

## Spagyria – Shadow of the Alchemists

It took a few weeks of sailing (upgrading the dinghy to a yacht and then to a cabin cruiser) to reach the Shadow Cassie was looking for.



[GM: Spagyria is a shadow with +0 Pattern (situated half-way between Amber and Chaos), +3 Tech (approx modern earth) and +2 Magic (Alchemy is prevalent – potions and constructs rather than spellcasting)]

They anchored close to the golden sands of a private beach. Here the wealthy and pampered Alchemists came to surf and relax. They soon managed to meet them and befriend the lead Alchemists...



Isolde looked to be in her mid-twenties but turned out to be nearer 100 years old. Her wealth allowed her to undergo an expensive rejuvenation treatment every decade and then use daily unguents to remain young. She was obsessively researching something she called The Philosopher's Stone – an item that could transmute one element into another.

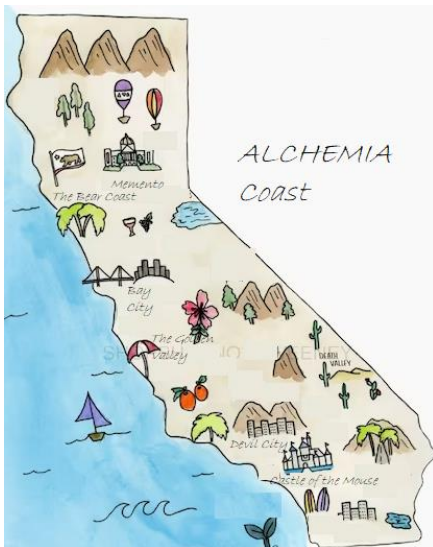


Anya also looked to be in her twenties, and probably was. She had a gift for manipulating crystals as scrying devices, glimpsing possible futures and chemical composition and viewing auras.



Anya's boyfriend, Thomas was maybe early thirties and a master of Potions and Alchemy. It was him that Cassie most needed to help her.

It only took a couple of weeks to become trusted friends.



The area is known as The Alchemia Coast and they are a few miles south of Bay City.

Trakka (the native guide) was confused and afraid of the roaring machines and other magical and technological devices. Morgan wasn't too happy here either so they both stayed on the boat.

The three alchemists are government-sponsored but independent super-expert researchers.

The technology here is a mixture of science and alchemical devices – just ahead of modern-day shadow Earth with SmartPhone Watches and 3ft Golems for simple manual labour.

Isolde and Aleya found they had much in common (because of their shared experience of being so much older and experienced than everyone else). They fell into a more romantic relationship.



Slowly Cassie revealed the scraps of recipes and alchemical components and bits of plant material. Anya examined them with her Crystal Spectrometer and was thrilled by the set of ingredients that would make the Pattern Booster and repulsed by the ingredients that would make a Logrus Booster.

Thomas was able to work out how to make the plant materials into the right format to be ingredients – boiling in salt water for some, shredding, grinding and drying for others.

He had the means to clone the plant materials and in a few more months they would be able to start mass production! The Pattern Booster potion seemed like it could Stabilise

Isolde's Philosopher's Stone machine. Currently there is very little control over what gets produced and often it is a violent explosion or harmful radioactive material.

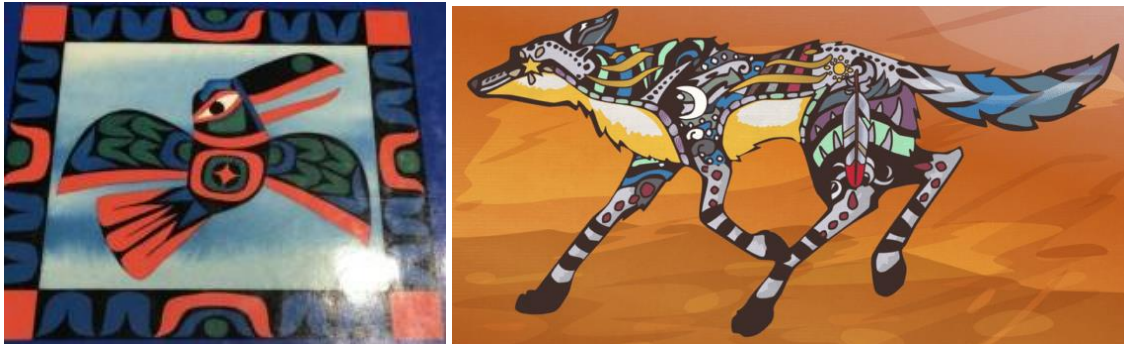
They are delighted with the new compounds and very grateful.

Anya makes a couple of attempts to scan Cassie as her high empathy and mysterious sixth sense can tell there is something odd about her.

Cassie avoids being scanned and they stop trying once the value of her recipes becomes evident.

They made a couple of discoveries about this idyllic world...

The word "Squirrels" was used as we use "Guinea-Pigs" and could refer to experimental subjects who were human as well as various animals. It seems that some criminals are experimented on and that some very poor people volunteer in exchange for rewards (often for their widows!).



Some intelligent "Ravens" and "Coyotes" had been hunted almost to extinction for their "Essence" – this is used to grant sentience to the Golems and to improve the Artificial Intelligence of various computer systems. Isolde hopes that the Philosopher's Stone (with the effects of the Pattern stabilizer) will be able to produce Essence! They were assured that the Essence creatures are all evil trickster monsters who steal human babies.

After three months, they decided to return to the Isle of Monsters and tend their own garden of Dworkin's plants.

Shortly after getting back there, Aleyn got a Trump Call from King Random.



Random has a job for him (and for Cassie). He wants a couple of Ambassadors from Amber to attend a Wedding in the Courts of Chaos. He'll give more details when they come through to Amber but basically they will need to represent the Family, not have any history of hostility with Chaos factions, not have the authority to make significant deals. Sounds simple enough.

The Elder Amberites are all either busy or recovering (Gerard & Caine) or already have enemies in the Courts. Benedict is down there already, in charge of a "Peace-Keeping Task Force" that was invited in to help the King of Chaos maintain order among the warring Houses. Benedict himself has ruffled too many feathers to attend the gathering.

Morgan and Trakka are to be left behind to tend the plants. They've mostly got the hang of the modern yacht now and know to not turn on the engine close to the shore of Monster Island – it has a sail and the engine is really just for manoeuvring in harbours.

[GM: I didn't originally expect so much effort would be made to reproduce Dworkin's Potions, but now that you have spent the best part of two whole sessions on it, some things that are supposed to be risky and difficult might become a lot easier. For example, making Trumps using the Trump Booster potion. If you choose to share the Trump Booster with the current Court Trump Artist - Kato Zen, it would help him a lot too. It can make using Trumps a lot easier too and probably would make Trump Sketches reliable enough to risk using those. Shadow-Walking or even Walking the Pattern will become easier with the Pattern Booster. Casting spells will become easier with the Magic Booster (but you'd still need the basic Sorcery Ability to do it). There might be some issues with over-use or mixing of different effects – you'll only find that out by experimenting or maybe by returning to Spagyria.]