

# **Alchemical Matter**

Alchemy is the art of understanding, deconstructing, and reconstructing matter; and follows multiple laws, rules, and stipulations.

The first and more important is the law of Equivalent Exchange, stating that anything you transmute must have matter equal to (or exceeding) your products'.

Any extra matter can be stored for later use, or transmuted into something else; but you cannot make something from nothing.

Be wary, Adventurer. You must follow this law to the letter, or the consequences may result in your untimely demise.

Matter itself is what everything is composed of. Most alchemists refer to it as "EMC", though what it stands for has been lost to time.

Almost everything has an EMC value, but a few items are composed of a type of matter that cannot be transmuted; no matter what you try.