

THE PHILOSOPHER'S CYST

"You're an alchemist you say, good sir? I believe that it is often said that the science of alchemy is rooted in the search for the elusive philosopher's stone, is it not? Of course, one can say the quest is not so much for its ability to give life but in the thing that drives all of our dreams. Gold. Now let me recant to you good people a tale of greed..."

- An anonymous jongleur.

The philosopher's cyst appears as a rubbery and semi-opaque globe of one foot or less in diameter. Somewhat at its center appears a sooty black stone. Those adept in the skills of alchemy will recognize it as a potential philosopher's stone. It is indeed a philosopher's stone although not one of this world.

In alchemy, the matter of the universe is called first matter. It is this first matter, or prime material, that drives the purifying power of a philosopher's stone. A philosopher's stone is wrought when prime material is composed of equal amounts of its varied aspects (the five "elements" of air, earth, ether, fire and water.).

The philosopher's cyst is the result of an attempt to acquire philosopher's stones from a parallel universe. The pure alien nature of the matter of the stone causes the universe to react violently and most likely when found it will be surrounded in the remains of a scene of that earth shattering violence. When brought it into this world from another the universe the incursion creates what is known loosely as a prime elemental. Prime elementals appear as death incarnate composed of swirling components of gasses, liquids and solids. (See below). The prime elemental will attempt to slay whoever is in its way to the stone. Upon reaching the stone, it then proceeds to encircle it, which leaves it encysted. The blister is a magical construct composed mostly of shadows. The interior is filled with antimatter gasses, which are slowly digesting the alien stone. Over the course of a month, the cyst slowly shrinks into oblivion as the stone is adapted into the universe.



Over the course of handling and examining the cyst one can observe upon rotation that the inner alien stone is shifting like a compass off center. It is actually pointing away from the nearest native philosopher's stone. It will not get any closer than 30 yards to a native stone leaving the rest of the path to the stone up for speculation especially in busy areas like towns.

The cysts is fragile not unlike a balloon and if it is punctured will explode in a 15 foot radius negative energy blast from the antimatter. (Save vs. spells or level drain). The freeing of the alien stone will invoke the prime elemental. It will proceed to attack all in the general vicinity.

PRIME ELEMENTAL

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: -6
 MOVE: 10" MC: A
 HIT DICE: 16
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2d12+7
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +3 to hit (see below)
 MAGIC RESISTANCE: 85%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 X/14,350 + 20/hp



Prime elementals appear as huge threatening entities composed of gas, liquid and solid of varied shape but always bearing a scythe rippling with energy. Some typical shapes will be of a hooded death incarnate, a bull horned demon lord or a wild haired bearded patriarch. These creatures are not true elementals rather they are composed of pure prime material, which in turn is composed of elementals, energies, and ether.

In regards to an alien philosopher's stone, since the creature is a reaction of the plane to an outside pervasive force it will always fight until it can capture and encapsulate the alien prime in antimatter and shadow. Once this is done the prime elemental dissipates into reality once more.

They are immune to poison, sleep, paralysis, and stunning. Infra-ultra-vision 60 feet. They may become ethereal at will.

Prime elementals can automatically gate other types of elementals in to fight for it. Once per day it will gate either 3-8 8HD, 2-4 12HD or 1-2 16HD of any of the various elemental types.

XP Value: 500 G.P. Value: 5000

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