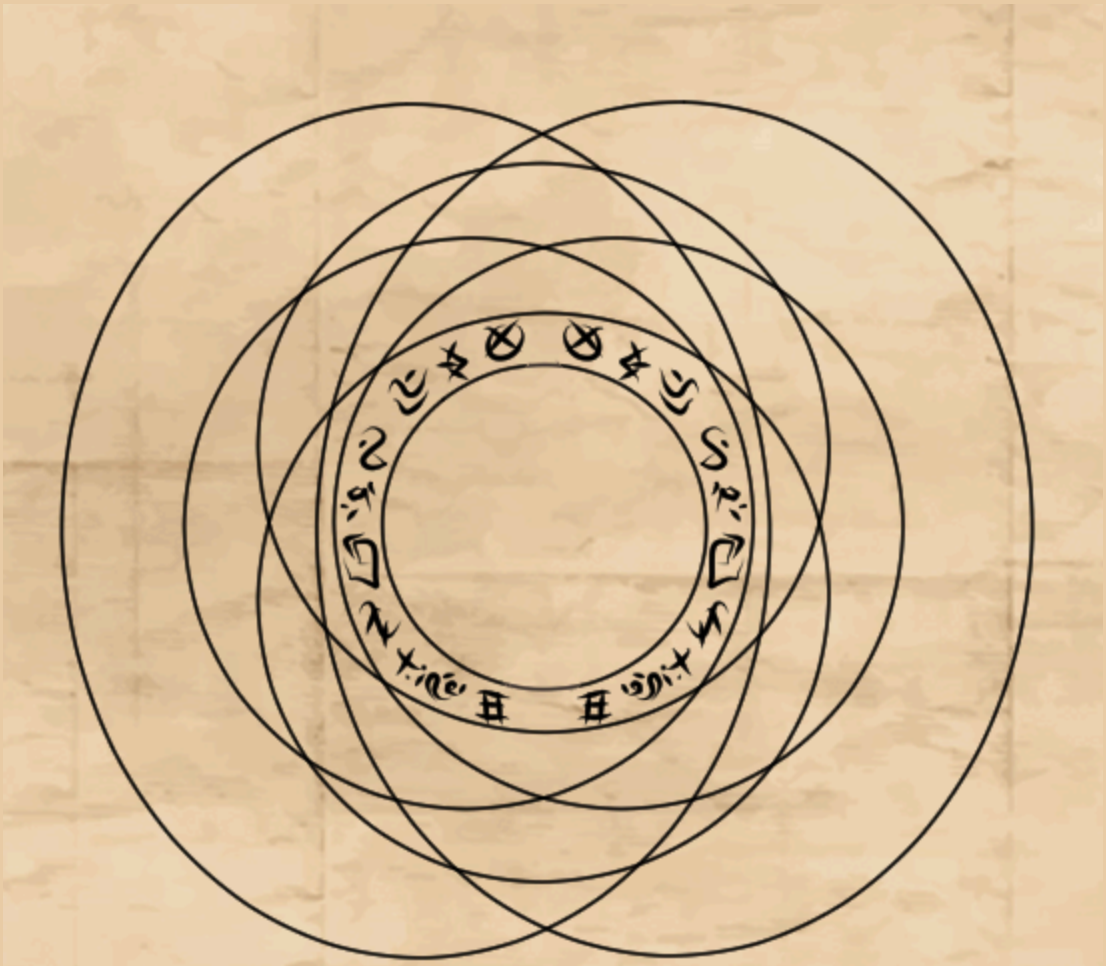
Where the magic happens, so to speak. The Gateway is the entire point of making an alchemical circle. Within its confines, the extraplanar energies called upon by the Address are released, essentially creating a one way portal from that particular universe. Anything within the Gateway will have its physical properties overwritten by those on the other side. Due to the volatile nature of these reactions, alchemical circles are designed to work upon a time limit, which we will address in the subsection for the Conduits. Anything and everything placed within the Gateway will be transmuted according to the Address inscribed. While some of these Addresses lead to basic materials and elements, like water, or iron, others lead to far... stranger results. Please match your transmutation items to their desired addresses accordingly.

To create a gateway, all one needs to inscribe is a simple circle, large enough to contain whatever is being transmuted.



Directly around the outside of the Gateway, one must inscribe the Address of the material you wish to acquire from transmutation. While the extraplanar address of basic elements such as water should be known even to a first year Alchemy student, it's advised that one still verifies and double checks their inscribed runes from start to finish in their copy of the Big Blue Book of Addresses.

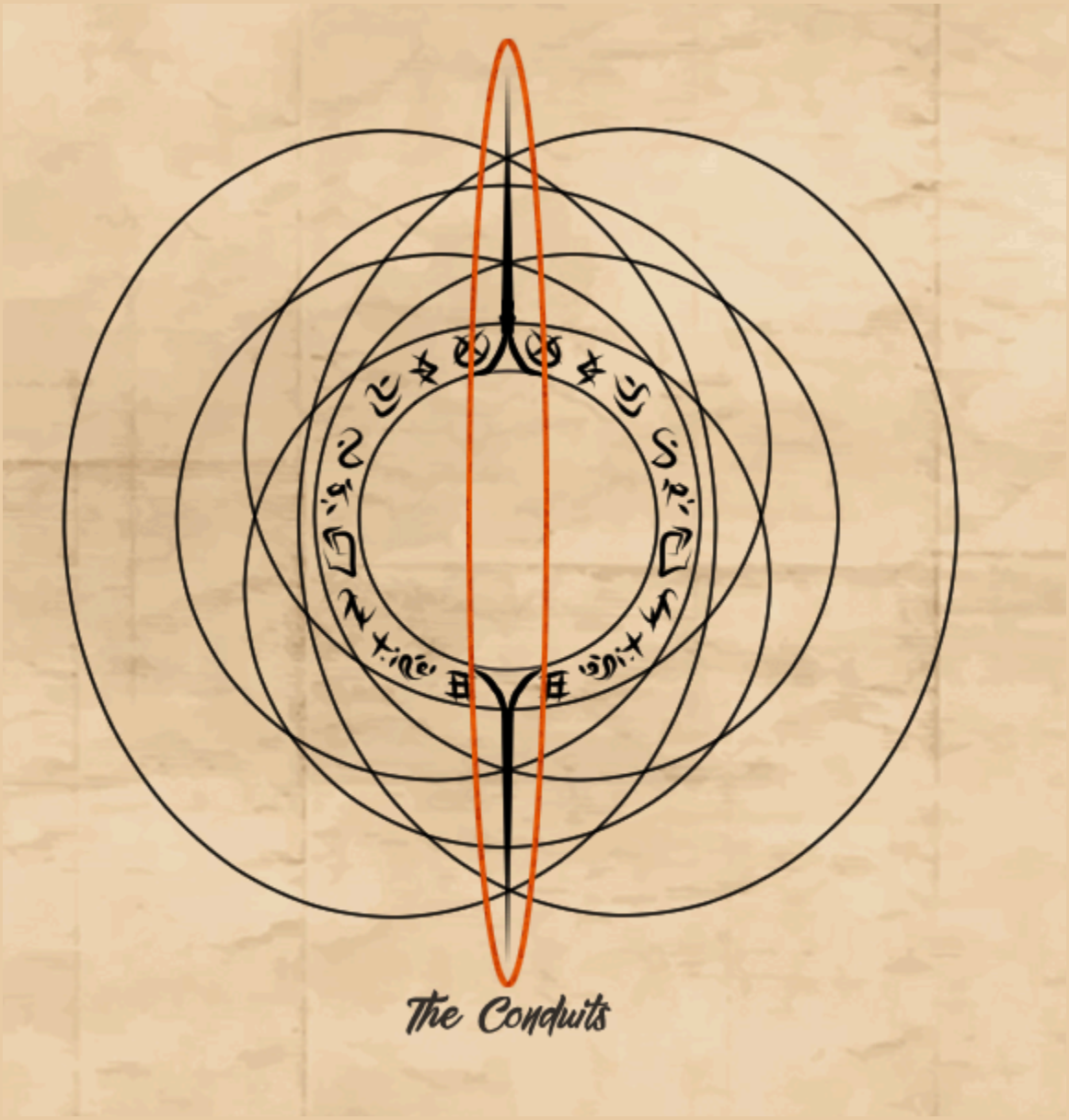
To inscribe an Address, one must start at the bottom, just shy of the Sixth position on a Clock and work clockwise until reaching the top. Please make sure to start and stop with proper Originator and Terminator runes. Then, from the bottom once more, simply transcribe it backwards. The adequate mirrored runes can be found in Appendix C of your Big Blue Book. Please make sure to leave enough space for the Conduits on each side!



The Mesh

Encircling both the Gateway and the Address are a series of concentric, interlocking circles used to tie both the Address to the Home Row. This is called the Mesh. Functionally, the Mesh is used to connect the Address to the Home Row in order for the portal to form between worlds. It also helps constrain the energies within the circle, as to prevent any leakage to the outside world and unintentional transmutations. (Please see Appendix D for more information on unintentional mass transmutation events, herein known as Inversions.)

To inscribe a Mesh, all one must do is draw at least six offsetting circles of varying sizes outward from the Gateway. The design of the circles does not matter much as long as they mirror each other on both sides of the Gateway.



The Conduits

Serving both as a primary channel for excess transmutation energy, as well as a timer for a Circle before it burns out, the Conduits are one of the most important and highly charged parts of a functioning alchemical circle. Upon initiating a transmutation, the strain on the Gateway and Mesh is high enough to obliterate its connections and burn the transmutation out in an instant if not

properly channeled away. As the energy burns through whatever medium the Circle is drawn with, it will eventually burn out itself and sever its own connections, terminating the alchemical reaction.

To inscribe your conduits, start from the top or bottom of the Gateway and draw two identical channels running directly outward through the Mesh. Duplicate this process on the other side as well. The more Chalk used, the longer the reaction will hold.

Please note: Placing a capture medium, such as a glass jar at the end of a conduit can allow some of the transmutation energies to be collected for later use. These are known on the market as Essences. Do not, under any circumstance, try to gather Essences without proper training, supervision, and protective equipment.



The Home Row

Memorize the above runes specifically in that order. Take some time, practice them out, never forget them. Those are colloquially known as the Home Row, but more specifically, they are the extraplanar address of our world. Every single Alchemical Circle will contain the Home Row as your final step before Infusing it.

To add the Home Row, draw a circle around the outside of the Mesh, then, starting at the top, inscribe the runes in a counter clockwise fashion. Don't forget your Originator and Terminator Runes! Add a dividing line along the same

pathway as the Conduit, and repeat the runes in their mirrored forms around the other half. Enclose the whole thing in another circle, and you are ready to Infuse and begin the reaction!

To Infuse, one must simply provide any kind of energy to start the reaction. A spark from some flint, or an electric shock is all it takes to get it going, as the reaction itself will pull more than enough energy once a connection is made. Once Infused, stand back and watch the reaction go!



Active Transmutation

[The next set of pages appear to be set up as a flipbook of sorts, flipping through them produces an animated effect. Please see: https://i.imgur.com/uxAYP6D.gif for the animated effect.]

Once a transmutation has completed, the circle will burn itself out. Please make sure you are adequately prepared to clean up the dust! While it is not any longer active, it is still prudent to clean up after yourself.

If you wish to learn more about Alchemy, please see your local Royale Alchemist's Guild and inquire about enrolling within one of our many branches!

[As you go to place the book back, a folded up piece of paper partially falls out from between some pages, unfolding it provides a note and sketch...]

