

Azoth

By:

SYSTEMATIC ARBITRATORS

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Table of Contents

Table of Contents

Lore ____ Page 3
- Story
- Setting
- What is the main focus?

How to Play ____ Page 4
- Setup

Turn Sequence ____ Page 5
- Draw Phase
- Summoning Phase
- Forming Phase
- Process Phase
- Discard Phase
- Movement Phase
- Swap Phase

General Rules ____ Page 8
- No cards
- Control Points

End Game Conditions ____ Page 8
- Win
- Lose

Pieces ____ Page 9
- Game Components

Credits ____ Page 9
- Systematic Arbitrators
- Producer
- Story Writer
- Mechanics Designer
- Artist
- Editor
- Tester
- References

Appendix ____ Page 11

Lore

Story

Azoth was once a place of peace, harmony and unity among all Philosophers and people of the community. Unbeknown to anyone, the outer regions of Azoth rapidly became occupied by odd structures capable of producing mass armies of Homunculi. In times of despair, the Philosophers of Azoth bound together to hold off the hordes of treacherous Homunculi, whose numbers progressively became more and more staggering as time went on. After many months of war, the Philosophers made a decision to split up, each taking charge at one of four control points for the Homunculi. Their plan was to seize control of the tower structures, and cease production of the militant minions. At this point, broken, fatigued and weak-minded, each of the Philosophers eventually reached their selected objective, but peace and unity were not to return to Azoth. Upon arrival, each Philosopher realized the unique, elemental powers and energy that could be absorbed from the Homunculi. While originally wanting to restore peace, the four Philosophers were unable to fight temptation and turn away from the powers they had each been overcome with. The realm now divided, war rages on as the Philosophers fight for full control of Azoth.

Setting

Azoth takes place in a fantasy style realm with the same name. Azoth was a thriving region that was once home to a unified community of peaceful dwellers. Now ruled by Philosophers of Alchemy, who have been overcome by power and greed, Azoth has turned into a dark, barren land. Empty and cold, the plains of Azoth now yield only the footprints of vicious Homunculi and treacherous Golems.

What is the main focus?

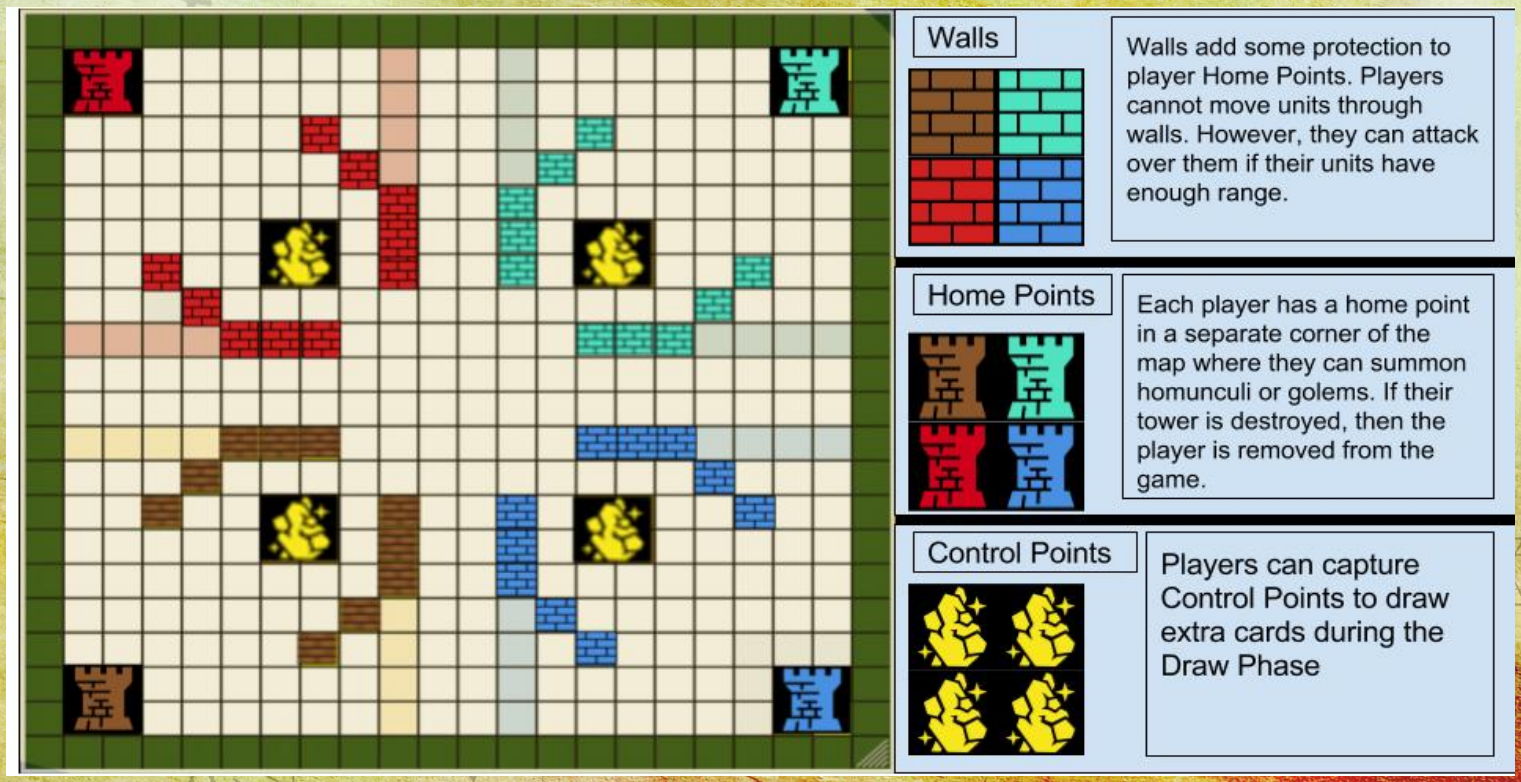
Four players each choose a unique Philosopher to control an army of foot soldiers that are made up of hordes of Homunculi and large Golems. Each player will need to strategically command and position their army in the field of play to combat other player's armies while trying to get their Golems within range of another Philosopher's Home Point. When in range, players will have an opportunity to defeat opposing Philosophers in an attempt to be the last Philosopher remaining in Azoth.



How to Play

Setup

1. Players begin the game by first choosing the Philosopher they want to play as. In the case that players cannot make up their minds, players can take turns rolling an 8-sided die and decide based on the results. Since there are four playable Philosophers, each with their own distinctive element, each set of two numbers can represent a different element. For instance: Fire = 1,2; Air = 3,4; Water = 5,6; Earth = 7,8. In this case, the first player will roll and be assigned the Philosopher corresponding to that element. The next player will do the same and so on for as many players are participating. If someone rolls a number for an already claimed Philosopher, they can simply roll again.
2. Once every player has their chosen Philosopher, they must take both the matching Philosopher card and template cards. These are shown in detail in the Appendix.
3. Afterwards, the deck is shuffled and placed to the side.
4. The board is then set out and players are placed in control of their respective Philosopher's Home Point. The board is shown below.
5. Players then draw three cards each in the predetermined order of Fire first, Air second, Water third and Earth last. This order sets the draw order for the rest of the game.
6. Control Points will be placed in the designated locations on the game board.
7. Once everything has been set up, players may begin the game.



Turn Sequence

In *Azoth*, the unique turn sequencing is represented by rounds. Within the rounds are phases, where the players will be able to make choices and play out their actions. Each round will encompass seven phases, in which the players will each have an opportunity to take their turn. Players take turns in each phase according to a predetermined order, or in synchronization, depending on the phase. Upon the final action of the last phase, the round will end, and the next round begins.

Phases (In Order):

- Draw
- Summoning
- Forming
- Process
- Discard
- Movement
- Swap

Draw Phase

The **Draw Phase** will be the beginning phase of every round except for the first. For the first round, players will have already been dealt their cards from the Game Setup. Every round after the first will begin with the Draw Phase. During this phase, each player must draw cards from the deck until they have exactly three in their hand. If the player is in control of any Control Points on the board, they can draw additional cards equal to the amount of Control Points controlled. This is done in order according to the normal turn rotation. So, the first player will draw until they have 3 cards plus any additional modifiers, then the next, and so on.

Example: If a player gets to the Draw Phase, and has only one card in hand and one currently controlled Control Point, that player must draw three cards from the deck to have the required four in hand.

Summoning Phase

The **Summoning Phase** is when the players will have their chances to build up their armies. Whether to fortify defenses, or push the pace as an offensive aggressor, this is the phase when players will have to make significant decisions for position and strategy. At the start of any Summoning Phase of the game, all players should be holding three or more cards in hand. The Summoning Phase also follows the rotational order, beginning with the first player, and so on.

When it comes to a player's turn, and they have chosen to summon, that player will need to lay their card(s) directly on the outside of the board behind their Home Point in view of all players. Players will not be allowed to move any card to the discard pile until they have received and placed the proper unit(s) they have summoned. In order to summon a Homunculus, they must discard one Material card. For a Golem, they will need to lay down three Material cards. Once the unit(s) have been received, and are in the player's possession, that player can then place their summoned unit(s) at their designated Home Point, or within one space of any other unit(s) they control, Homunculi or Golem, and then remove the Material card face down to the top of the discard pile.

Once a player has completed all summons, it will be the next player's turn in the rotation to do their Summoning Phase. If a player gets to their Summoning Phase, and opts to make no summons, then it will immediately move to the next player's Summoning Phase. Once the final player in rotation has gone through the Summoning Phase and the final action has been completed, players will move on to the next phase.

Forming Phase

The **Forming Phase** should be quick and simple for players, but holds great importance for moving forward into the next phase. Forming allows players to unify their armies for combat. Sometimes players may have units of Homunculi and/or Golems that have gotten spaced apart from movement or summoned in nearby areas. When in range, players can move units to come together as one, increasing the max Health (hit points) of the Homunculi, or creating a unit of protection around a Golem.

Players will complete the Forming Phase one at a time, in order, beginning with the first player.

When reaching the Forming Phase, any Homunculi that are within two spaces of any other Homunculi, can be corralled together right next to one another. When players form Homunculi together, the player can arrange the allowed Homunculi in any fashion, not going any further than the farthest Homunculus being formed. The player may then place any other Homunculus that is being formed, to the direct left, right or behind of the other Homunculus. This can be done for any Homunculus that is within two spaces of another. When a player has moved Homunculi together, each of their hit points will be added together as one unit. What this does is, when an opposing player attacks the unit, the player will have to remove Homunculi for the amount of hit points taken. But when formed into a unit, the player that was attacked will now have the advantage to choose each individual Homunculus to remove. As well, when players reach the Movement Phase, they can move their formed units together as one unit, or decide to separate and split any chosen Homunculi how they choose.

Example: If a player has 4 Homunculi that are each within 2 spaces of another, that player can move all 4 Homunculi together as one unit, not going any further then the furthest Homunculus that was not moved. For combat, this now increases the Health of this unit to 4. If this player is then attacked for one hit point, the player that was attacked then gets to choose the one Homunculus from the unit that they want to remove, still keeping the unit formed how they choose upon depletion.

For Golems, similar actions can take place, but with added advantage to the one forming. Homunculus, or Homunculi units, that are within 2 spaces of a Golem can form around the Golem, just as the Homunculi can. However, the added advantage to this mechanic is that players now have the choice to move the Homunculi unit directly in front of a Golem. Homunculi units and Golems that are formed together will not act as one unit for combat. Also, a Golem that is within 2 spaces of another Golem, can form together. However, the formed Golems are just a positioning tactic, and their Health does not combine as one. If an opposing player is within range of attacking 2 formed Golems, with no Homunculi formed in between them, the attacking player will have to decide which Golem their attack(s) will apply to. Also, when in range and attacking, players can only choose one Golem from the unit to attack with per phase.

Example: If a player has a formed unit of Homunculi, and that unit is within 2 spaces of a Golem, the player can reposition the Homunculi unit to the direct left, right, behind or front of the Golem that is in range. When a player forms any Homunculi unit to a Golem or formed Golems, any Homunculus that are positioned in between the Golem(s) and the attacking force, must be defeated first. Remembering, that the owner of any formed units of Homunculi has the choice of which Homunculi should to remove from the unit.

Process Phase

The **Process Phase** will be another phase where players will have to make significant decisions to facilitate successful progression in the game. This will be the first phase where players will make decisions and take actions for combat. At this point, players will be deciding their actions for combat, whether passive or aggressive.

To begin the Process Phase, the first player in rotation can choose up to 2 material cards per unit type (total of 4) to apply to their combat. Depending on the material used, their units can benefit from a variety of effects including increased attack range, health, damage, or travel distance. These affect all units of the appropriate type for the player. Each player will place their chosen material cards, referred to as modifiers, on the board next to the appropriate unit's Template card for all players to see. Once all players, in order, have applied their chosen modifiers, players will move on to combat.

Example: If a player applies an Earth Material card to their Homunculi, all Homunculi will have 2 Health instead of the usual 1. This will stack for formed units of Homunculi as you would expect. So a formed unit of 4 Homunculi would have 8 Health.

For combat, players will begin at the top of the rotational order. The first player will then be able to choose one formed unit (see Forming Phase*) to combat any opposition(s) within range. Each player will attack with one eligible unit or formed unit at a time, and move on to the next person in order to do the same.

A Homunculi unit must be within range of another Homunculus or Golem to attack. Homunculus attacks normally do one damage for each Homunculus that is formed in the unit, plus any added modifiers. If any player has a unit of Homunculi that has over 8 Homunculus, that unit's basic attack will max out at 8, but can go over 8 with any added modifiers.

Example: If a player has a Homunculi unit within range of a Golem, and that player's formed unit has 11 Homunculi, with an added modifier of +1 Damage, the player's formed unit can attack the Golem for 16 Health.

A Golem, or any formed Golems, must be within range of another Homunculus or Golem to attack. Golem attacks normally do 3 damage before applying modifiers. Remember that, when attacking formed Golems, the

attacker must choose which Golem they are attacking if more than one are in range and they are not obscured by any formed Homunculi. Also, a player that has a formed unit of Golems can only choose one Golem from that specific unit to attack with per phase.

Players also have the option to refrain from attacking with any units of their choice. If a player has 4 available units in play that are all in range of attacking, that player can opt to attack with all or less if they choose. Once all players have attacked with their chosen units and/or Golems, they must discard all modifiers attached to their units. Afterwards, the game moves to the next phase.

Discard Phase

The **Discard Phase** is where players rebalance hands for going into the next round. At times, some players will be able to obtain more than the 3 cards in their hand based on the control points they occupy and command. The Discard Phase will begin with the predetermined rotation, and so on in order.

If a player ever reaches the Discard Phase with more than 3 cards in hand, that player must discard cards of their choosing to the discard pile until they have exactly 3 cards in hand. If a player reaches the Discard Phase with 3 cards, or less, they do nothing. Once all players have had their turn in the Discard Phase and have only 3 cards, players will then move on to the next Phase.

Movement Phase

The **Movement Phase** is when players will have the opportunity to reposition their armies for the next round. Each type has their own movement, that the player can choose to do so or not. Individual Homunculus have a maximum movement range of 1, Homunculi units have a maximum movement range of 2 and Golems each have a maximum movement range of 1. However, if a player has a formed unit of Homunculi and Golem(s), that specific unit can move as the one unit they are, with a maximum movement range of 3.

Players cannot move through opposing player's units or walls.

When players begin the Movement Phase, it will start with the first player in rotation moving each eligible Homunculus, formed unit or Golem a single space. The next player in the sequence will then do the same, and so on and so forth. Players will carry out this sequence until each eligible Homunculus, formed unit and Golem has been moved up to the maximum amount, if they choose to do so. Players can always opt to not move pieces of their choosing. When all players have completed all chosen movements, the next phase will begin.

Swap Phase

The **Swap Phase** will be the final phase of each round. This phase will allow players the opportunity to give up cards for individual Homunculus. Players will go through the Swap Phase in rotation, beginning with the first player in the order.

If a player chooses to do so, they can discard up to 3 cards, in return for individual Homunculus. Each player can choose 1, 2, 3 or none, to swap out. If a player chooses to swap, they will receive one Homunculus for each card discarded. The player will then place the received Homunculus the same as summoning. When all players have taken their turn for the Swap Phase, that will conclude the round, and players will begin the next round.

General Rules

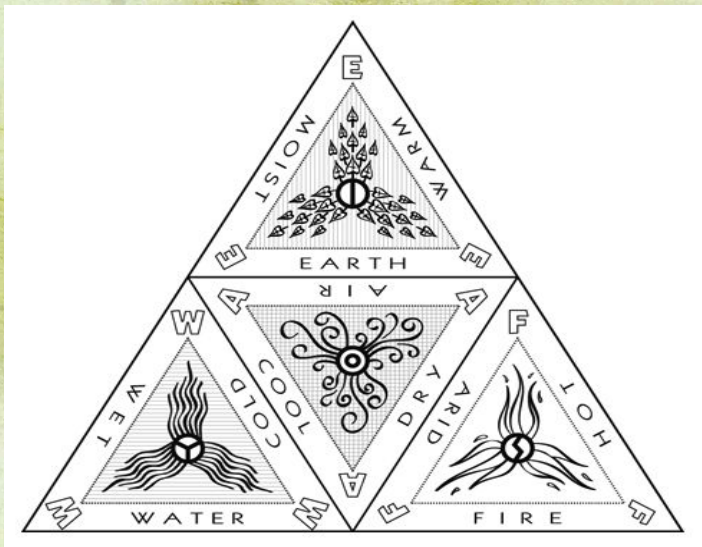
No cards

If at any point in the game should there be no cards left to draw, the discard pile must be shuffled and put into place as the new deck. Players will then continue drawing as usual.

Control Points

One of the objectives in the game is the capture and maintenance of Control Points, or "Mana Wells," scattered around the map. By controlling these wells, players can gain additional materials while also possibly making things worse for their opponents. Players can decide whether to take unoccupied wells, or they can try to take wells away from their opponent.

If a player has units inside the 2x2 square of a Control Point, and that Control Point is occupied by no other enemy units, that player instantly assumes command of the Control Point. If a player is inside the range of a Control Point that is still occupied by any opposing armies, that player must eliminate them before being able to seize command.



End Game Conditions

Win

A player wins the game when all other players have had their Home Points conquered and there is only one player remaining on the board. To conquer another player's Home Point, you must bring its Health down to zero. Each tower starts with 20 Health and can only be attacked by Golems.

Lose

If another player conquers your Home Point, you have lost and are taken out of the game.

Pieces

Game Components

- 1 (20x20) Game Board with grid-style movement spaces
- 1 8-sided die (Not required for play)
- 60 Material cards total, 15 for each element: Fire, Air, Water, and Earth
- 40 Processes cards, 5 each of the 8 different types
- 4 Philosopher cards
- 8 Template cards explaining Homunculi and Golem attributes, 2 for each Philosopher card
- (80) Homunculi pieces total, (20) colored based on each element.
- (20) Golem pieces total, (5) colored based on each element.
- (1) Elemental piece

Rule Book

Credits

Systematic Arbitrators

Producer

Paul Del Favero

Story Writer

Paul Del Favero
Curtis Howard

Mechanics Designer

Curtis Howard
Paul Del Favero
Jessica Gillet
Alfred Good
Iain Henderson

Artist

Jessica Gillet
Alfred Good
Iain Henderson

Editor

Iain Henderson
Jessica Gillet

Tester

Alfred Good
Paul Del Favero
Jessica Gillet
Iain Henderson
Curtis Howard

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Title Image: Fludd, R. (n.d.). Medicina catholica [Man at the centre of the fortress of health, protected by the angels.]. Retrieved April 11, 2017, from http://www.alchemywebsite.com/amclglr1_old.html

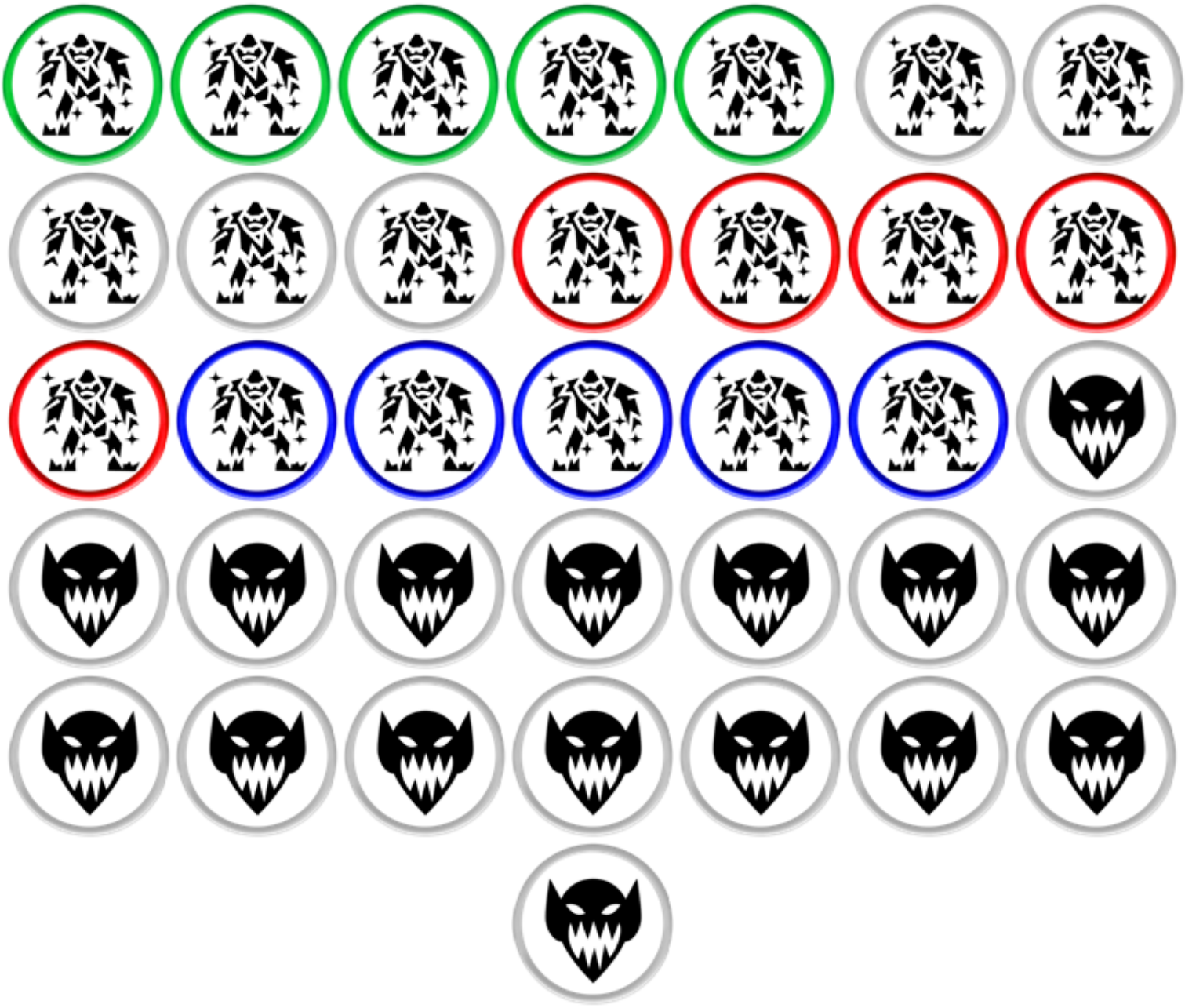
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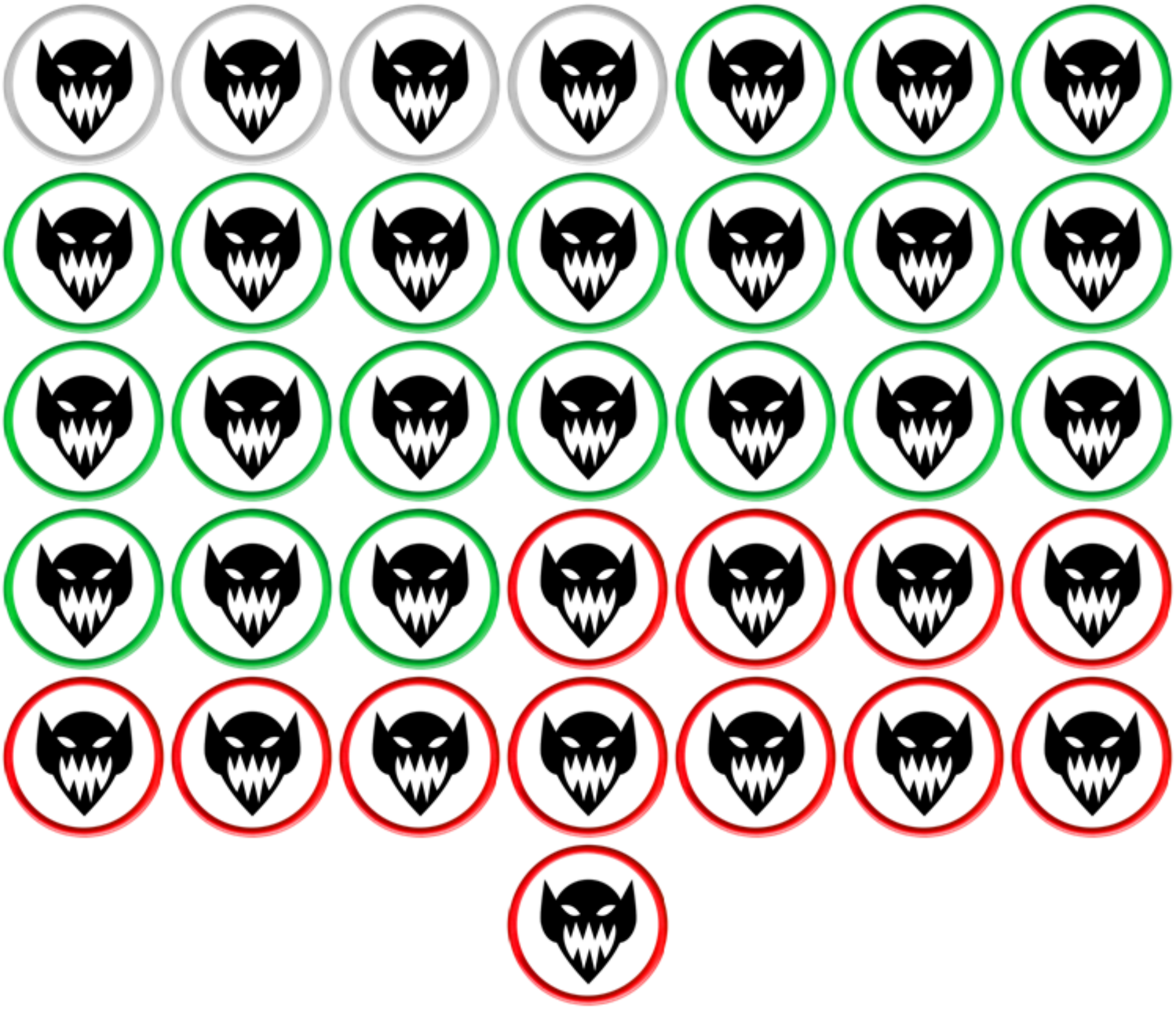
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Appendix


GOLEM
3 DAMAGE
1 MOVEMENT
1 RANGE
10 HEALTH
GOLEM
3 DAMAGE
1 MOVEMENT
1 RANGE
10 HEALTH
GOLEM
3 DAMAGE
1 MOVEMENT
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2 RANGE
1 HEALTH
PHILOSOPHER
JOHANN
IMMUTABILITY:
CERATION IS HALF
AS EFFECTIVE AGAINST
JOHANN'S CONSTRUCTS.
PHILOSOPHER
SOFIA
WILDFIRE:
SOFIA CAN DRAW A
CERATION CARD FROM
THE PROCESSES DISCARD
PILE INSTEAD OF ONE
OF HER DRAW CARDS.
PHILOSOPHER
ASTRID
FLUIDITY:
ASTRID'S HOMUNCULI
HAVE 2 RANGE.
PHILOSOPHER
WALFRIED
SWIFT JUDGEMENT:
EVERY SUMMONING PHASE,
WALFRIED CAN SUMMON
A 5 MOVEMENT, 1 HEALTH
ELEMENTAL THAT CAN NOT
ATTACK AND IS DESTROYED
AT THE BEGINNING OF
THE NEXT SUMMONING
PHASE.





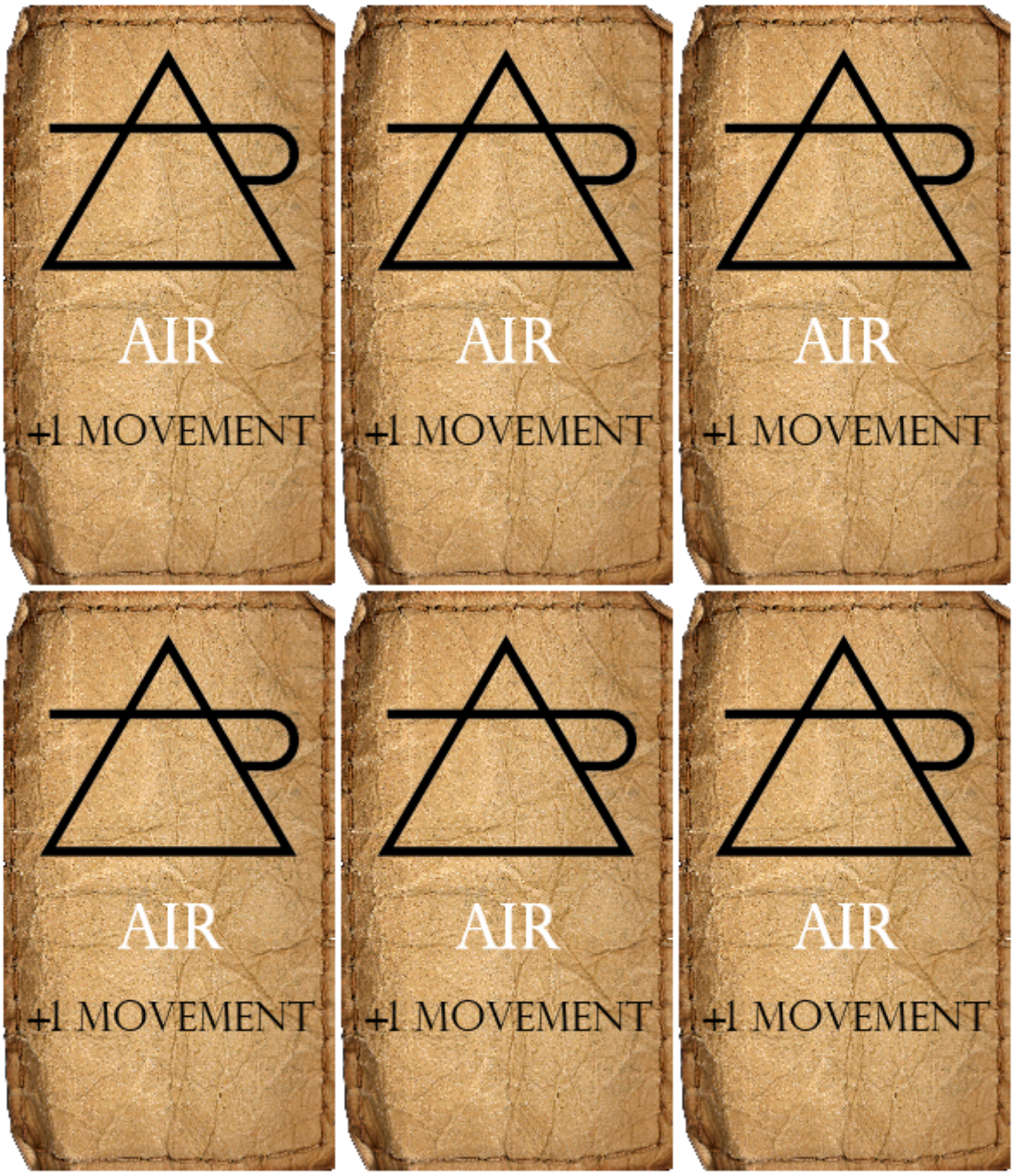


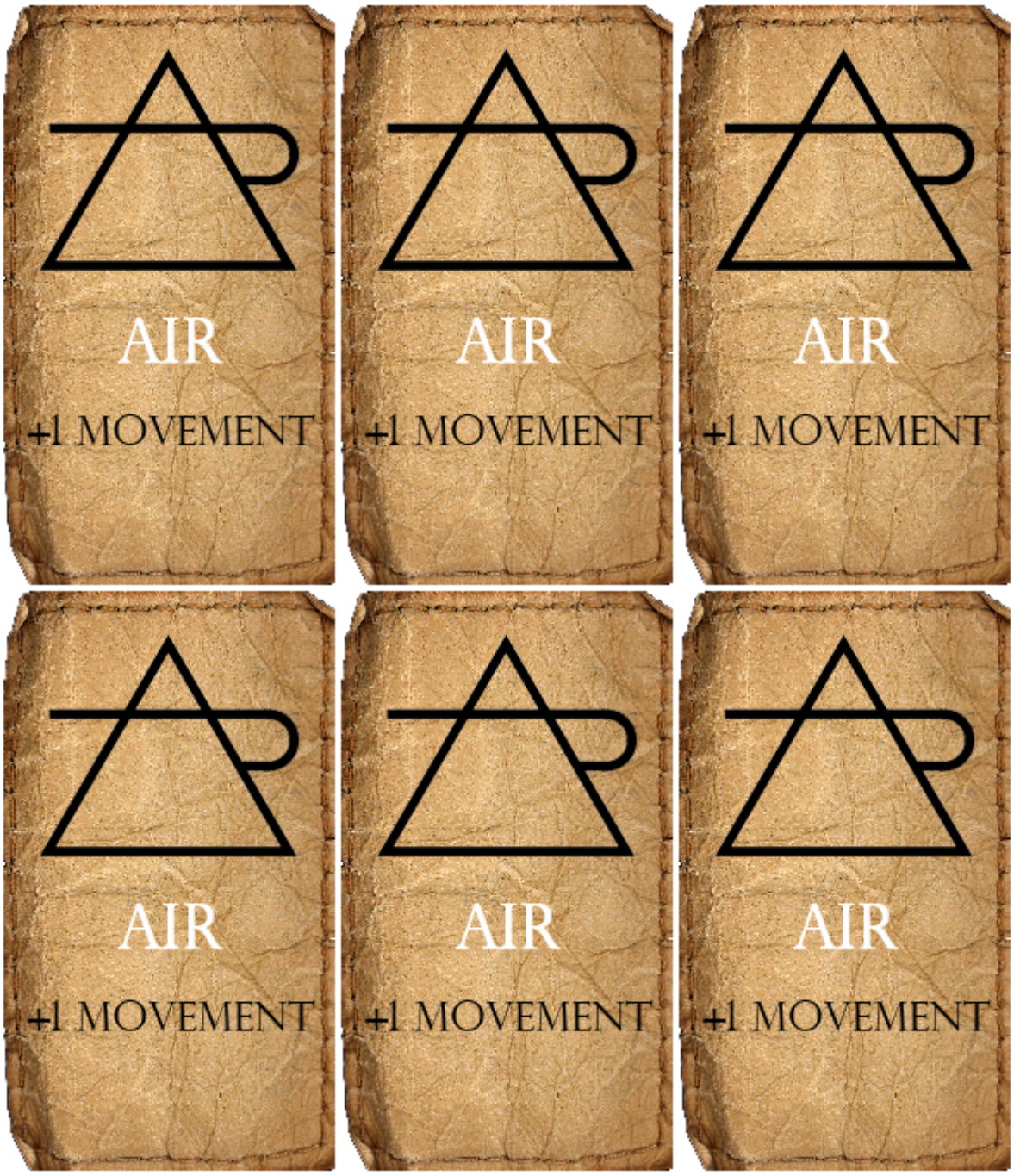



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MULTIPLICATION
PLACE THIS CARD BESIDE YOUR PHILOSOPHER WITH UP TO TWO MATERIALS ON TOP OF IT. AT ANY TIME, YOU MAY DRAW THESE MATERIALS FOR USE.
MULTIPLICATION
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CERATION
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CERATION
DISCARD ANY NUMBER OF MATERIALS. DEAL DAMAGE EQUAL TO THE NUMBER OF MATERIALS DISCARDED.
CALCINATION
SUMMON A GOLEM AT NO COST.
CALCINATION
SUMMON A GOLEM AT NO COST.


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CALCINATION
SUMMON A GOLEM AT NO COST.
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CALCINATION
SUMMON A GOLEM AT NO COST.
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DISSOLUTION
SEND ANY PHILOSOPHER'S MULTIPLICATION CARDS TO DISCARD.
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DISSOLUTION
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PROJECTION
EVERY MATERIAL SUMMONS TWO HOMUNCULUS THIS PHASE.
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PROJECTION
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SUBLIMATION
FOR EACH MATERIAL PLAYED TO THIS CARD, MOVE ONE HOMONCULUS TO A DIFFERENT FORMATION AT ANY RANGE.
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SUBLIMATION
FOR EACH MATERIAL PLAYED TO THIS CARD, MOVE ONE HOMONCULUS TO A DIFFERENT FORMATION AT ANY RANGE.


FIXATION
PLACE A FORMATION IN STASIS UNTIL THE BEGINNING OF THE NEXT ROUND, UNABLE TO ATTACK OR BE ATTACKED.
FIXATION
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FIXATION
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DISTILLATION
CONVERT THREE HOMONCULI INTO A GOLEM OR A GOLEM INTO THREE HOMONCULI


DISTILLATION
CONVERT THREE HOMONCULI INTO A GOLEM OR A GOLEM INTO THREE HOMONCULI
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