

[Second Alchemy Lab, probably]

- small copal incense, machine oil, resin, alcohol, blood.
- lights atom "The Unanswerable Robot"
- workbench: Sophie lanterns, walls
- x workbench (were scrubbing, grains of resin) { } - }
- take copal
- x lanterns (disk of resin-scribed glass set over a phosphorus rod)
  - lenses are supposed to draw phlogiston from the Dragon to amplify the light.
- think
  - simple sealing word (RECALL WORD)
  - unsealing password (SPEAK WORD)
  - word of binding
  - word of essential residue
- recall essential (introduces principle of sympathy)
- recall binding (make simple compounds)
- recall sealing (boundary circle; most alchemical procedures start with a sealing word)
- recall unsealing (isn't alchemical, but deviants mind from op, doing it)
- take rod (horic, need gloves)
- x disc (Rena should channel from Dragon of Prelama; y once make a Sophie lantern once)
- g. (any fiery, bitter principle could be bound in to do the job. Copal is fiery & bitter, isn't it?)  
At the Academy, y used sulfur & an alkali. (Copal is fiery & bitter, isn't it?)
- speak sealing (unnecessary, just put the resin into the lantern)
- put resin in lantern. speak binding. {the lantern is now fully lit}
- l. (all the lamps are on now; the source was a phob?) down N, closed E (but filled with crystal?)
- worker (sneak under the bench. {note, sheet of instructions, calipers})
- take basket (iron panel under the workbench) to freshen up the calipers then see him.
- readnote: Sarge wants y (George Fossyle)
- x calipers: brass is tarnished, esp at the hinge
- read sheet - later: x crystal (not as if air has cracked, leaving a plane of cleaving)
- open hinge (wood body) x alcohol (fracture in the way)
- x iron panel (service hatch, rusty around edges, steel bolts are worse)
- open door { a Hadjan land is outside the door instead of the corner - THE END FOR NOW }

[Secondary Alchemy lab] lat door N, supply closet E (except crystal blockage),  
 heap of supplies on table, iron panel in floor, workbench  
 x re {brass} i { } x crystal {as if air has cracked}  
 x workbench {band is incised; steel bolt under it like bolt  
 x table {sheet of instructions, sprig of rosemary, 2 vials of essential oil  
 (peppermint + ginger), calipers, brass pin}  
 x sheet {to y = brass forth: get these calipers freshened up. See me after.

For clearing of BRASS TARNISH - prepare atmosphere of fiery principles;  
 place brass token with band; seal it; speak word of essential nature to evoke  
 brass properties; compound atmosphere with resinous note; intone lesser  
 Phlogistical Saturation; place token on tarnished den.

The resinous note = wave the rosemary. } RECALL / REMEMBER

RECALL - 1 ritual: basic ritual clearing inscription

5 formulae: Lesser Phlogistical Saturation; elementary word of binding;  
 word of essential nature; single sealing word; unsealing matter.

3 facts: work assignment; resinous note; lecture on aromas.

recall lecture - perfume influences ritual: they add elemental principle to atmosphere.

eg: ~~open~~ ginger => fiery; mint => cooling; citronelle => strengthening;  
 seaweed => something to do with breath.

recall consent - way to divert mind from ritual in progress.

open hatch - a Hadean land outside. (deadly out there) x stress (learn more about it)

N => airless land is blocked by a fracture, just like the supply closet.

close door. open hatch {too rusty}

RITUAL: open ginger - put pin in bolt. invoke Sealing. speak essential word.  
 wave sprig. intone saturation. x pin (has sig for basic saturation on it)  
 take pin. pat pin on calipers, close ginger. x Calipers

AGAIN (but with bolt + panel)

open panel. D.



[Secondary hat Cradle] E/W/U. Fretwork E contains lit Anders, frozen,  
E recent jar. Flask reacts of alcohol here. x Anders (fretwork?)

x jar (full size, contents/label blocked from view) fake flask.

W. [Mech hat Cradle] W/E, rusty hatch U, dk doorway S.

S → [Vaid] ⇒ You awake again \*\*\*

perform basic tarnish - take pin. put it on calipers.

perform basic rust. put bolt on panel. open panel.

perform basic rust. D. W. put bolt on hatch. (not good enough)

(try basic rust, but with alcohol instead of ginger?) - alcohol instead of bolt?

open flush (No) pour alcohol in bowl {use a spare beaker}

{bells at 'speak essential word' - beaker of rusty alcohol has too much

a material return. {try pin ⇒ the symbol doesn't discharge on hatch hatch.

W of Mech hat Cradle ⇒ [Cradle Bent] E/W, hatch floor open, mostly paper

read mostly {RECOVERED TARNISH CLEANSING - use a more potent

resinous element; instead of rosemary/leavender, use branch or cone from

evergreen tree; crush, if necessary. }

N [Chem hat Cradle] hatch E brass work; flask of "lubanjai"

x it. {essence of certain trees, solvent of substances that resist water}

x lock. {recent + not Service standard }

// d from Bent ⇒ [Herbarium Nook] in E corner, main space blocked by fretwork

shelf E bin "mistaken seed", pinecones, dried mushroom, spig of honeyuckle,

orange thread on floor crack. x thread - orange saffron, expensive spice.

smell it (pungent) smell honeyuckle (sweet)

// orange cone (instead of wave spig) ⇒ bolt E redoubled saturation



[Mechanicahot] wire-drawer, wire-splicer wheel, don't know how mad.

stove on W, corrodes cabinet, counter { platinum ~~rod~~, nickel rod, iron bead,  
lump of rock salt }, glass thread circle?

x glass thread { 1" wide, can be used for optical viewing devices }

x cabinet { was not proof + fine yesterday } open it { count hinges corroded }

x drawer { part rod of metal into it, turn crank, get a wire of it }

x wheel { feed in 2 wires, turn the wheel to get a blended alloy }

w [Materials Store] table - board, adjustable, cabinet (locks),

bin { stone chips (obsidian, granite, sandstone), moon-metal rod,  
bunt quartz prism, long quartz prism, fluorospar crystal }

cuppled recipe, glass chin (key of #)

x recipe { UNIVERSAL TARNISH CLEANSING - use a catalytic environment instead  
of fire. Use brass or steel token. Seal. Reute categorical imperative,  
pour drop of Java Spirit on token, intone Lesser Phlogated Saturnum.

Also: Practice - adjustable board. Platinum wire creates a catalytic env. IF  
no arrows present! Tools in lab. }

x board { you can put a <sup>metal</sup> wire in its groove to get up desired elemental associations }

// perform universal (with bolt). put bolt on cabinet @ Mech hot.

open cabinet (toon sheet, rest-stained sheet)

take toon - "I've sealed chymic lab. Way in: Mars, Luna, Jupiter - JA."

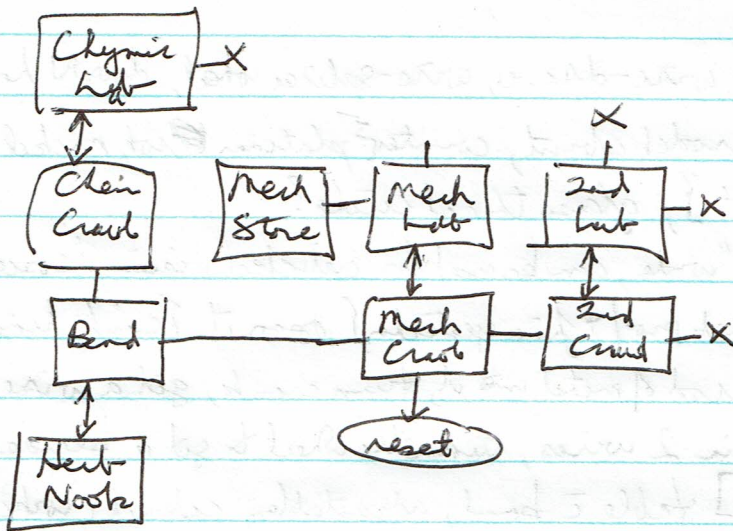
read rest-stained - BANES for FUNGI = Prepare retort - mustard seed +

fungus sample, in a saline bath. Seal. Turn on burner + heat to gentle simmer.

Invoke Binding of Antipathy. Descent. }

recall antipathy - either hold contradictory elements in accord OR amplify  
elements opposite to external influences.





// set lock to mass. Set lock to luna. Set lock to Jupiter (it opens)

open hatch. v. [Chymic Lab] retort, sign, door Z, hatch D,

5 flushes (sand, vinegar, muriatic acid, mineral oil, saline),

2 paper (folded, wrapped), brass wire, input of citronelle oil.

x sign { remember Hermetic Sealing word } x retort { bulb 2' wide c band, reservoir for reagents, mesh basket for solids; slot to add reagents,

tap for extracts, products, dump valve for discarding, gas burner. (fun to light it) need folded. } word of extension (delays, lengthens chym reaction)

[word of culmination (resolves chym reaction)

read wrinkled { Lab demo 5: Calcinate of copper. Place muriatic acid +

quick copper (aka orichalcum) in retort. Heat until green salt ~~crystallizes~~ <sup>crystallizes</sup>.

CAUTION: Unstable. Flush retort; do not extract calcinate. }

open door. (fracture here too; Thalasson Lab; thick waves of grey)

// put seed in retort. put mushroom in retort put saline in retort.

invoke hermetic sealing. turn on burner. x retort. z. invoke antipathy.

{ liquid is deep purple, get vial of fungicide, auto turn off burner, auto pull dump

lever + begin mushroom. go to mechanical lab.

pour fungicide on mold. open door. N



N [Lab Hall Southwest] wallpaper, N, G, Mech Lab S, Chym Lab W,  
straw & juniper NG, sheet of paper. read discarded paper } TO CREATE  
A RESONANT OCULUS (obscure unseen influences): Prepare environment  $\bar{c}$  lunar  
influences. Use a bound  $\bar{c}$  a gestalt shelf; place lunar symbol on shelf;  
exclude aromas. Put glass loop inside bound. Seal. Vocalize a resonant tone  
to tune loop in the Celtic mode, followed by syllable of counterbalance to  
fixate it. } mention of gestalt shelf opens a memory {  
remember gestalt } instead of aromas, to apply precise symbolic marks to environment {

e. [Lab Hall Southeast] N/W, Seem Lab S, Opticks Lab E

e [Opticks Lab] block of bluestone on workbench; all mirrors, lenses shattered.  
closet E, storage annex S, scribbled sheet. Search glass.

read scribbled sheet. } Premium quartz to use elemental earth for optical mirror  
calibration - one day only. ~~If you don't~~ This is the only ~~one~~ earth-shard in stock! }

e } Erebin land of ice & snow } S [Opticks Annex] table  $\bar{c}$  gestalt shelf,  
bin { scribbled sheet, chip of flint, concave lens, convex lens }, white feathers.  
read scribbled } Anodyne Evocation (aid body growth).

Percalcination: (for more stable receipt). Calcine a metal. Seal retort  
(Hermetic) & invoke Crystalline Tempering to clarify salt's structure.

Add more acid to redissolve; continue heating with a 2nd crystallization occurs. }

RECALL (RITUALS, FORMULAS, FACTS)

// [Lab Hall NG] S, W, stairwell SW (fractal), Texting Lab E, Pyrics Lab N (open)  
N [Pyrics Lab] kitchen, gas burners (on), storage E; in kitchen: thick key &  
porcelain paten; table { glass vapor rock }, jar of cedar splints,  
other splints: swamp path, green lindera, blackwood, winter oak, maple,  
elemental wood. x key (used to unlock fire doors) x paten (feathers + Chinese sign  
for breath)  
turn off kitchen (steals on)



⊆ [Pyries Stre] jar of camphor lumps, silver coin, lead rod,  
stack of fire brick (as bound) i gestalt shelf.

x coin (~~iron~~ iron/jsh)

// Testing <sup>mine</sup> door is locked. w. [Lab Hall NW] ⊆, S, con W, main stre N (open),  
graffiti {unknown script} N [Main Stre] fracture ⊆ (Ensign (these),  
more W, safe (locked), diamond, silk cord, silver chain

x these [Sydney these, symbols on his hand, looking at safe]

x hand {last is Scorpio or Virgo} x safe (13 zodiacal constellations)

w [Storage Nook] floor hatch (lead, too small for person), Aleksey Fite seal.  
open hatch (too heavy). x seal (of rutilium)

// go to materials stre. unlock cabinet with seal.

open cabinet {phlogisticated gold rod}

// w of Lab Hall NW → [Lab Wing Hallway] ⊆/w, fire door w locked.

N is Pannas hat (fracture, open), library S, chime (Q-flat)

S [library] neat sheet, untidy shed, rotor card.

x rotor card ("infotiter" i S symbols to choose for (snowy day))

read neat sheet (resonant tone)

read untidy sheet (POTTON OF FIRE/HEAT PROTECTION. Memens saline into bound.

Simple seal with NO aroma. Release fiery aroma. invoke counterbalance.

change atmosphere to chill. Invoke elem word of binding.

NOTE: Don't use chymic retort for drinkable potions.)

x books (you cant seem to reading)

fun card (sprightly → windy → sunny → rainbow → moonlit → snowy)



[Medical Wing] chair, aeroclave, tank of elemental air, masna gong,  
workroom E, vord W, fracture S, rusty scalpel, mix of eucalyptus oil.

hit gong (make by we doesn't stop) eucalyptus (sour & bitter)

no spark. gong/ocular → health & vitality

x aeroclave (sterilizes equipment, hose from tank to aeroclave, knob)

reach tank (air can dissolve you!) x needle valve (to fill protuberances)

hunger vortex. E [Medical Workroom] bench & board & shelf.

mix for Anthony File, bubble & valve, ragged sheet, narrow sheet.

x ragged sheet - prophylactic scalpel (knife in air, strong aroma, Ka Sealing,  
essential nature, remove aroma, Binding of Antipathy.) ~~→~~ eucalyptus works

To use it: wave the blade within field of cleansing vibration.

Reach narrow sheet - Major Animus (directly move objects)

// take scalpel - w. hit gong. wave scalpel {the noise fades}

(however - when the gong stops, the aura reforms!)

take all. put bubble & valve (to fill with elemental air)

// pour bubble on gunk & Medical Wing Hw. {dull sheet, glossy sheet}

dull sheet - MISUBA'S LONESTONE - earthy atm., silk thread in bond,

labyrinth symbol on shelf. Mithraic Sealing, Pour viridigis over sink.

Put elem-earth shard on silk. Strike chime in mode of recession.

Put elem-fire on labyrinth symbol. Final: Minor Animus.

glossy sheet - OFHLKE'S INSCRIPTION - MIMIC ANOTHER AURA: Spirited atm.

Quartz token. Ka Sealing. Sprinkle copper percalcinat on token.

Invoke isomorphic. Pour elem-water on token. Close: Elem-binding.

~~Use~~ To use: touch token to donor, then to recipient.



~~cut~~ cut cord (c scalpel) @ joints, open locker.

read lesson sheet { TO RENDER GLASS PERMEABLE. Select chime in P#.

~~Insert~~ Solar env. Put chime in bomb. Simple seal.

Sprinkle pure sand on chime. Say resonant tone. Strike chime.

? End: Relative Anima. Once chime is covered, strike it against embed into pane of glass. Pane will be semi-fused while chime resonates.

Only use on flat simple sheets of glass, { (only try in locker)  
cut cord (c scalpel) @ Exoscopy, open cabinet { cleaned steel, plain sheet }  
read covered { TALISMAN TO ATTRACT METALS.

Saturnine env. Token: chime tuned to desired metal. (Metal chime best)

Simple seal. Surround chime with saffron. Ignite saffron.

? Say resonant tone. Strike chime. End: Medicate Anima.

To use: strike chime to attract all nearby objects of given substance.

read plain: CLOCK TINCTURE (to repair/realign clockwork)

Order & precision env. Alum token. Sealing of Shamash.

Add perfect mud. Say counterbalance. Add sublime spirit.

Add token of brass. End: Major Anima. Induces perfection in any brass it touches.



[Deep Stacks] ~~said~~ books, bulging yellow vitruvian S,  
crackly sheet, molding sheet.

read crackly sheet - ~~is~~ muritic acid synthesis (a more corrosive/toxic acid than muritic) Prepare retort o mineral fluxspan in bath of vitriol.

Seal. Heat until crystal entirely dissolve. Turn off heat.

Word of extension, Add saline solution. Once combined,  
word of culmination.

read molding sheet - } symmetric sequence  
   { antisymmetric sequence

x books - all are blank!

x yellow { a coral <sup>The glass</sup>, paper stuck between coral + floor }

fake coral (light + yellow, like cork)

look thru oculi - indigo spark { Jackson mud synthesis -

perfect balance of e-air & water. ~~Put~~ Put sand in retort. <sup>permetic</sup> Seal,

Invoke Crystalline Tempering. Add one of pure elements to retort.

Speak word of extension, then add the other pure element.

End: word of emulgence.

// coral is unaffected by e-air.

// cabinet in Deck Suite { folded sheet, ripped sheet }

unread { Mediate Anima; Relative Anima

unread { increase weight of lead - Create anchored (Saturnine)

env. Place any common bit of stone in hand. Scribble seal.

Resinous note. Essential nature. Add Gaian precipitate.

End: Binding of the Celestial Spheres



Bronze attractor  
Ingr: ~~iron~~ wing, B chine, Zafraon, lighter

- put Zafraon on chine. burn it. resonant tone. strike it. Mediate Anom.  
& chine (has sign for attraction) - the attractor action only happens once.

glass case - brass win, P# chine, sand

brass win (solid), P# shade token, simple seal, add sand, resonant tone.  
strike it, Relative Anom. To use: strike it + embed in glass.

x f-shape (sign for permeability)

@ North Anom: strike f-shape. put f-shape in window. W (bag is in hot vacuum; don't dare walk by then)  
take f-shape (chine dead + symbol vanishes)

(likewise with window @ Portico)

// at High Tower: touch cabinet (affects only rotation)

open cabinet with rutilum (Alchem Rite) seal - it sticks, but doesn't loosen the cabinet cover

Try lead acted: horn con, stone bit, rosemary, saline?

ENV: anchor, token: stone, Seal, resonant, essential nature, + Gaia. Celestial Sphere.  
granite

- Gaia precip -> not saline, not snowy card, not e-water.  
Sand?

Try the fungicide recipe, but use coral sample instead of mushroom)

retort: mustard seed, sample, saline. Seal. Heat to smolder. Antiparty.

- coralicide ✓ (pink liquid + fuming)

go to deep stacks. pour coralicide on outcropping. read stained sheet.

read stained: Gaia precipitate synthesis:

Retort: vitriolic, Orichalcum. Seal. Heat to dissolved metal.

Symmetric. Add alum until solution turns violet. Add e-earth. Reduce to powder.

(the powder is a purple-grey dust)

x granite (sign for ponderosity)



w of Lab Wing. Hw → [East Side Hallway] (unlocked fire door with thick key)

Naval W, Labs E, Medical S, main unlock N. close fire door.

look through Oculus (just like sparks)

x sparks {musical memory: A = iron, red, liver

complex/obfuscated.

B = bronze, orange, stomach

C = brass, ...

C# = titanium

F# = aluminum

G# = nickel

(F# = mode of extension, G# = ostension, G retard = intensin, G# = paratension,  
H = recessin)

N [Ailock] lever down, inner door open, outer door N closed. lever has Prensna symbol

S of East Side → [Medical Wing Hallway] cabinet leaking gunk, open door S feeds  
mercury. look at door through oculus (vortex of negative energy)

// put bolt on cabinet (universal band) - doesn't work, gunk isn't corrosion.

// w of ESTH → [Naval] benches, pedestal (board & shelf), fresco, mesh S,  
mural & more blk marks, E/W, entry hall N.

x mural (7 stages of Alchemical Man; the conjuncture in SW is defaced.)

smell (family of oranges, overlaid & peppermint)

w [West Side Hallway] bay W, nave E, quarters N, paper garden S.

S [Paper Garden] flowers, trees, pool, maze E, needles S, obs door W.

x pool (cant see bottom) s. [Grand Stairs, Top] bunkers W, granules N,  
staircase D, hall S blocked by fracture, consider exit on fire.

In fracture: Lt Powes, Michael. He's Atthey-ple, but a Lt. wouldn't normally  
have business in bunkhouse. look at door through oculus (hoop of needles around the door)

E [Burning Hall West] cant tell what's burning.

// D at [GS, T] → [Grand Stair, Bottom] Barony E (gate & lock), gap S, more marks,  
pale yellow bead. (of iron) (spiritual)

s [Edge of Chasm] chasm N/S, ledge S, passage E.



S [Chasm Rubble] N/S, massive slab half over edge, bronze chisel for cut.  
x chise (glass G-flat) S [Chasm, at Bridge] E to deep lobby, locked,  
W bridge, vertigo! Something way  $\bar{c}$  dragon Buro who keeps gravity stable.

x door (locked  $\bar{c}$  Venture File paddles, a violet!)

// e of G of Chasm  $\rightarrow$  [Confusing Cracks] maze, chip of basalt, sparks, indigo column  
look through oculus. x carmine sparks.  $\bar{f}$  many at stone:

marble opposite of obsidian (white/black, crystalline/glossy, pelagic/volcanic).

Serpentine vs basalt. Chalk vs flint. Graphite vs slate.

Sandstone vs malachite. Porphyry vs quartz.  $\bar{f}$

// smell in paper garden - normally sent of plants + breeze; instead dead <sup>air</sup> + peppermint.

// look at obscurity door through oculus = fulsome Renaissance natural science.

e of Paper Garden  $\rightarrow$  [Host in Paper Maze] (maze is rest of dragon Palldma)

d  $\rightarrow$  [Garden Pool] paper bundle dissolves. D (cant maze it) U to garden.

// w of West Side Hallway  $\rightarrow$  [Sculpture Arcade] portal W to exoscaphe,  
has valve wheel. window N, open hatch D is flooded, brass cube.

x cube ("27" wt) D [Arcade Crawlspace, Floated] N (blocked),

S (muddy debris), B natural chise in debris. x wheel (Emergency Bay Pressurization)

W  $\rightarrow$  [Exoscaphe] hatch above, bench, engine compartment W, exit portal E, doors,  
cabinet tied shut, crumpled sheet, horn coin

red crumpled sheet - Bands of the Celestial Sphere. (used in astrological rituals)

x horn coin (symbol of anchor) W [VOID]! U (cant be opened against pressure  
differential. // N of Sculpture Arcade  $\rightarrow$  [North Arcade] window W, door N,

marble chip. look at door through oculus (Bacchanalian tint)

x window (steel doors opposite, bay roof damaged, paper at far end of bay)

x bay roof (sculpture's upper dome appears cracked)



N of WSH  $\rightarrow$  [Quarters Access] N/S/W, fragment of paper

read fragment (form of thing may be joined to its spirit, replicating it.)

But to apply recursively, structure & spirit of the spirit... ?

w [Scrubs County] w (blacked) S  $\rightarrow$  [Under Ward] tiny recipe sheet,  
torch lighter, flask of vitriolic acid + alum.

recipe { word of anaphylaxis: influences sensitivity of contrary elements }

x acid (produced from sulphur) // n of SC  $\rightarrow$  [Study Room] books, torn sheet,  
filthy sheet, ribbon, spark. look through oculus.

x spark { Ka Sealing wood, from Egyptian mold of spirit + mind. }

read torn sheet { potion to hold breath - prepare exhilarant environment  $\bar{c}$  aroma,  
have exhilarant symbol on shelf, measure saline in bomb.

Simple sealing; Anodyne Evocation. Place elemental wood on paten & ignite it.

Conclude with elemental binding. { remember: exhilarant symbols deal  $\bar{c}$  air,  
wind, & breath, and seaweed (?) }

read filthy sheet { TO CREATE PLANETARY LAWS (reveals symbiotic associations of celestial speed)

Need 2 glass lenses that match. Aroma-free, lunar atmosphere.

Put 1 lens in bomb. Simple sealing. Essential nature. One drop of Java spirit  
on lens; put other lens atop it. Berdy of the Celestial Sphere fuses lenses &  
empowers them { x ribbon { has I Ching trigrams, used in Chinese rituals }  
(spiritual nature)

// n of QA  $\rightarrow$  [Officer County] Cpt. in fracture N, senior of E, junior of W.

x captain (Harst; she looks worried)  $\in$  [Deck Suite] cabinet, "kelp" inset,  
doors: Venture (N), Alchemy (S), Artillery (E). x cabinet (locked  $\bar{c}$  Artillery File)  
look ~~at~~ at kelp thru oculus (exhilarant) N (Haden land, black dist)

S [Master Rector's Quarters] desk, rough sheet, fine sheet.

rough sheet { render aura impermeable to harm }

fine sheet { isomorphic group; idempotent group }



E of Dark Side → [High Tower] (of Cat's) bunk, clay disks { molds for Ventrans, Alchemy +  
cabinet (alchemical symbol), shiny paper. <sup>medals</sup>

read story {phlogistication of electrum region}

- electrum region is an alloy of platinum moon-metal.

1) Place rod of electrum in catalytic environment; simple seal.

3) Pour yarrow oil over metal 4) in the elementary binary

(white ph-gold used to support elemental fire, p.e.r. can be ignited directly from  
existing elemental fire (but doesn't survive camphor procedure))

x cabinet (plate contains  $\bar{c}$  symbol for attraction) {attraction symbol myself to ozonics}

w of OC → [Junior Quarters] locked teal  $\bar{c}$  white coat, broad sheet on it,  
clay tile (lekythos form)

read book: (white fire burns only via elemental fire; tomorrow's assigned inside

To IGNITE EVERY FIRE. Place ph-gold in vapor crock with camphor  
& burning blockwood. Seal crock. Once the camphor's vapor pressure  
has built to just point, the metal will be ignited.]

// w of now → [Portico] suits, ferns, doors N window E

w → [Void] // dark potin. D. S. [Obscurity Crustacean, Flooded]

u → [Observatory] kidge above N/S, North ladder blocked by practice,  
S ladder folded up, counterweight, N exit blocked, S, compass pedestal  $\bar{c}$   
elemental water, windows of steel. x windows (each a different world)

x compass (cups of water above screen of white quartz - dark now?)

x bridge: the Archery, one of the four dragon-nests. x counterweight (lead block on <sup>steel</sup> cable)

↳ [Obscurity Above, South] horological calculator (sphere, dial, slot)

thin slip on slot. Two papers: course sheet, debate sheet.



read course { synthesis of viridigris (lower oxide of orichalcum).

Put orichalcum + vitriol into retort. Hermetic sealing.

Heat until vitriol just begins to boil, then invoke Physiological Catalysis.

read delicate { synthesis of sublime spirit (7<sup>th</sup> distilled essence of mineral oil) }

Put mineral oil + nickel into retort. (Thin pieces of nickel are best for surface area) Invoke sealing. Word of extension (to prevent oil gouting)

Add elemental fire into retort. Then extract desired fractions.

x calculator (it condenses heavenly observations into potable form: tin slips.

The sphere follows the stars; dial has Greek alphabet, slot (catcher)

x dial (set to any of 24 Greek letters)

x sphere (8 of them; the spheres are aligned at gamma, pi, sigma, tau, alpha, kappa, xi, theta (outside → in)

// look at tube through oculus (orjante regression of forked paths)

// Rent pour acid on condenser (outside bounds of a ritual) }

/to [under pool] D [Bottom of Shelf] mud-covered slab

clean slab. read slab (word of emulgence, blending, eg: earth + water = mud)

U → [Paper Garden] // create fire-resistance.

@ Burning Hell West + drink potw. e. [Burning Hell East] obsidian door (locked),

sheet of paper in niche. read paper } RIESSENZWEIG'S INSCRIPTION

& MIMIC THE AURA OF ANOTHER. Constant meditative even based on Book of Changes (Use central bound of head). Put beads of wood + jade in bound.

Simple sealing. Place burning wood on shelf. Invoke Name of the Tortoise.

Discharge elemental air upon the bound. Close with Chi Binding. }

x door (obsidian door is shut). } flask of saline incinerated by inferno! }



reset. create oculus. create lodestone. create fire resistive.

go to keln. drink potion. take all from keln.

// I crank isn't portable. jar of amphrodit isn't portable (take one lamp at a time) }

(how to light blackwood? The inferno, keln, & lighter would do it.)

"got observatory" - // create lens. look at lens through oculus (insight)

look at sky thru lens @ 2nd lab (-)

@ Chymia lab (-)

stun thru lens @ Observator (herboche)

sky thru lens @ Opticks lab (-)

sky " @ Portico (Hadem nature)

// Can't go south into Med way without some protection or disguise

// @ Main Store: look at hand through lens: hibern, Ophiuchus, Taurus, Scorpio  
in open safe, take orichalcum rod.

// card thru oculus: moonlit (lunar); snowy (arctic); windy (exhilarant);  
sunny (solar); rainbow (spiritual).

feather (light); black (heavy)

sparks - Ophelia lab (violet) - Crystalline Tenseig

- Stone Nook (magical) - Dispersal Bush (gather in ventral, seal, sparkle albat on wall, culminate)

- Study Room ( ) - Ku Seelig

- Girl Side How (juchain) - music lesson

Phys  
Swe: ~~dw to fire door~~ dw to fire door, haken 1



Mediate / Relative Anima  
 Symmetrical / antisymmetrical  
 isomorphic / idempotent

(Sicks - examples for strength, flexibility, & breathy)

- change centrality's chime (H)
- change centrality's animus (minor)
- change gain's symmetrical  $\Rightarrow$  ~~anti~~-counter Gain precipitate.
- change ~~lead~~'s Gain  $\Rightarrow$  gossamerity inscription
- change metal's anima  $\Rightarrow$
- change purity's animus (minor)  $\Rightarrow$  fails with major, mediate, relative
- change invis's idempotent to isomorphic  $\Rightarrow$  fails
- change anima matam (quartz)'s isomorphic to idempotent  $\Rightarrow$

- Grain:
- 1) put vitrol in retort
  - 2) put nichelan in retort
  - 3) Hermetic Sealy
  - 4) Turn on burner
  - 5) Wait (metal dissolved) (2<sup>v4</sup>)
  - 6) Symmetrical (positive connection to Earth)
  - 7) talon
  - 8) to earth

- Lead:
- 1) anchor (horicon)
  - 2) store in retort (ground)
  - 3) Simple Sealy
  - 4) resinous nite (rosemary)
  - 5) essential nature
  - 6) + Grain
  - 7) Body of the Celestial Sphere

fiery, arctic, exhilarant, orders, earthy, anchored, solar, lunar, spiritual  
 FIRE    COLD    AIR    EARTH



in compartment @ Storage Nook (flurry sheet + seized sheet)

flurry: TUCKER'S solvent - only DISSOLVES GRANITE.

- 1) put muriatic & baryteric acid in retort
- 2) say Hermetic series
- 3) + e-earth
- 4) anaphylaxis
- 5) + slate (opposite of slate)
- 6) ~~Body~~ Body of Antipathy

Seized: FIRE-DEVOURER (Consumption)

(grisen / mustard seeds / all word)

- 1) strong fiery em (use several infernos)
- 2) put alcohol in board
- 3) sealing word of passivity (phlegmatic)
- 4) ignite benches with e-fire Emission
- 5) Greater Phlogistical Saturation

salt / X ?

opposites

marble / obsidian

Soapstone / basalt

chalk / flint

granite / slate

Porphyry / quartz

serpentine / malachite

made

- marble solvent
- malachite solvent
- obsidian solvent
- porphyry solvent
- soapstone solvent

[Dressing Room] row of peppy suits (no hats), greasy sheet

greasy: Yang oil synthesis

- 1) catalytic em
- 2) Target: mineral oil
- 3) passive (phlegmatic) sealing
- 4) sweet floral atm (least honeysuckle)
- 5) essential nature
- 6) + bit of reed pith (swamp pith)
- 7) burr pith
- 8) say Phlogistical Catalysis

- piagaid nature

← say extension? (doesn't show / hangs down)

Esses flow of phlogiston through certain metals?

brass furnish + S/hesser/Orally/ ⇒ pin catches fire & burns away!



[Barrow] (pour ~~use~~ tincture on lock) W, N, dragon, fragment  
fragment: theory of spheric transition is incomplete.

The 'echo' is a mystery; the traces left behind when agentily  
enters the Higher Spheres.

N [Barrow Crevise] N (too heavy)

// look at bars through tubes (crushing between gradient Barrow,  
plus south end of chasm)

// no sparks found at Barrow or Barrow Crevise.

// can't use suit after using Tincture.

// wear suit (don't know how to wear one)

// can't get to Prema after suit anyway.

/// pour devover on inferno. [Chapel Hall West] x ash.

e [Chapel Hall East] pour sheet on door.

e [Antechamber] gate N, justice S, neat sheet, faded sheet  
read read: Faulty dragon substituted into active one. (Composite is unstable)

Place a fulcrum in active dragon's lair. ~~The~~ Orderly CW.

Use Markler's <sup>(Scribble)</sup> Invocation. Symmetric (active dragon consumes destroyed one)

End: Dragon Invocation (Summar active dragon)

Warning: do not allow dragon's presence to cross the fulcrum node!

read faded: FULCRUM. Bound of metallic quicksilver or quicksilver amalgam.

Use stone token. Grendel's Seating. Pour vitriol on stone

Note: sulphur + quicksilver are polar opposites) Invoke "Dragon's name"

End: Relative Anima. (Knot of lines below "Dragon's name")

x gate (psychic numbness)

piece spark: either isn't uniform; laws of science are properties of either.

Alien either can change chemical law! (4 poison happens!)

look at gate through tubes & needles like at birdhouse

// can't make invis without e-fire (used up to make devover)

open gate (feels tighter than Birdhouse; psychic security too)



put granite (6 wt) on counterweight [symbol transfers to counterweight;  
cable snaps, whips out of sight; folded ladder reaches floor.]

u → [Arthur] dragon Aistheta is a mental of senses, and done, but lifeless.  
fragment of papers { soul-airther, an echo of the soul.

The vibrator is not self-sustaining. Cherry notes during time ... }

x dragon { recall theory of dragons: Pneuma (light & air),

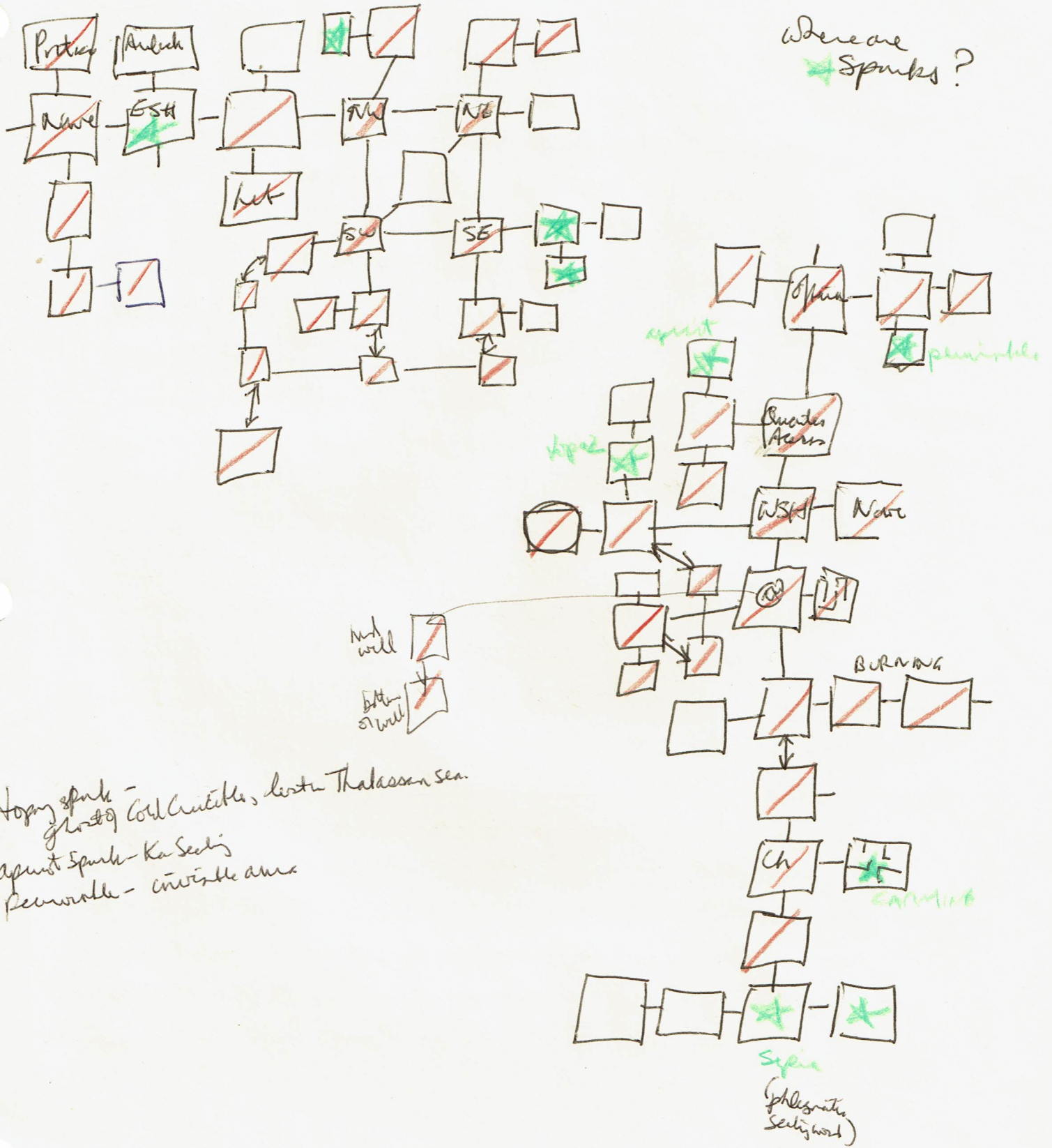
Baros (stability & gravity), Aistheta (navigation),

Synthesis (binds rooms of the machine together & to its destinations.

The dragons use the robot's vital organs, created by trained vectors taking <sup>months</sup>  
(nothing via oculus in room) look at dragon through oculus

{ compass rule lines are weak; where passages exist (garden maze, chamber cracks),  
compass lines are snarled & useless }





Hoping sparks -  
 glotto of Cold Crucible, better Thalasson sea  
 against sparks - Ka Seel's  
 penwinkle - invisible area

Sper  
 (phlegmatic  
 Seeligwort)



