



ALKEMION STUDIO

User Manual

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For inspiration, check out "10 ways Alkemion Studio could be useful for you", a short post exploring common and creative ways people use the app.

This documentation covers all the features of Alkemion Studio. Start with the core concepts if you are new, or jump directly to the feature that interests you.

If you have questions or just want to share what you are building, come find us on Discord:

 [Join us on Discord!](#)

Start with the **Concepts**  page to learn the core building blocks, then head to the **Features**  section for detailed how-to guides.

User Manual (PDF)

Prefer reading offline or printing the documentation? Download the user manual PDF.

English (US)

Download PDF

SECTION 2.

Concepts

Concepts

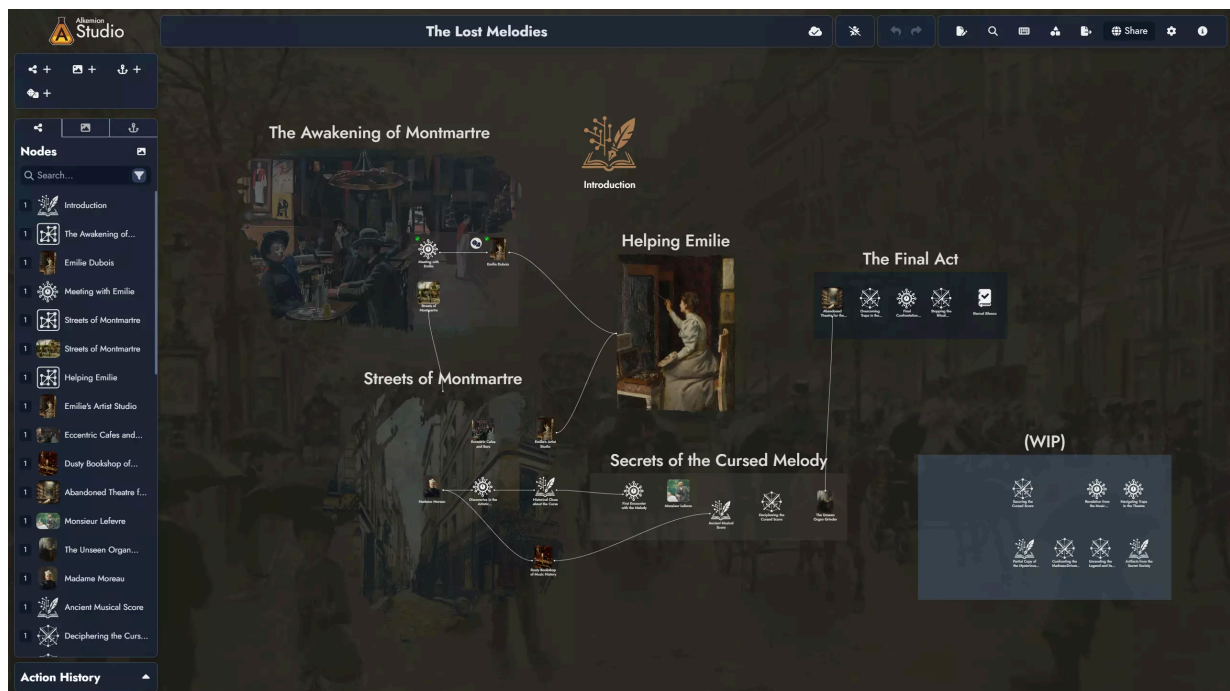
Last update: October 8th 2024

This page explains the core building blocks of Alkemion Studio. Understanding these concepts will help you organize your projects and use the app more effectively.

Modules

A **Module** is your workspace. It can be a complete adventure, a character backstory, or the setting for a campaign. Everything you create lives inside a Module.

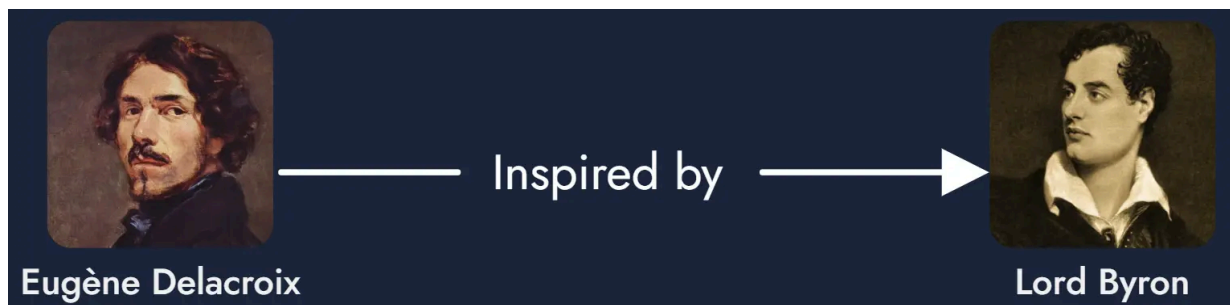
Modules are made of **Nodes**, individual pieces of content, and the connections between them. You can visualize, organize, and edit these Nodes on the Board.



Nodes

A **Node** is a unit of content. It can be a *Location, NPC, event, item, clue, challenge*, or anything else you want to include in your Module.

Nodes can be connected to each other to show relationships or progression. This makes it easy to design non-linear stories that respond to player choices.



Templates

Templates are reusable sets of content. They can be full Modules or smaller structures, like a town with several locations and NPCs.

You can use Templates to start a new project or import them into an existing Module. You can also create your own Templates from what you've already built.



Random Tables

Random Tables contain lists of themed results—names, places, ideas, and more. You can roll on them to quickly generate new content.

You can link a Node to a Random Table. It then becomes a **Random Node** whose content changes based on the result of a roll.

You can create your own tables, or browse existing ones to spark inspiration.

Wealthy Patrons

knowledge

Duchess Annara
A young heiress known for her extravagant soirées and her fascination with collecting rare, mystical beasts.

The Opal Syndicate
A cabal of gem merchants who control the trade of magical stones that can store vast amounts of energy.

Baron Grath
A militant landowner whose vast estates are fortified with both ancient magic and modern weaponry.

The Circle of the Moon
A secretive faction of wealthy druids who manipulate political events from the shadows of the great forest.

Lady Mirabel
A famed opera patron who uses her riches to support the arts and harbors a mysterious, dark secret.

Master Alchemist Podren
A legendary potion maker whose concoctions can fetch astronomical prices at the right markets.

The Sapphire Court
An assembly of aristocratic fox who discreetly influence the mortal world's aristocracy.

Quest Verbs

- Recover
- Destroy
- Slay
- Explore
- Locate
- Protect
- Steal
- Investigate
- Escort
- Assassinate
- Negotiate
- Exorcise
- Seal
- Banish

Professional NPCs

light in the darkest times.

Captain
A leader of a ship or military unit, respected for their authority and experience.

Carpenter
An artisan skilled in working with wood, creating everything from furniture to buildings.

Cartographer
A mapmaker who charts unknown territories, guiding explorers and adventurers.

Cartwright
A maker of carts and wagons, essential for transport and commerce in any medieval setting.

Cleric
A devout servant of the gods, wielding divine magic to heal and protect.

Cobbler
A repairer and maker of shoes, keeping the town's populace well-shod and comfortable.

Collector
An individual obsessed with acquiring and cataloging rare items and artifacts.

Family Secrets

The Witch's Prophecy
A prophecy states that a member of the family will bring about the kingdom's destruction, leading to fear and paranoia within the family.

The Immortal Ancestor
One of the ancestors is immortal, living secretly among the family through generations under various guises.

The Hidden Library
There is a secret library under the family's old mansion, containing forbidden knowledge and lost spells.

The Blood Debt
The family owes a blood debt to a powerful entity, and periodically they must serve its sinister purposes.

The Vanished Sibling
A sibling supposedly died in infancy, but was actually given away to a cult by the parents for reasons unknown.

The Guardian Spirit
A protective spirit watches over the family, visible only to those who carry the blood of the founder.

The Ancient Feud
The family is involved in an ancient feud with another lineage, with origins so old that no one remembers how it started.

Library - Random Tables

Start typing the name

Templates

Random Tables

Images

Icons

Masks

Custom Random Table

Whimsical Village Quests

+ Add a Random Item

The Disappearing Smithy

The village blacksmith vanishes each night, leaving behind a glowing anvil. Track him through a portal to an otherworldly forge.

The Baker's Sourdough Golem

A baker tried to use magic to speed up his baking process, but accidentally created a sourdough golem. Subdue it before it wrecks the town.

Festival of the Silver Fox

The annual festival is threatened by the mysterious disappearance of the silver fox, believed to bring luck. Find and safely return the fox.

The Cobweb Conundrum

Overnight, the entire village has been covered in thick, unbreakable cobwebs, but no spiders are to be seen. Unravel the mystery and find a way to remove the sticky threads.

The Ale that Ales

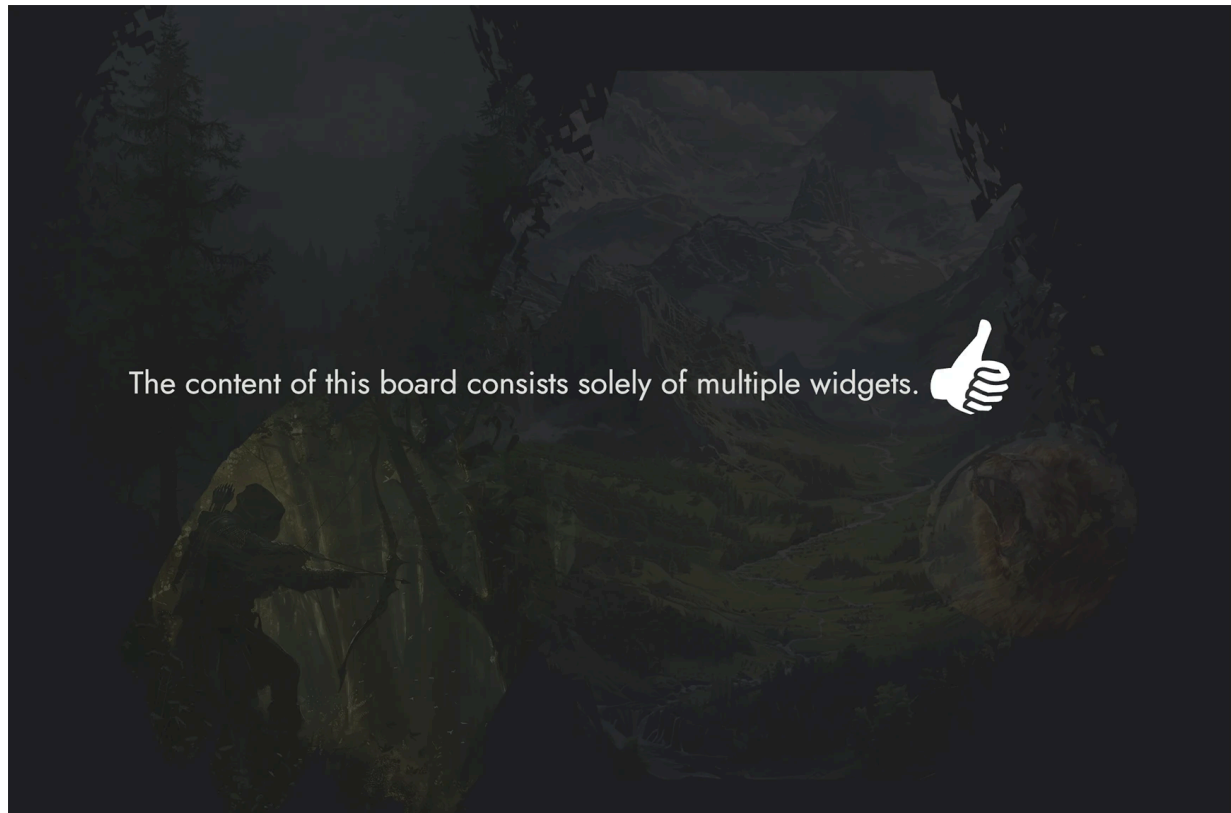
A new batch of ale at the local tavern is causing patrons to speak in rhymes, and the effect is spreading. Discover the source of this lyrical libation and how to reverse it.

✓ Save
✗ Discard

Widgets

Widgets are decorative elements for the Board. You can use them to add images, icons, or text labels.

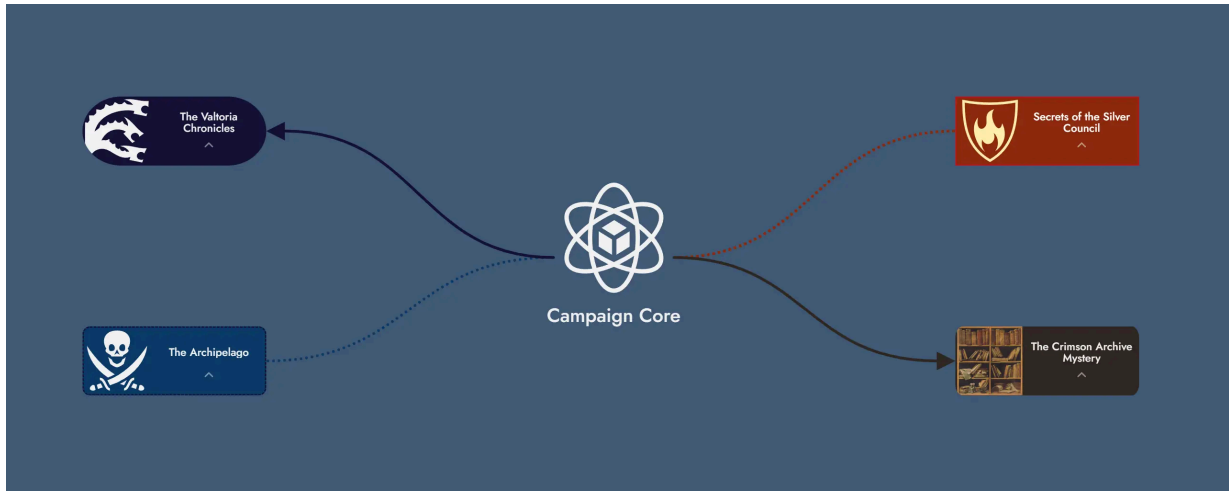
Widgets help you add context or organize space visually, but they don't hold content or connect like Nodes do.



Anchors

Anchors let you link to other Modules or external URLs. Use them to connect large campaigns or reference outside material.

Like Nodes, Anchors can appear on the Board as Tokens. Clicking an Anchor Token opens the destination.



Tokens

A **Token** is the visual icon you see on the Board. It represents a Node, Widget, or Anchor.

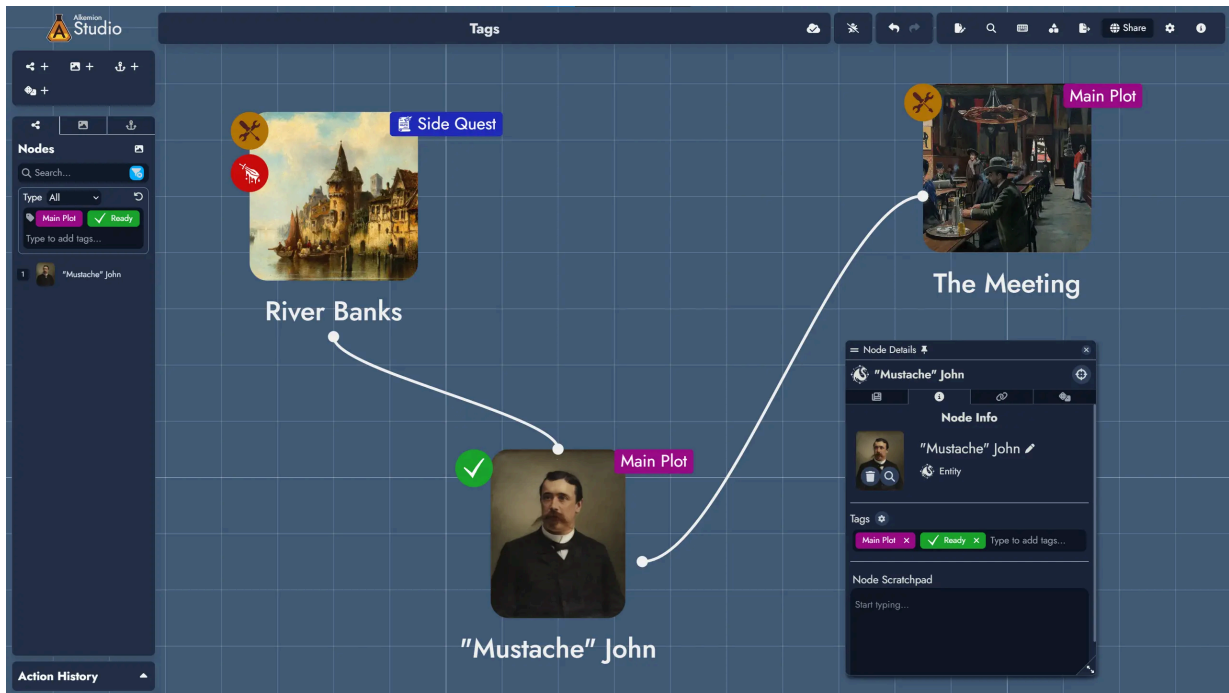
You can place the same Node in different spots on the Board using multiple Tokens. Each Token can look different depending on how you customize it.



Tags

Tags are labels you assign to Nodes. They help you filter, search, and visually group content.

Each Tag can include a name, color, icon, and description. You can display Tags directly on Tokens to spot patterns or categories at a glance.



SECTION 3.

Getting Started

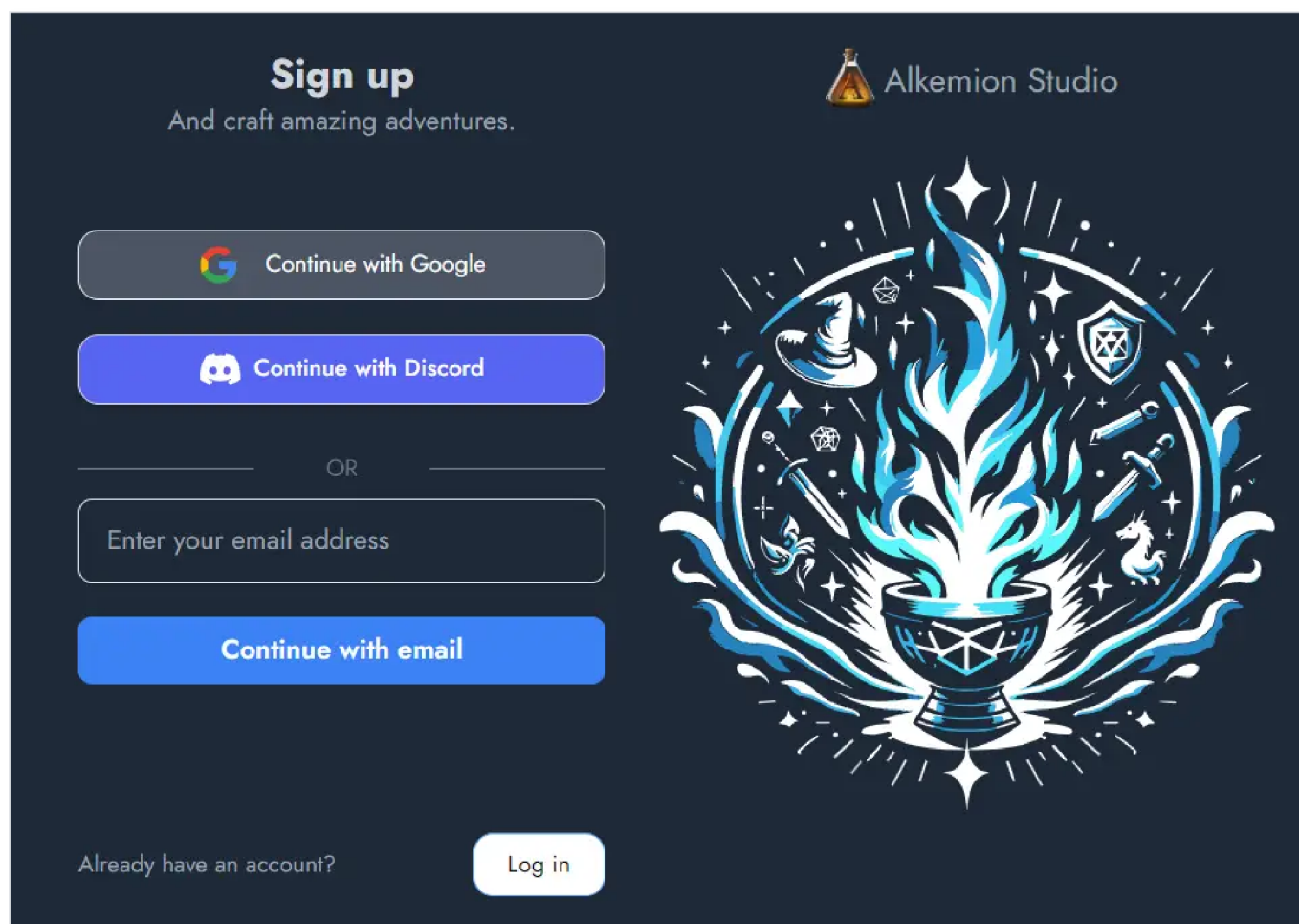
Let's get started!

Last update: February 9th 2025

To begin using *Alkemion Studio*, sign in with your Google or Discord account, or register with a valid email.

After login, you'll land in the **Lobby** — your workspace for creating and organizing Modules.

Short interactive tours will appear as you explore the application. We recommend following them to quickly understand the main interface elements.





Where to Begin

If you're used to tools like Obsidian, Miro, or wikis, here's a quick way to get started in Alkemion:

- Create a new Module in the Lobby and give it a name.
- On the Board, create a few Nodes: a location, a couple of NPCs, and a plot item.
- Link them to each other directly or with Clue Nodes to sketch a network of possibilities.
- Open the Editor to start writing. Nodes appear in a printable, editable view.

You can organize your ideas spatially like in Miro, outline them like in a wiki, and write them like in a word processor. Everything stays connected.

Undo/Redo

Most actions in Alkemion Studio can be undone and redone using the interface buttons  / , or these shortcuts:

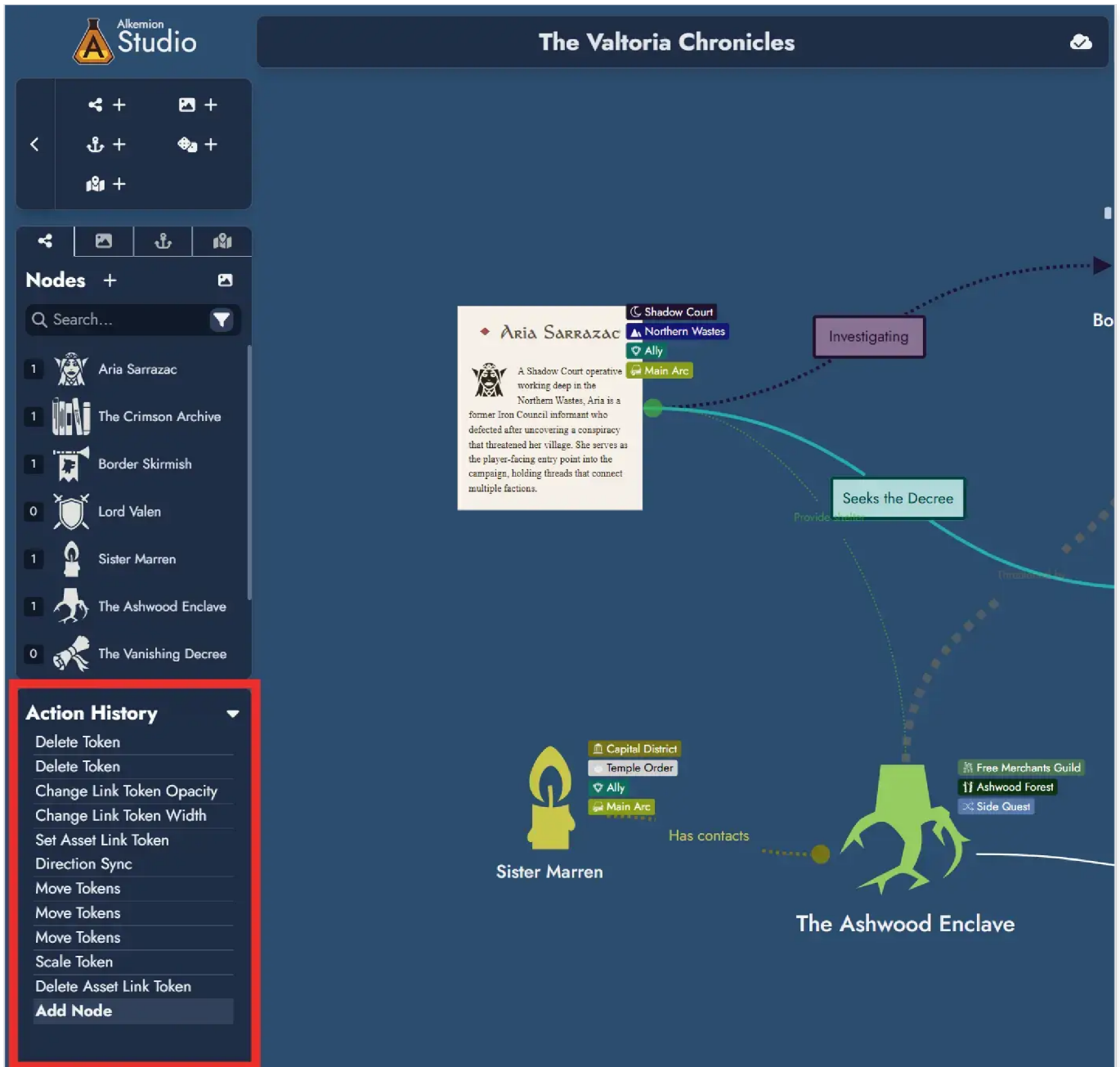
Ctrl + **Z** to undo

Ctrl + **Y** or **Ctrl** + **Shift** + **Z** to redo

Undo/redo is context-sensitive: the Board and the Editor each have their own history. You can only undo actions within their original context.

The current stack of actions is visible in the Action History panel, below the Node Tree.

Note: reloading the app clears the undo/redo stack.



Controls and Keyboard Shortcuts

Use the Controls  button in the top toolbar to view all available shortcuts. The list is searchable.

You can also select whether you're using a mouse or trackpad to adjust pan and zoom behavior on the Board.

SECTION 4.

The Lobby

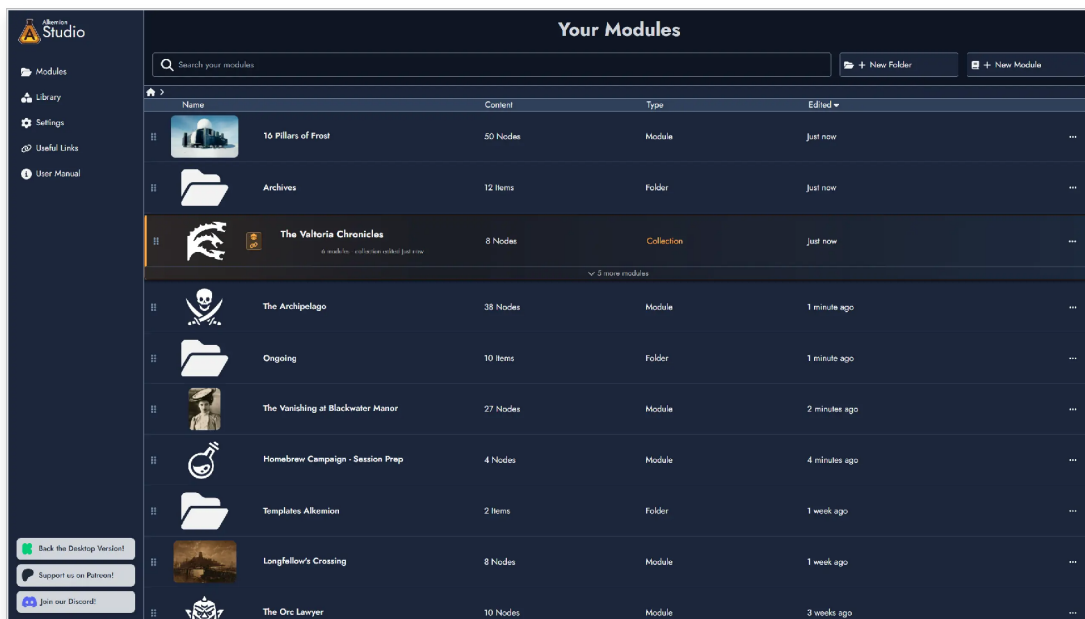
The Lobby



Last update: March 13th 2026

The Lobby is your starting point in Alkemion Studio. From here, you can access your Modules, browse your Library, adjust Settings, view Useful Links, or open the User Manual.

Modules Tab

Use this tab to view, organize, duplicate, or delete your Modules.



Clicking a Module opens it on the Board. You can rename, duplicate , or delete  a Module using the action menu.

You can create folders and subfolders to organize your Modules. Move Modules between folders freely. The "Edited" timestamp on a folder reflects any changes made to Modules inside it, not just changes to the folder itself.

The search in the Modules tab is recursive: it searches across all folders and subfolders. Results include a **Path** column showing where each Module is located.

You can drag any Module card to reorganize it: drop it onto a folder to move it inside, or drop it onto the parent folder to move it out. Dropping a Module onto a **Module Collection** card adds it as a child of that collection. Dropping a child Module outside its collection removes it from the collection.

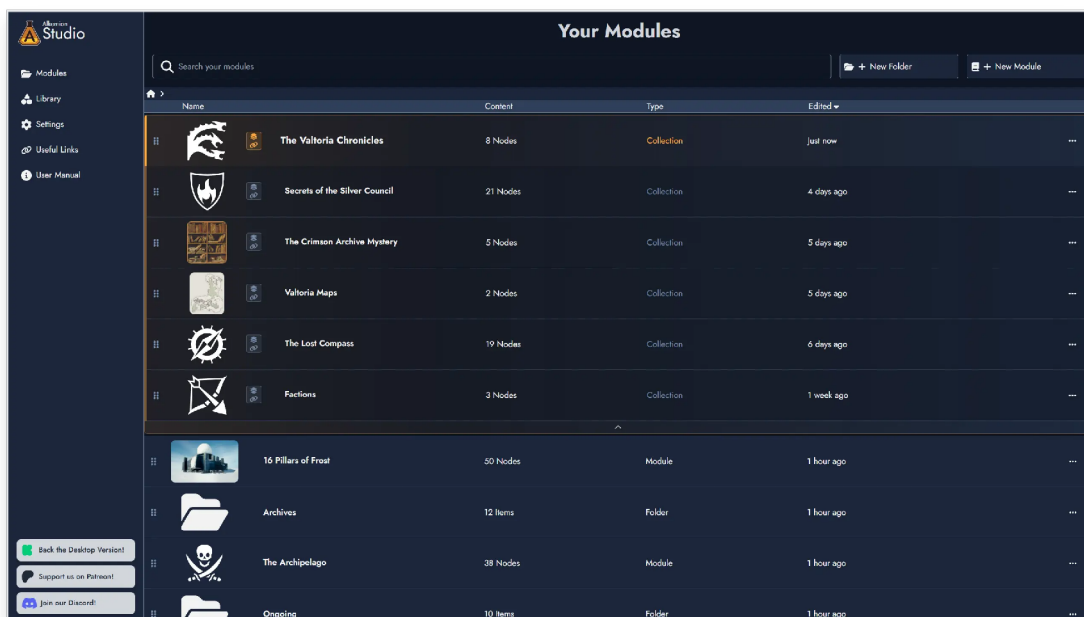
To create a new Module, click **+ New Module** and choose to start from an empty Board or a Template.

Module Collections

Module Collections let you group related Modules together under a parent Module. A campaign with several adventures, a world hub with region and faction Modules, a solo project with session journals. The structure is whatever fits how you think.

To create a Module Collection, use the **Promote to Collection** action in any Module's context menu. Everything in the Module stays exactly as it is, and you can always turn it back into a regular Module if you change your mind. You can also check the **Collection** option in the **New Module** window to start fresh.

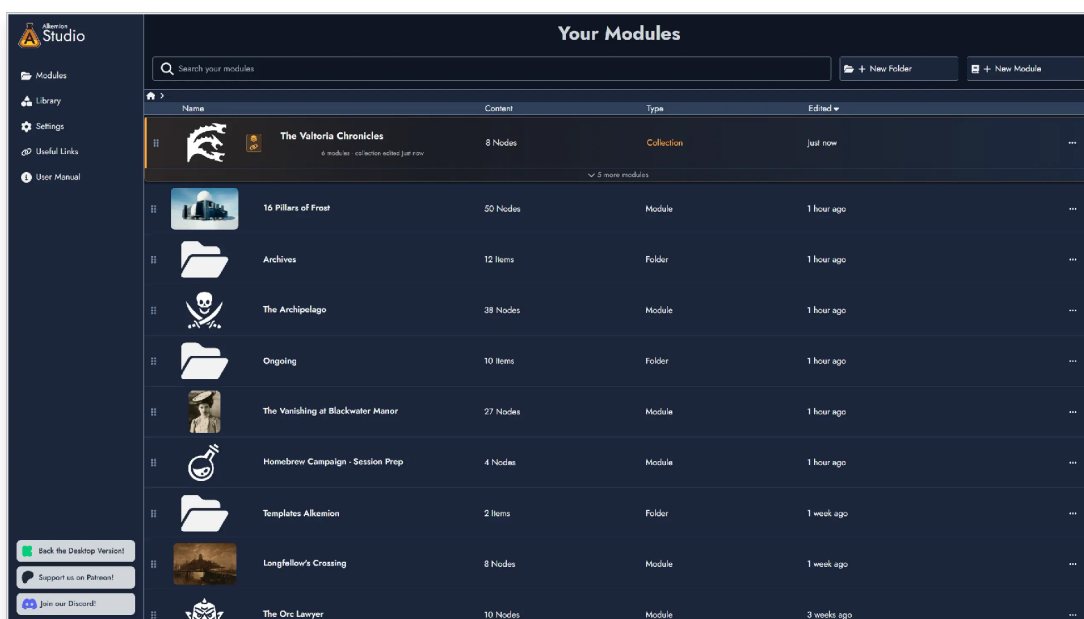
In the Lobby, a collection card expands and collapses to show its Modules nested beneath it. Click the card to open its Board; use the expand/collapse control to show or hide its contents.



Expanded Module Collection in the Lobby

Add Modules to a collection through its context menu, or by dragging a Module card directly onto the collection. Remove a Module from a collection at any time. Its content is never affected. A Module can only belong to one collection at a time.

The collection's own Board is a blank canvas. Use it however you like: a campaign overview, a visual map of your Modules, or simply leave it empty.



Collapsed Module Collection in the Lobby

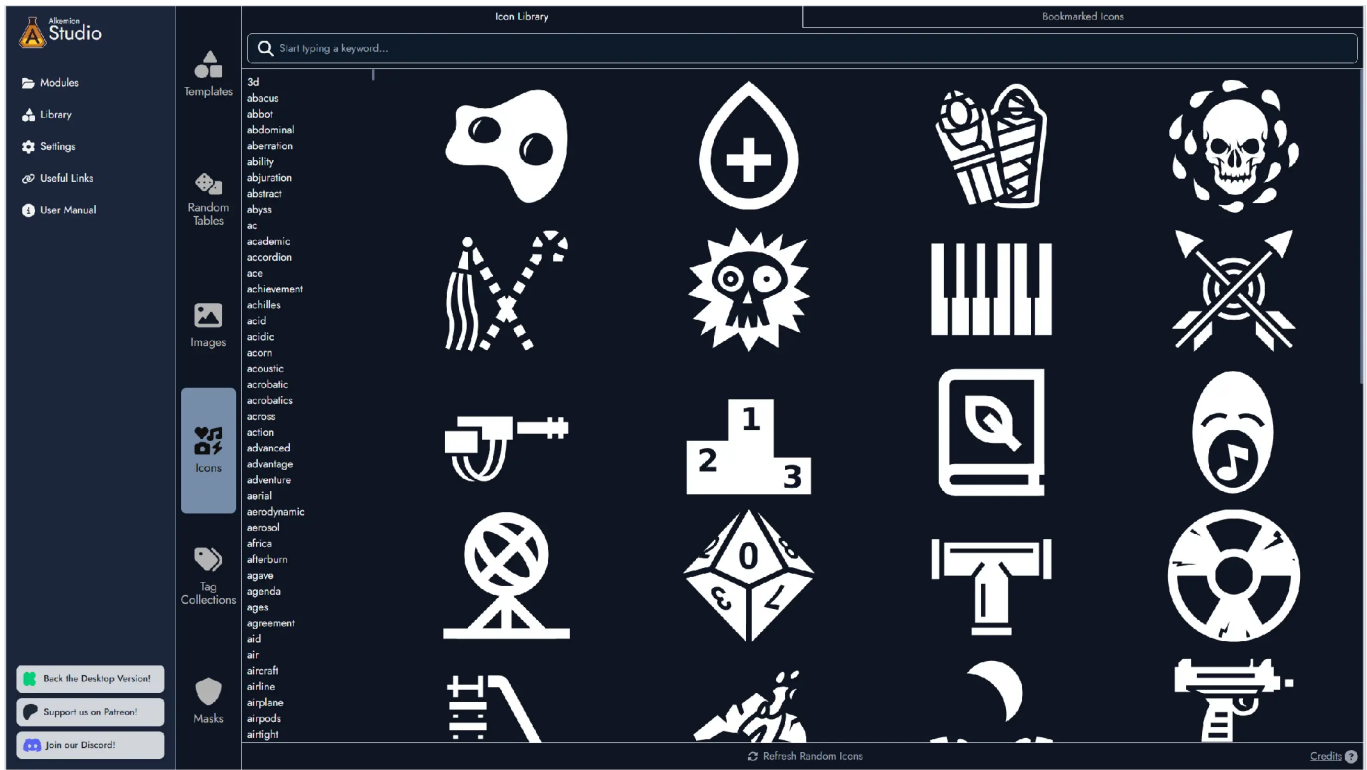
Modules within a collection also gain access to a **shared curated Library** and **cross-module search**. See the [Library](#) and [Board](#) sections for more detail.

Library Tab

The Library is where you manage all reusable assets: Templates, Random Tables, Images, Icons, and Masks.

All assets are organized in categories and can be bookmarked for quick access.

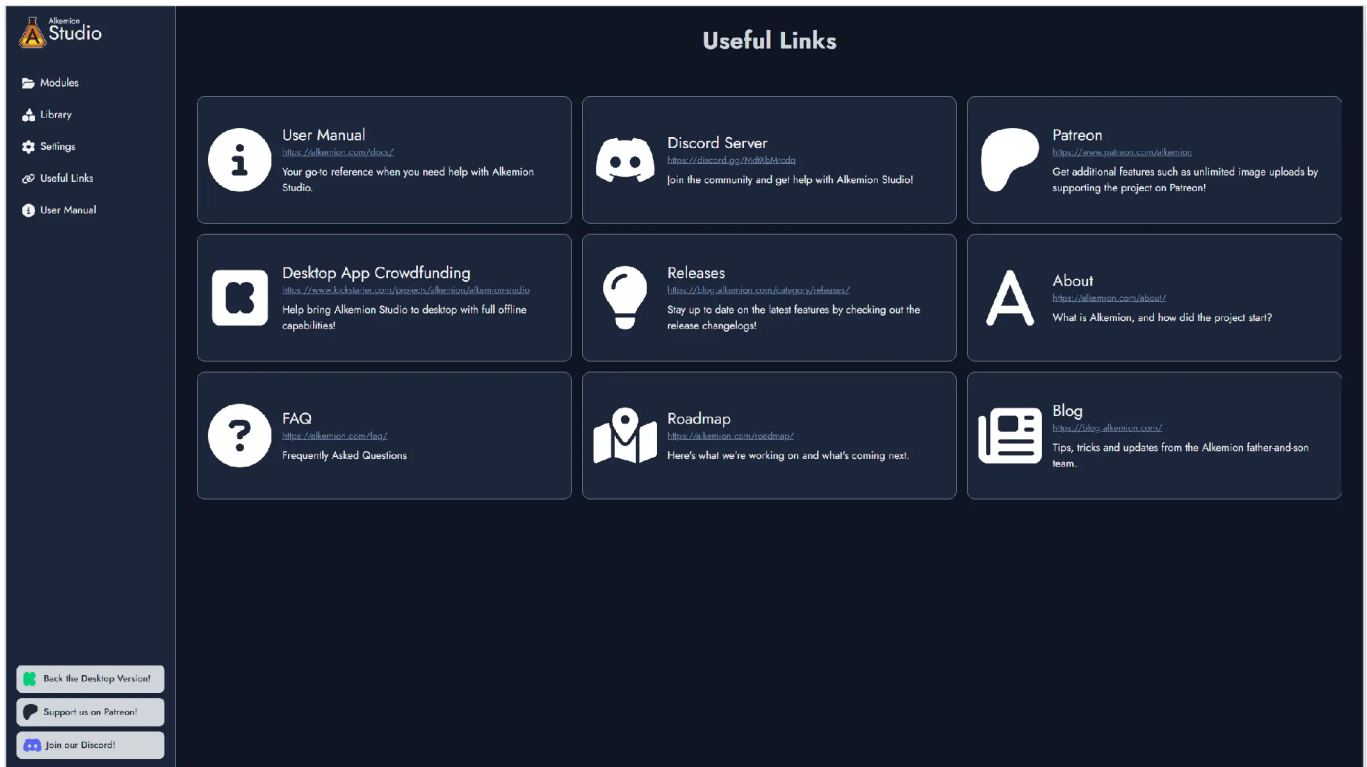
You can browse both your personal creations and those shared by Alkemion or the community.



Useful Links Tab

Access external resources related to Alkemon Studio:

- **User Manual** – this documentation
- **Discord Server** – ask questions or get help
- **Releases** – changelogs and update logs
- **Roadmap** – what's coming next
- **Blog** – inspiration and development insights
- **About** – project origin and team
- **FAQ** – common questions
- **Patreon** – support the project

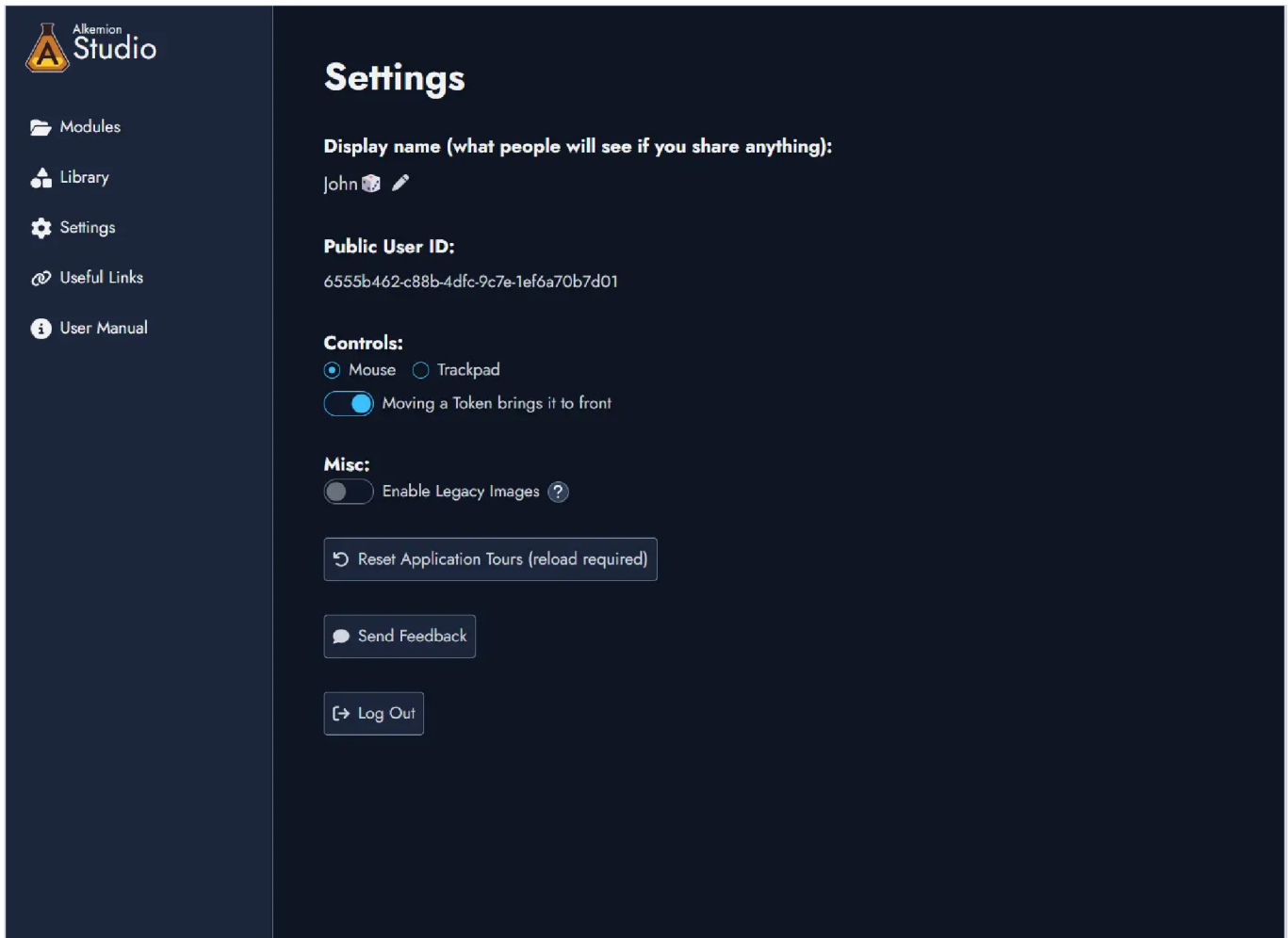


Settings Tab

Use this tab to set your display name and choose between mouse or trackpad controls.

You can also reset the application tours or log out.

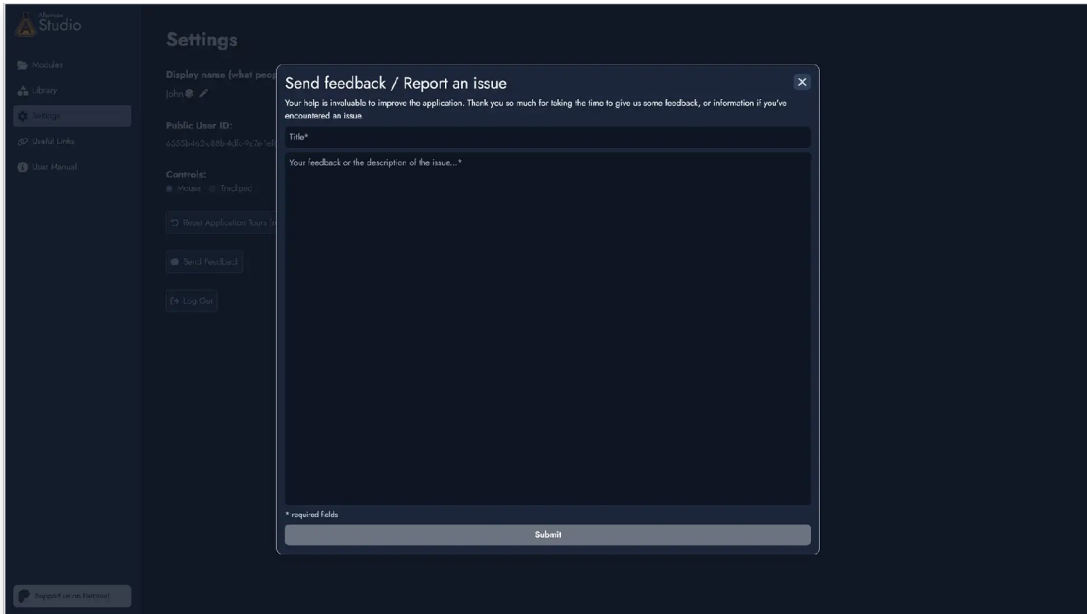
You'll also see your **Public User ID** in this tab. This ID can be shared safely and helps the Alkemon team identify your account for support or feedback. It's not sensitive and poses no security risk.



Send Feedback / Report an Issue

Use the feedback form to suggest improvements, report bugs, or share ideas.

All messages are read. If you report a bug, including steps to reproduce it would be really helpful.



SECTION 5.

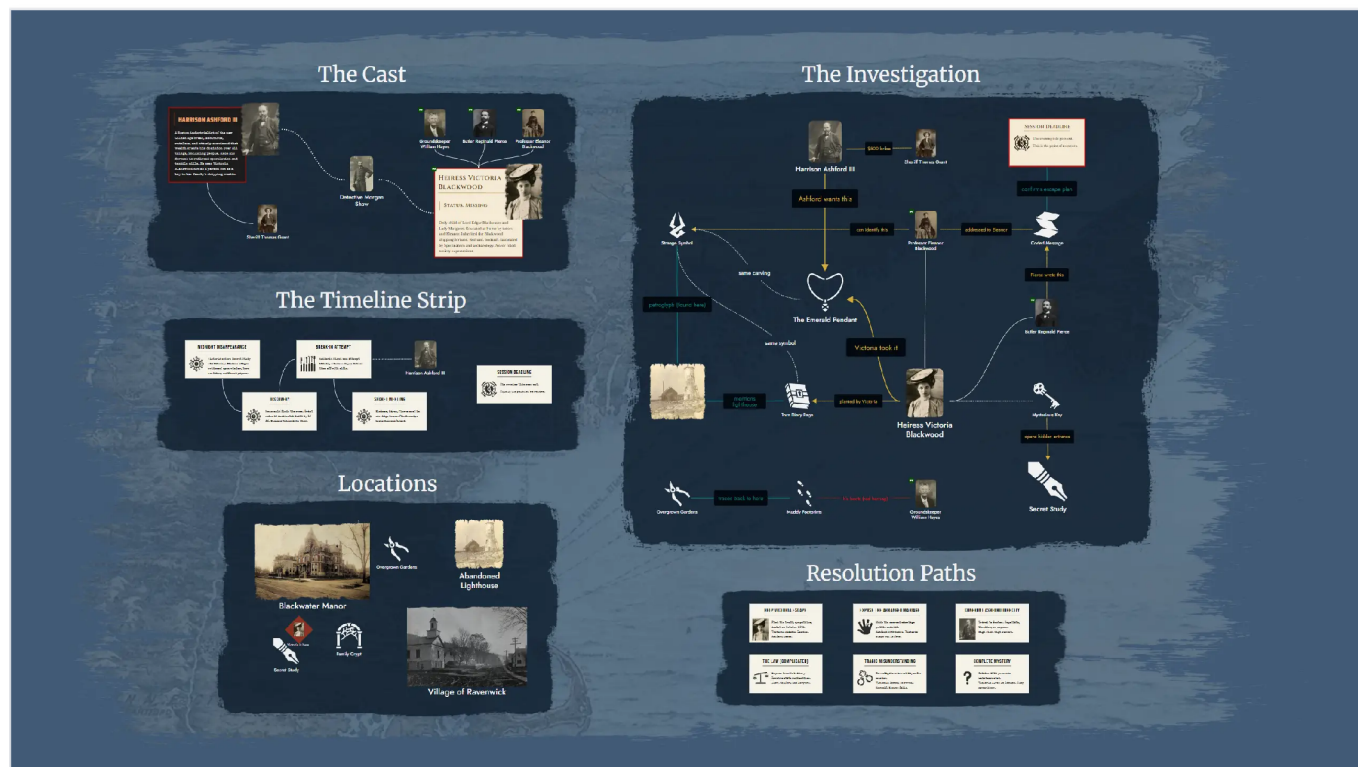
Modules

Modules

Last update: March 13th 2026

A **Module** is your project in Alkemon Studio: a self-contained piece of content that brings together a visual **Board**, a rich-text **Editor**, and all the tools you need to design and organize your ideas in one place.

What a Module *represents* is entirely up to you. There is no required structure. A Module could be a one-shot adventure, a sprawling campaign setting, a session journal, a faction deep-dive, a collection of random tables, or something else entirely. The tool shapes itself around how you think, not the other way around.



What a Module Can Be

Because Modules carry no fixed meaning, they adapt naturally to any creative workflow. A Module works well on its own, and it can also be part of a larger structure when your project grows. Here are a few common ways people use them.

A single adventure. Map out locations, NPCs, clues, and plot hooks as Nodes on the Board. Connect them with Links to sketch the possible paths players can take. Write the full content in the Editor when you are ready. One Module, one adventure, ready to run.

Part of a campaign. As your campaign grows across multiple adventures, each Module can represent one chapter or arc. Group them all under a **Module Collection** to keep them connected: search across every Module at once, share a common Library of assets, and navigate between them without returning to the Lobby.

A worldbuilding hub. Dedicate a Module to a region, a faction, or a historical period. Keep it focused. Then bring all your world Modules together in a collection, with a parent Module serving as the lore hub that ties everything together.

Solo roleplaying. Use one Module per session journal, tracking discoveries and events as Nodes. Group them in a collection alongside a character Module and a world lore Module. Random Tables can spark unexpected directions when inspiration runs dry.

Loose prep material. Not every Module needs to be a full adventure. A Module can hold a single dungeon, a set of tavern NPCs, or a batch of rumours you want to keep handy. Add it to a collection whenever it finds its place in a larger project, or save it as a **Template** to reuse it across future ones.

What's Inside a Module

Every Module contains the same set of tools, ready to use as much or as little as you need.

- **The Board** – an infinite visual canvas where you place and connect your content using Tokens and Links.
- **The Editor** – a rich-text writing space that organizes your Nodes into printable, exportable Pages.
- **Nodes** – the content-bearing elements of your Module: locations, NPCs, clues, events, and more.

- **Tags** – customizable labels for organizing and filtering your Nodes.
- **Widgets** and **Anchors** – visual elements and navigation shortcuts for structuring your Board.
- **Random Tables** – rollable tables you can link to Nodes for on-the-fly generation.

A Module also has its own scratchpad for module-wide notes, a featured image, and a description. You can export it, share it as a read-only link, or save it as a Template for future reuse.

Creating and Managing Modules

Modules are created and managed from the **Lobby**. Click **+ New Module** to start from a blank Board or from a Template. You can rename, duplicate, or delete any Module from its action menu in the Lobby.

Folders let you group Modules however you like. Create as many subfolders as you need and move Modules between them freely, either through the context menu or by dragging a Module card directly onto a folder.

Module Collections

When your work spans several Modules, a **Module Collection** lets you bring them together. Any Module can become a collection: promote it through its context menu in the Lobby, and it becomes a parent container for as many child Modules as you need.

What the collection *means* is, again, up to you. A campaign hub with one Module per adventure. A world with separate Modules for factions, regions, and history. A solo project grouping session journals, a character sheet, and world lore. The system defines none of it.

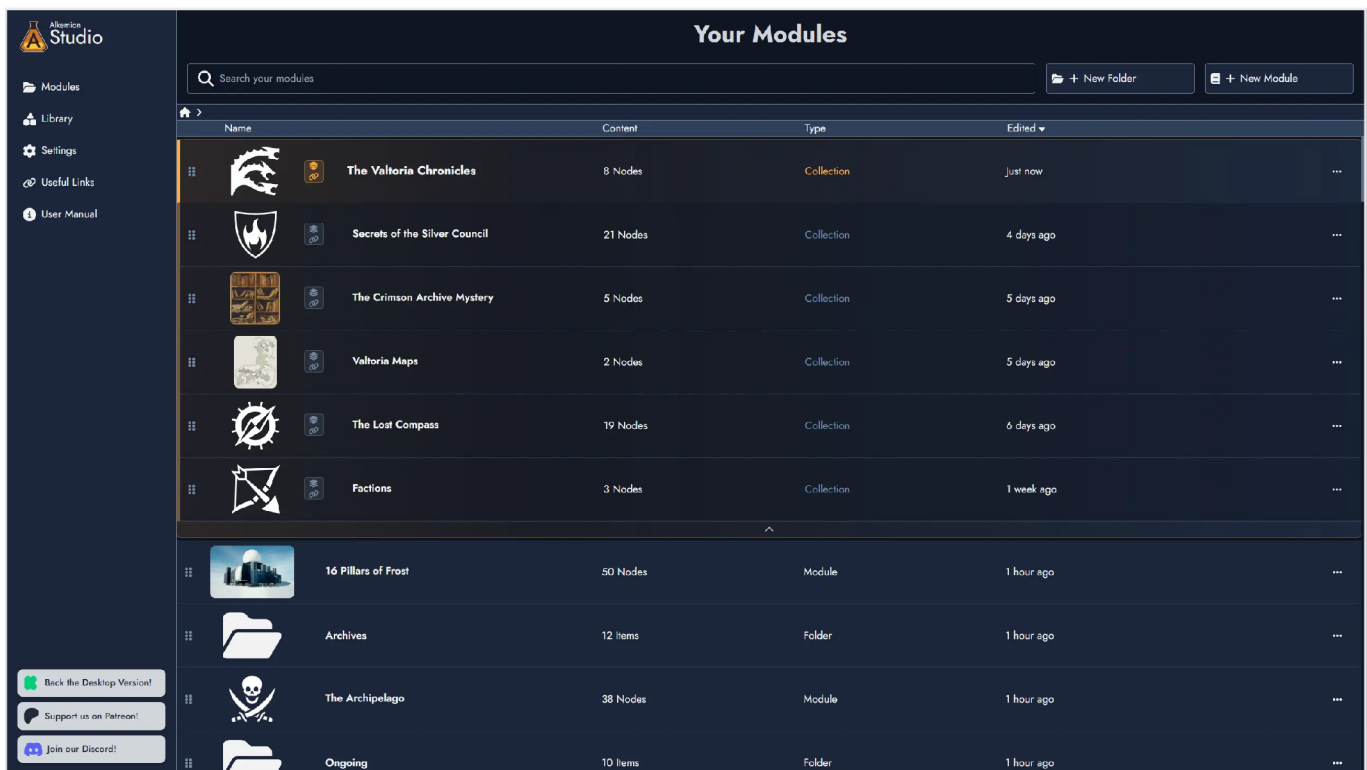
Promoting a Module changes nothing about its existing content. You can turn it back into a regular Module at any time if you change your mind.

Collections in the Lobby

In the Lobby, a **Module Collection** card expands and collapses inline to show its child Modules nested beneath it. Click the expand/collapse control to show or hide the children. Click the card itself to open the collection's Board.

Add Modules to a collection through its context menu, or by dragging any Module card directly onto the collection. Remove a Module from a collection at any time. Its content is never affected.

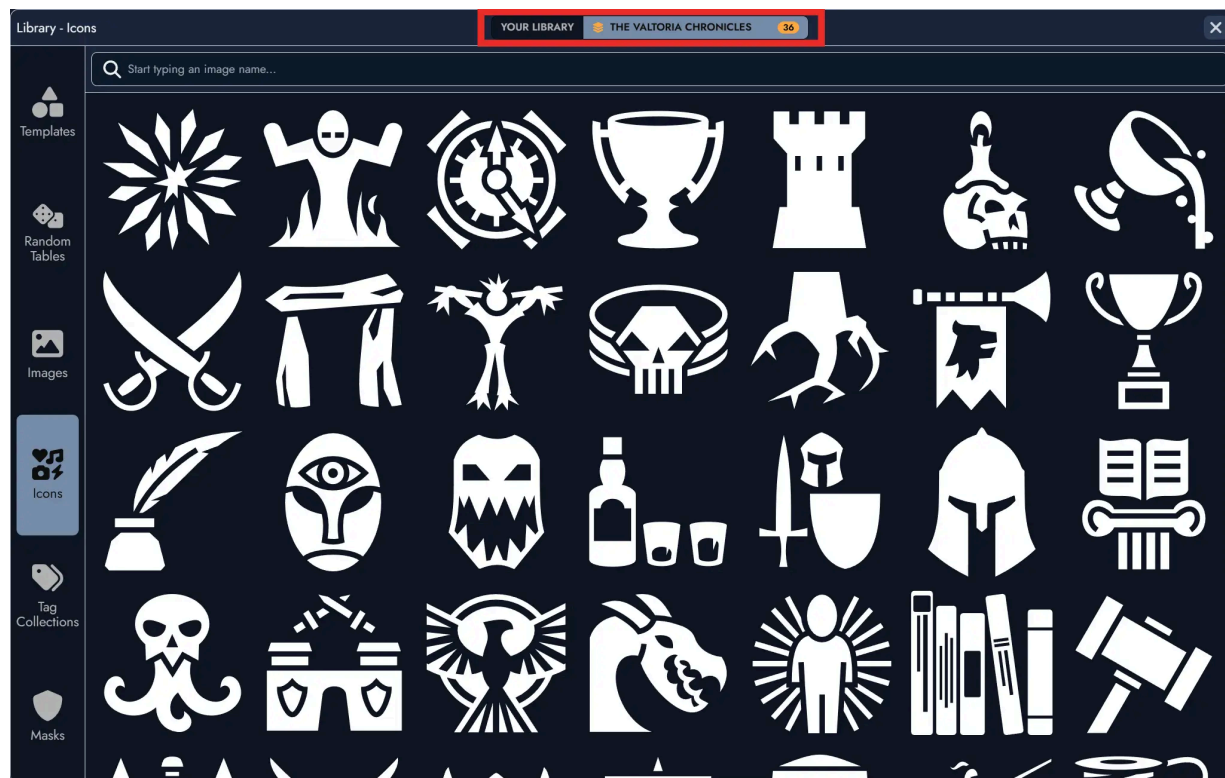
The collection's own Board is a blank canvas, available for any purpose you choose. Some users build a visual overview of their campaign there, using **Anchor Tokens** to represent child Modules and connecting them with Links to show narrative or thematic relationships. Others leave it empty and use it purely as an organizational container.



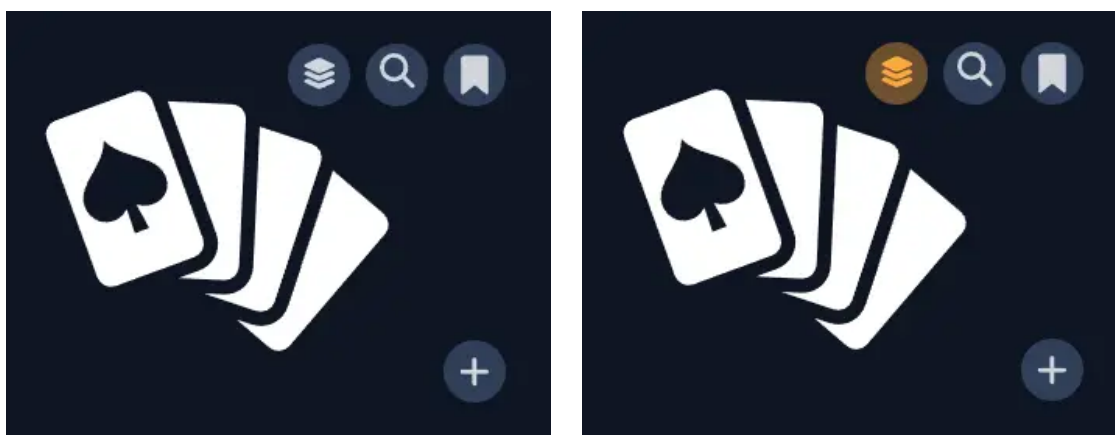
Shared Library

When you are working inside any Module that belongs to a collection, the **Library** panel shows a toggle switch labeled with the collection's name. Switching to it displays only the assets curated for that collection: Templates, Tag Collections, Images, Icons, Masks, and Random Tables.

This is a convenience feature for large projects. Instead of searching your full Library, you curate the assets relevant to this campaign or world once, and they are always easy to find from any Module in the collection.



To curate an asset, open the Library from inside any Module in the collection and use the **Curate for collection** toggle on any asset. Curated assets are never imported automatically; they are simply easier to find when you need them.



Cross-Module Search

Inside any Module that belongs to a collection, the search window includes a scope toggle. Switch to **All modules in collection** to search across every Module in the collection at once.

Results show the Node name, type, Tags, a content preview, and the source Module name. From any result, you can navigate directly to that Node in its source Module, or add it as a copy to your current Module.

This is particularly useful during campaign play, when you remember that an NPC or location was defined somewhere in the collection but cannot recall exactly which Module.

Find Node



Q ashwood



THIS MODULE

COLLECTION



Ashwood Brotherhood

Secrets of the Silver Council



Navigate

Ashwood Forest

Operated by the Free Merchants, nestled deep within Ashwood Forest. Smugglers, exiles, and independent agents who cannot safely conduct business in the Capital District. Their Enclave is the closest thing to a safe ...



Finding Refuge in Ashwood



Ashwood Forest

Side Quest

Free Merchants Guild

The Enclave is the closest thing to a safe house this campaign has. PCs will most probably find refuge there at some point.



Search the Ashwood Enclave

The Crimson Archive Mystery



Navigate

Investigation

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua . Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea ...



The Ashwood Enclave



Free Merchants Guild

Ashwood Forest

Side Quest

A hidden waystation operated by the Free Merchants, nestled deep within Ashwood Forest. It serves as a neutral meeting ground for smugglers, exiles, and independent agents who cannot safely conduct business in the Capital ...

Quick Navigation

When inside a Module that belongs to a collection, a **quick navigation** button appears at the bottom right of the Board. It opens a menu listing all Modules in the collection. Selecting one takes you there immediately, without going back through the Lobby.



Share



COLLECTION QUICK NAV



The Lost Compass

19 nodes

This board shows how Alkemion ...



Secrets of the Silver Council

21 nodes



Factions

3 nodes



The Crimson Archive Mystery

5 nodes



Starter Quest Pack

4 nodes



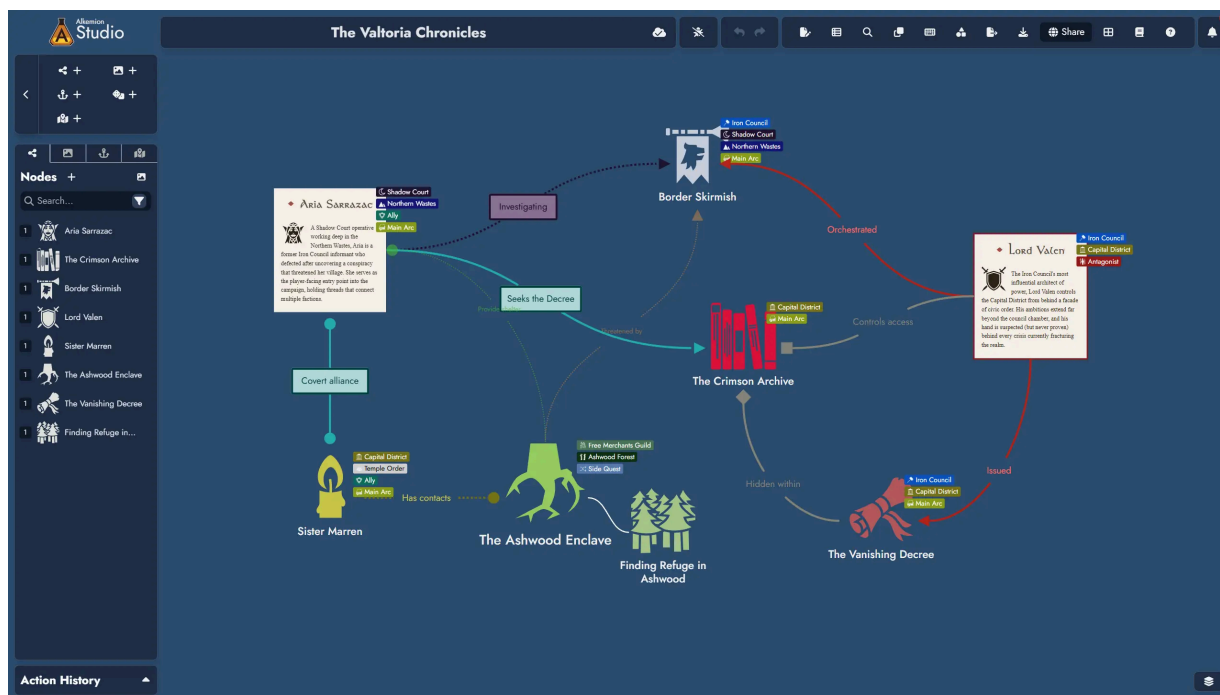
SECTION 6.

The Board

The Board

Last update: April 10th 2026

The **Board** serves as your main workspace in Alkemion Studio, where you visually map out and manage the components of your **Module**.



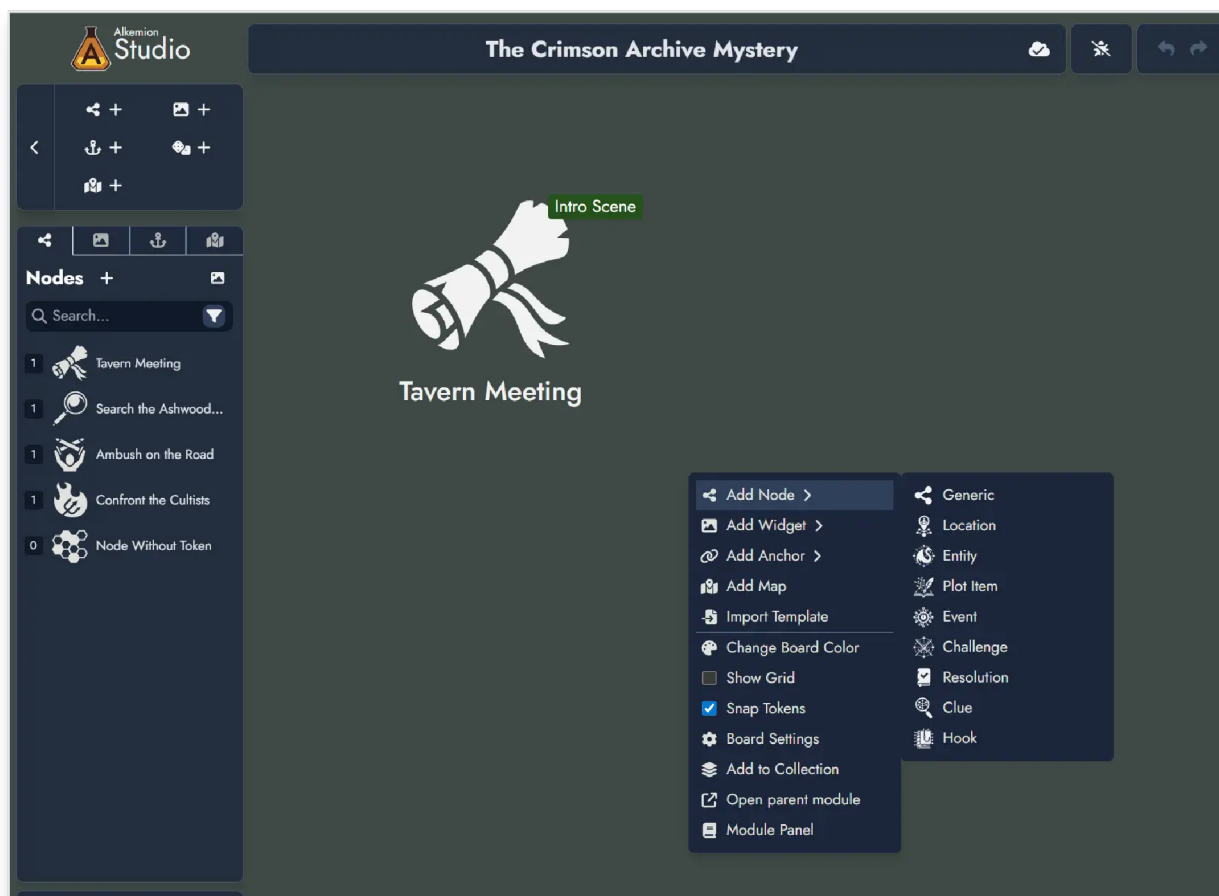
The **Board** lets you position different types of **Assets (Nodes, Widgets and Anchors)** using customizable **Tokens** to visually compose your **Module**.

Board's context menu

Clicking on the **Board** with the right mouse button will open a context menu. You can create new elements directly on the **Board** via this context menu.

When creating an **Asset** this way, a **Token** will be positioned directly where you invoked the menu (or, in the case of the mobile version, in the center of the screen).

Beyond asset creation, the context menu gives access to board-level settings (**toggle grid, toggle snapping, toggle floating toolbars, set the board grid color, open the Board settings panel**) and **View** actions: **Save as View** captures the current viewport as a new View, **Show / Hide all Views** toggles the visibility of all View Tokens on the Board, and **Open View Manager** opens the View management panel. When one or more Tokens are selected, **Create View from selection** is also available, creating a View bounded by the selected Tokens. When inside a **Module Collection**, an **Open Module Panel** option is available too. See the [Views](#) page for more details.



When the current Module is a **Module Collection**, the context menu also includes an **Add to Collection** action, which opens a Module picker to assign any eligible Module as a child of the collection.

As a shortcut, **double-clicking on any empty Board space** creates a new **Node** directly at that position. By default the Node uses the **Generic** type; you can configure a different default type in the **Board Settings** using the **Preferred Node Type** setting.

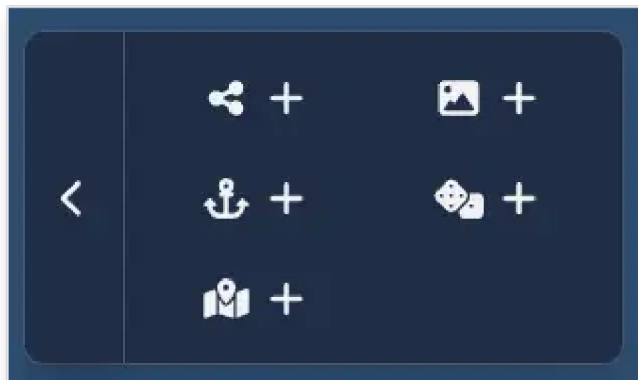
Press **F2** to rename the focused item directly on the Board. This works for Node Tokens, Widget Groups, Text Widgets, and Link Token labels.

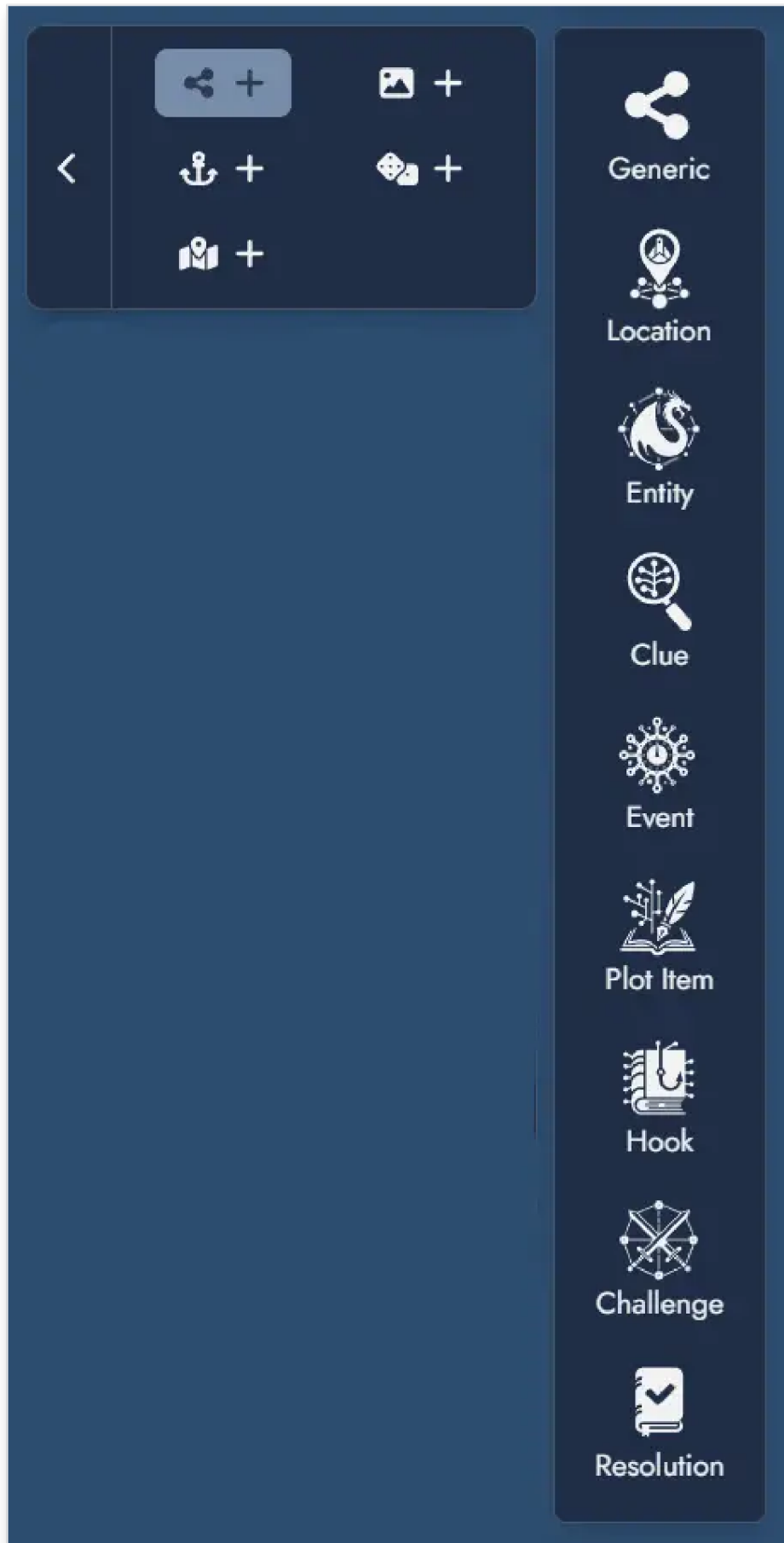
Adding Assets to the Board

Each toolbar button on the left of the interface is a switch that displays or hides functions grouped by theme. Most of the functions accessible here are used to add components to the **Board: Nodes, Widgets, Anchors** and **Random Nodes**.

Each set of functions let you add the different types of **Assets** from each category.

The last set, **Random Nodes**, provide handy functions to spawn **Nodes** pre-configured with **Random Tables**. This is designed to get an efficient access to the most generic **Random Tables**. It also provides a special command allowing you to re-roll every **Random Node** in the **Module**.





Asset Tree

The **Asset Tree** gives you quick access to all the components in your **Module**. It features three tabs for the three types of elements available: **Nodes**, **Widgets** and **Anchors**. A contextual menu shows the different actions possible for each type of **Asset**.

For **Assets** that may have several **Tokens**, the **Asset Tree** also lets you manipulate each one individually.

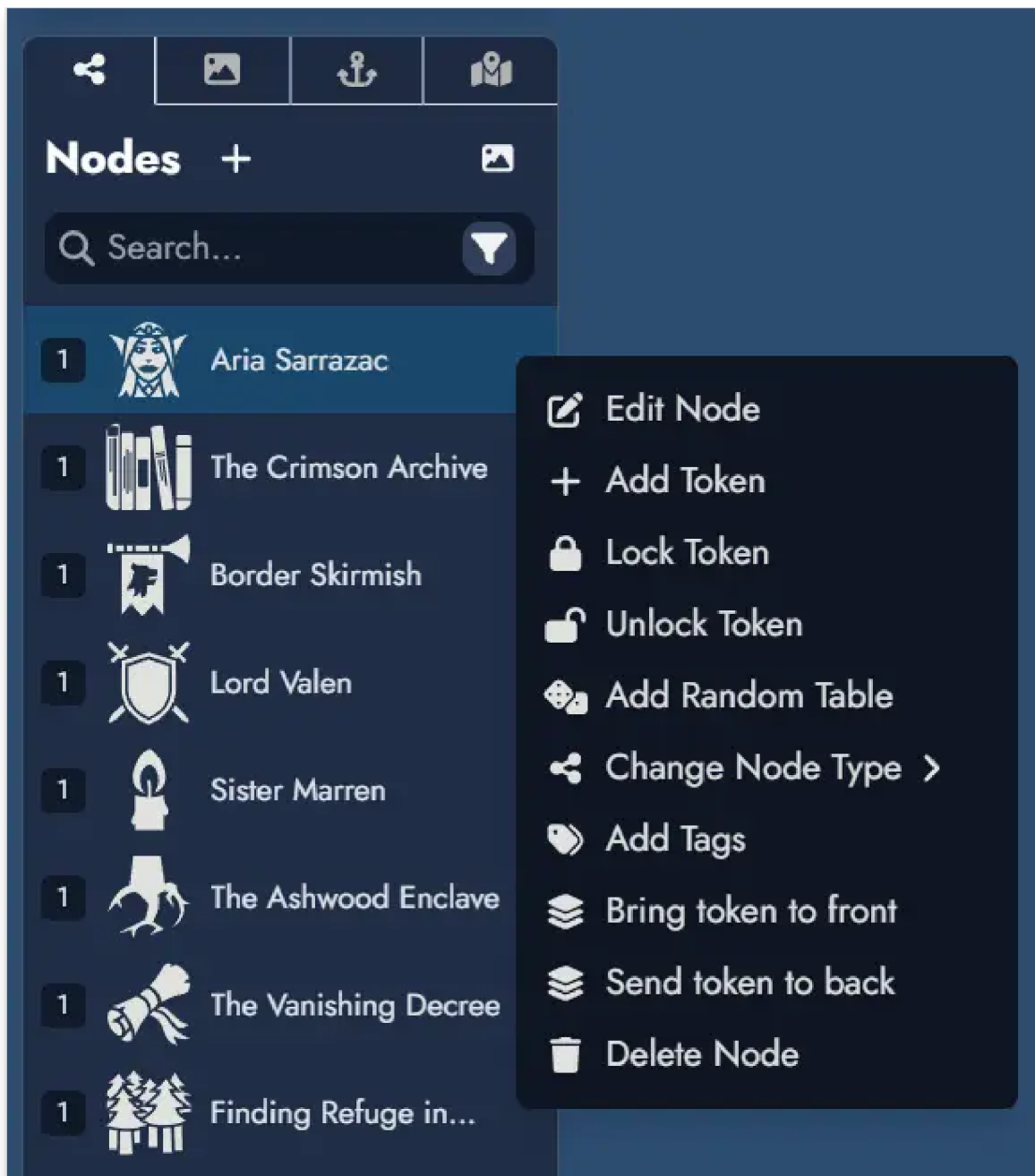
Hovering the pointer over an item in the **Asset Tree** will highlight its corresponding **Token** on the **Board** if it is in the currently visible part of your screen. Double-clicking on one of the elements will select its corresponding **Token** and position the camera over it. If the **Asset** has several **Tokens** on the **Board**, double-clicking several times will loop through them.

The **“Nodes”** tab lets you limit the display to a specific type of **Node** via a drop-down menu, as well as filtering by name via a text input field.




The number displayed to the left of each **Node** or **Anchor** indicates the number of **Tokens** it contains. **Widgets** do not display such a number because they can only contain one **Token**.

Right-clicking on an **Asset** in the tree will display a contextual menu with various actions (or a long press on touch devices). Most of these actions can also be applied to a selection of **Assets**. To select multiple **Assets**, hold down the **Ctrl** key while clicking.



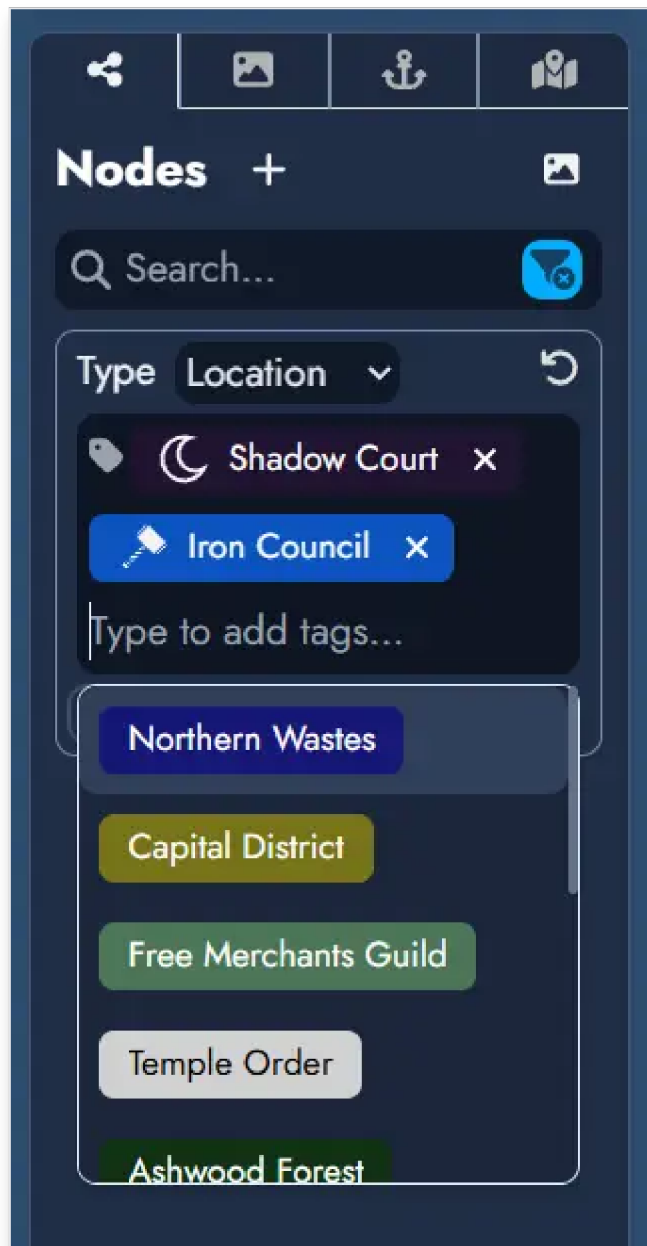
Search

The Node Tree includes a search function. The text field allows you to search within the names of the Nodes in your module.

A filter button  on the far right of the search field provides additional filtering options. You can filter Nodes by type or select specific Tags if they are available in the Module. The filter button turns blue to indicate when a filter is active.

Beyond the Node Tree, you can open a dedicated search window using the search  button in the top toolbar or by pressing the **Ctrl** + **Shift** + **F** keyboard shortcut.

This search window offers an interface similar to the Node Tree search, allowing for quick access to Nodes across your Module. Each result shows the Node name, type, Tags, a content preview, and the source Module name (results from the current Module do not show a source label).



When the current Module belongs to a **Module Collection**, the search window includes a scope toggle.

Switching to **Collection** searches across every Module in the collection at once. Results from sibling Modules display the source Module name alongside the Node name, type, Tags, and a content preview.

Depending on the scope, you can do various actions. For local Nodes, you can either center the Board on the Node or open it in the Editor. In **Collection** scope, you can navigate directly to any Node, which opens the source Module and scrolls to that Node.

Find Node



Q ashwood



THIS MODULE

COLLECTION



Ashwood Brotherhood

Secrets of the Silver Council



Navigate

Ashwood Forest

Operated by the Free Merchants, nestled deep within Ashwood Forest. Smugglers, exiles, and independent agents who cannot safely conduct business in the Capital District. Their Enclave is the closest thing to a safe ...



Finding Refuge in Ashwood



Ashwood Forest

Side Quest

Free Merchants Guild

The Enclave is the closest thing to a safe house this campaign has. PCs will most probably find refuge there at some point.



Search the Ashwood Enclave

The Crimson Archive Mystery



Navigate

Investigation

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua . Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea ...



The Ashwood Enclave



Free Merchants Guild

Ashwood Forest

Side Quest

A hidden waystation operated by the Free Merchants, nestled deep within Ashwood Forest. It serves as a neutral meeting ground for smugglers, exiles, and independent agents who cannot safely conduct business in the Capital ...

Quick Navigation

When the current Module belongs to a **Module Collection**, a **quick navigation** button appears at the bottom right of the Board. Clicking it opens a menu listing all Modules in the collection. Selecting any Module from the list immediately navigates to it.

This provides a fast way to move between Modules in a collection without returning to the Lobby.

COLLECTION QUICK NAV



The Lost Compass

19 nodes

This board shows how Alkemon ...



Secrets of the Silver Council

21 nodes



Factions

3 nodes



The Crimson Archive Mystery

5 nodes



Starter Quest Pack

4 nodes





Views

A **View Shortcut** button in the bottom-right corner of the Board gives quick access to all saved **Views** for the current Module. Views are named navigation shortcuts that smoothly pan and zoom the Board to a specific region of the canvas.

You can also open the **Module Panel** at any time with the keyboard shortcut **Ctrl** + **Shift** + **M**.

See the [Views](#) page for the full documentation on creating and managing Views.

Undo/Redo

Most actions in Alkemion Studio can be undone (and redone). Use the "undo"  and "redo"  buttons in the interface or the keyboard shortcuts:

Ctrl + **Z** to undo the last action

Ctrl + **Y** (or **Ctrl** + **Shift** + **Z**) to redo the last action

Undo and redo are context-sensitive. You can only undo or redo actions within the same interface where the action occurred. For example, actions on the board can be undone while on the board but not while the Editor is open. Each context has its own undo/redo history.

The list of actions currently stored in the undo/redo stack is displayed in the Action History panel, right under the Node Tree.

NB: reloading the application will clear the undo/redo action stack.

Navigation icons: back, forward, search, zoom in, zoom out, refresh, and a plus sign.

Navigation icons: share, image, link, and zoom in.

- Nodes** +
- Search...
- 1 Aria Sarrazac
 - 1 The Crimson Archive
 - 1 Border Skirmish
 - 0 Lord Valen
 - 1 Sister Marren
 - 1 The Ashwood Enclave
 - 0 The Vanishing Decree

- Action History**
- Delete Token
 - Delete Token
 - Change Link Token Opacity
 - Change Link Token Width
 - Set Asset Link Token
 - Direction Sync
 - Move Tokens
 - Move Tokens
 - Move Tokens
 - Scale Token
 - Delete Asset Link Token
 - Add Node**

ARIA SARRAZAC

Shadow Court
Northern Wastes
Ally
Main Arc

A Shadow Court operative working deep in the Northern Wastes, Aria is a former Iron Council informant who defected after uncovering a conspiracy that threatened her village. She serves as the player-facing entry point into the campaign, holding threads that connect multiple factions.

Investigating

Seeks the Decree

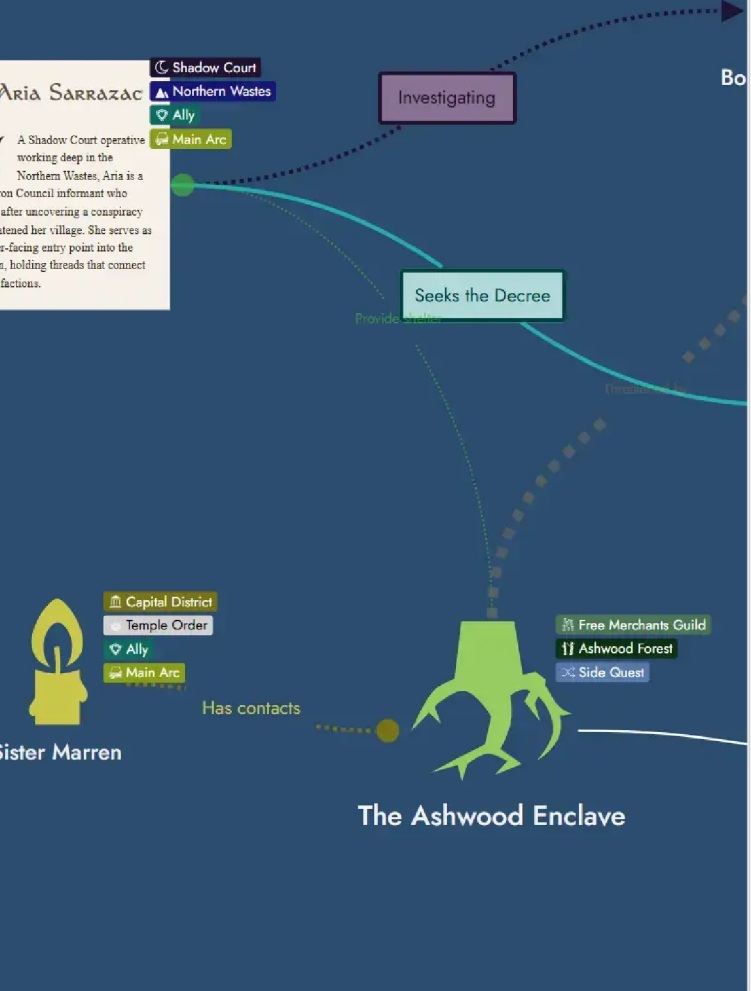
Sister Marren

Capital District
Temple Order
Ally
Main Arc

The Ashwood Enclave

Free Merchants Guild
Ashwood Forest
Side Quest

Has contacts



SECTION 7.

Views

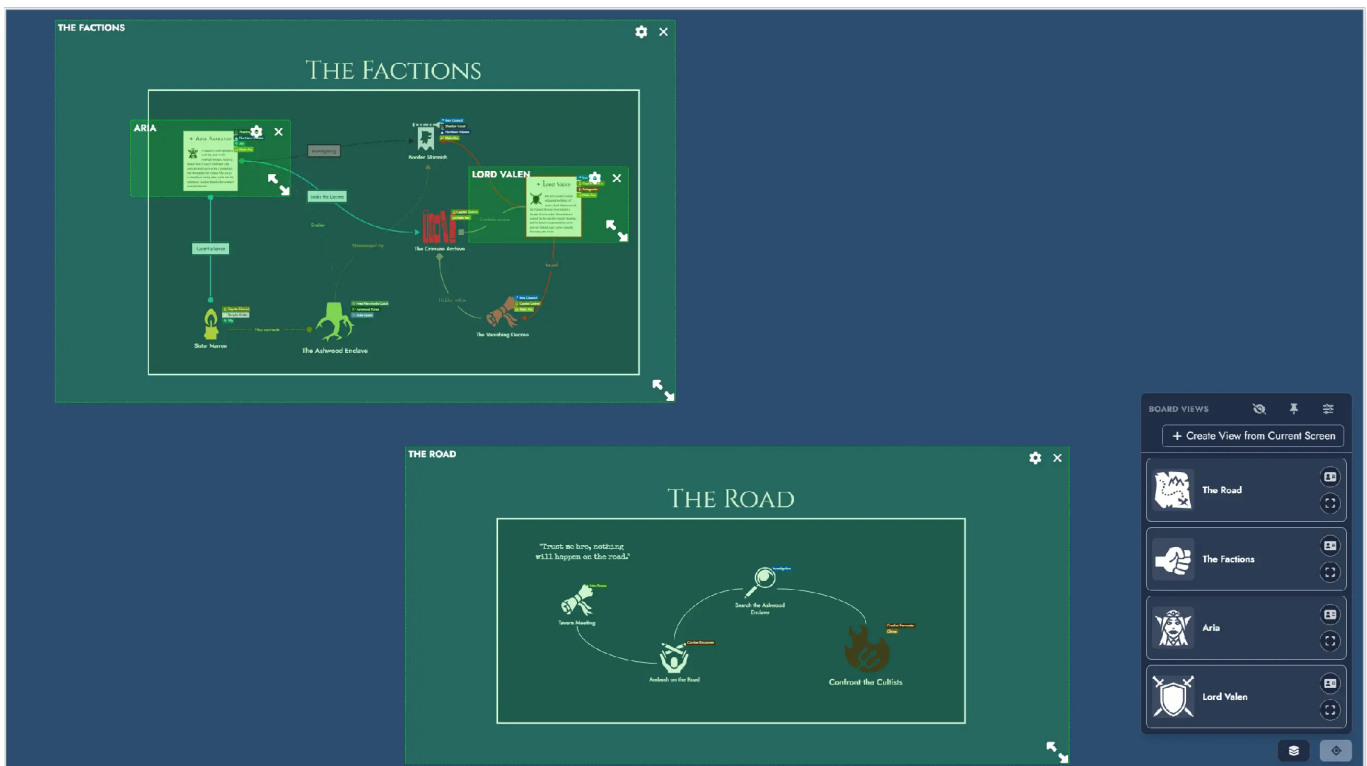
Views

Last update: May 14th 2026

Views let you save named navigation shortcuts to specific regions of the **Board** canvas. Activating a View smoothly pans and zooms the Board so that the defined area fills your screen, no matter what device you are on.

Views are purely a navigation tool. They do not group, filter, or affect the tokens inside them. Visual grouping remains the responsibility of **Group Widgets** and other layout assets.

Any View can also be used as the target of a **Module Anchor**. When activated, the Anchor navigates to the Module and immediately zooms to the targeted View. See the [Anchors](#) page for details.



Creating a View

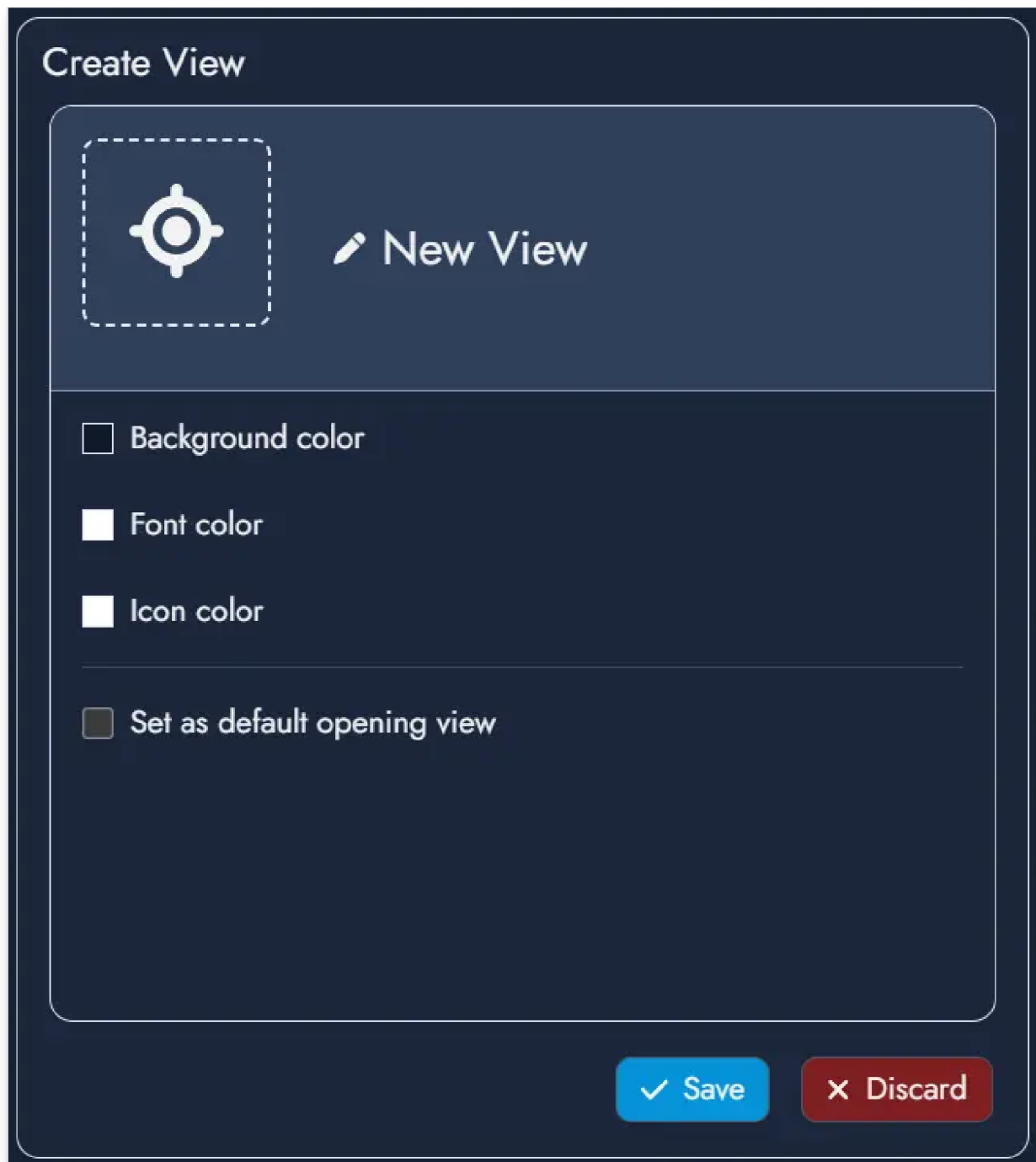
From the current screen

Click the **Create View** button inside the **View Shortcut Dropdown**, use the **Save as View** option in the Board's context menu, or press the keyboard shortcut (**Ctrl** + **Alt** + **V**). A creation modal opens where you can:

Enter a name for the View (required).

Set a featured image, and choose a background, font, or icon color.

Check **Set as default opening view** to make this View the one the Board navigates to each time the Module is opened.

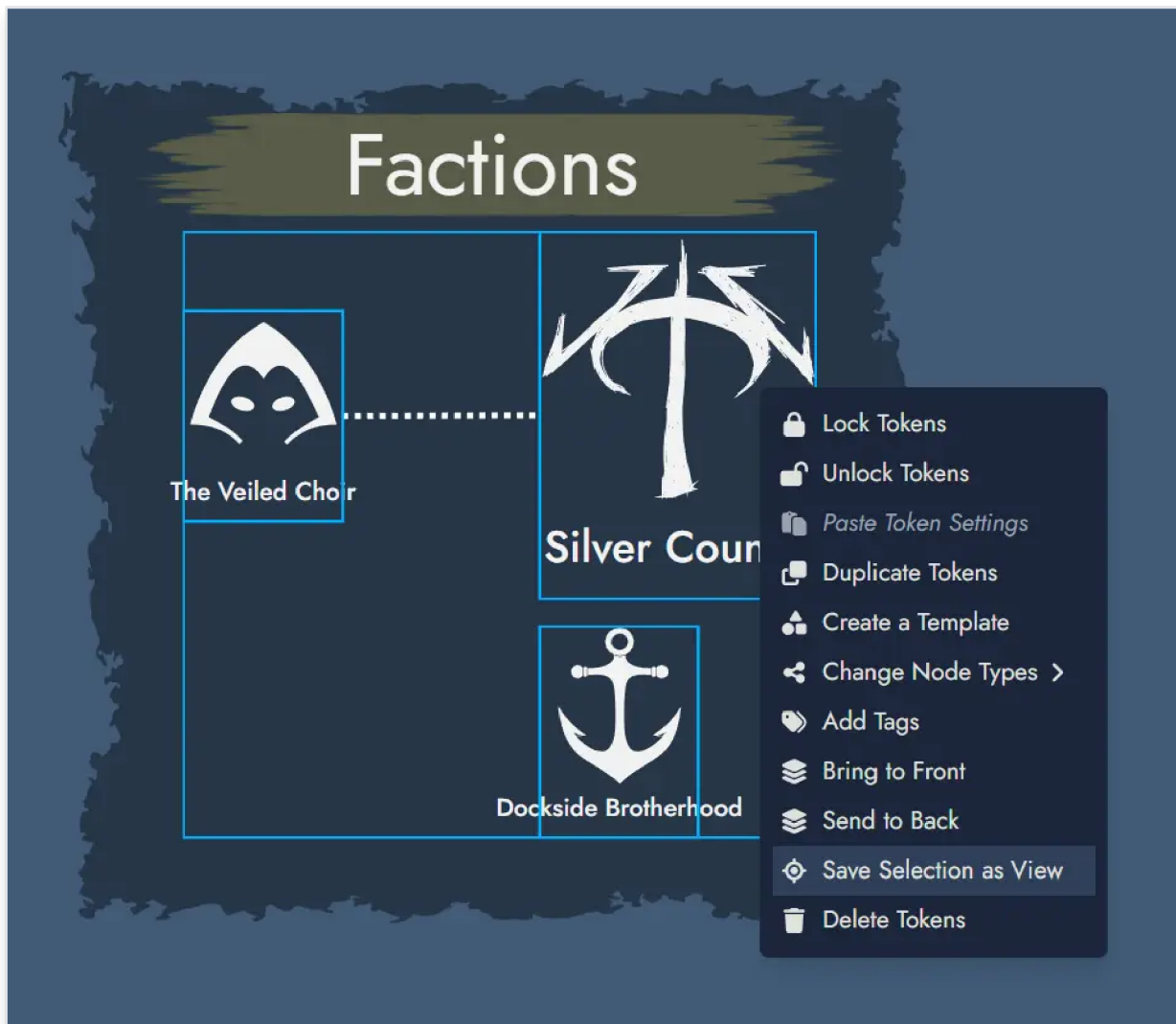


Confirming the modal creates a View using the current visible area of the Board as its boundary. The new View is added to the top of the Views list.

From a token selection

Select one or more **Tokens** on the Board, then open the context menu and choose **Create View from selection**. The same creation modal appears, including the **Set as default opening view** option. When confirmed, the View boundary is calculated from the bounding box of the selected Tokens, with a small automatic padding added around them.

When a single Token is selected, the modal pre-fills the View name and featured image from that Token's parent Asset.



View Shortcut Dropdown

The **View Shortcut** button sits in the **bottom-right corner of the Board**. It is always visible, even if no Views have been created yet.

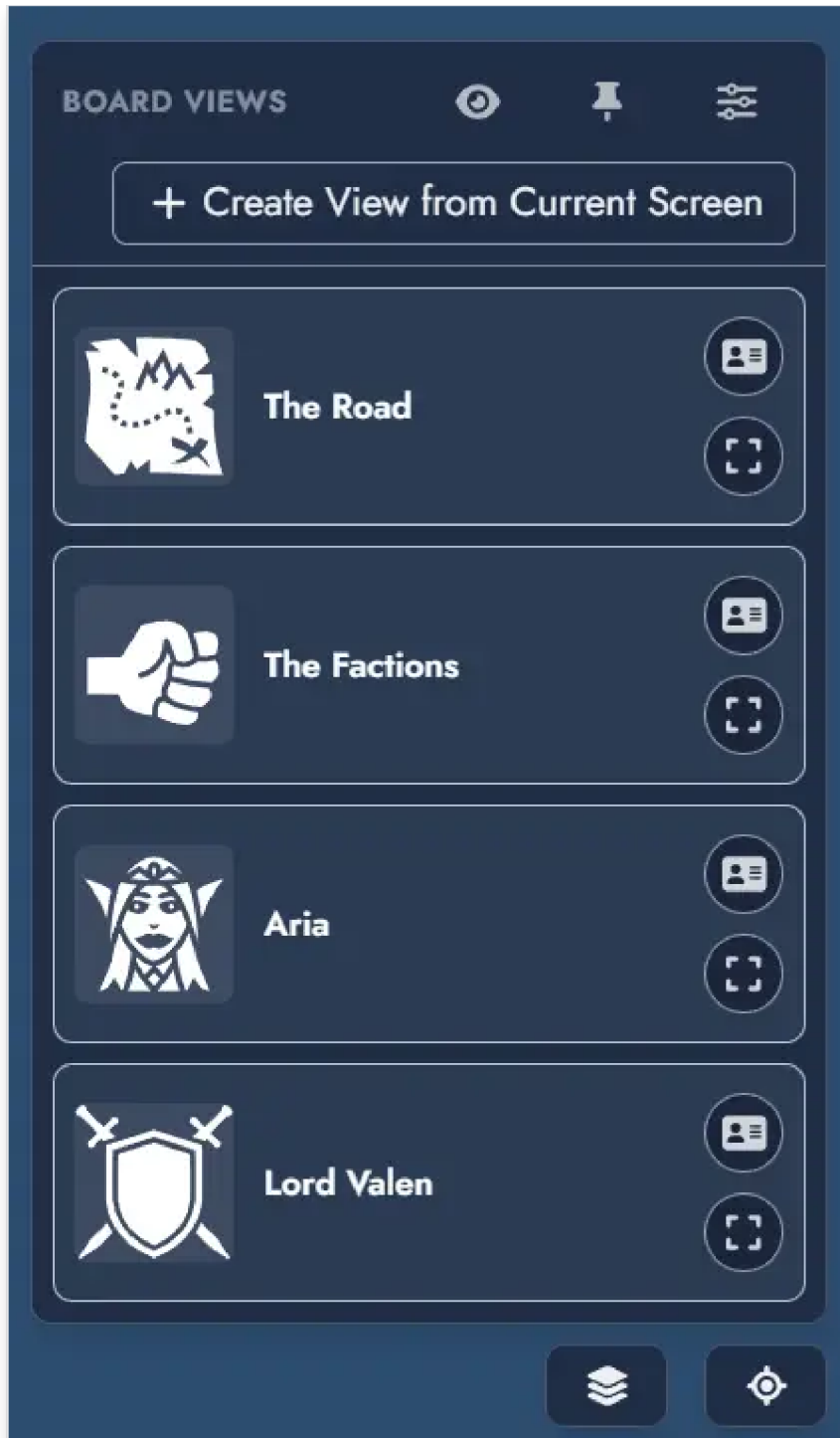
Clicking the button opens a dropdown listing all Views defined in the Module. Each entry displays its featured image, name, and custom color accents. Clicking a View entry smoothly pans and zooms the Board to bring that View's region fully into focus.

Each View card in the dropdown also features action buttons:

Edit: opens the View edition modal, where you can update the View's name, featured image, colors, and default opening view setting.

Show on Board / Hide from Board: toggles the visibility of that individual View Token directly from the list, without closing the dropdown.

A **settings button** at the top of the dropdown opens the View Manager.



Pinned Mode

The View Shortcut Dropdown has an alternative **pinned mode** that keeps View shortcuts persistently visible on the Board without requiring the dropdown to remain open.

Activate pinned mode using the pin button inside the dropdown. In pinned mode, the shortcuts are rendered as a compact vertical panel anchored to the right edge of the Board, directly above the View Shortcut button. Each View appears as a small button showing only its featured image.

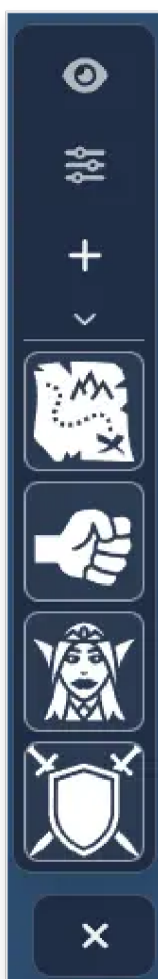
The pinned panel also includes a collapsible menu at the top containing three actions:

Settings: opens the View Manager.

Show / Hide Views on Board: toggles the visibility of all View Tokens on the Board at once.

Create: opens the View creation modal.

Clicking a View button in the pinned panel navigates to that View. The panel stays visible after navigation. To exit pinned mode, click the close button that replaces the View Shortcut button while the panel is active.



View Manager

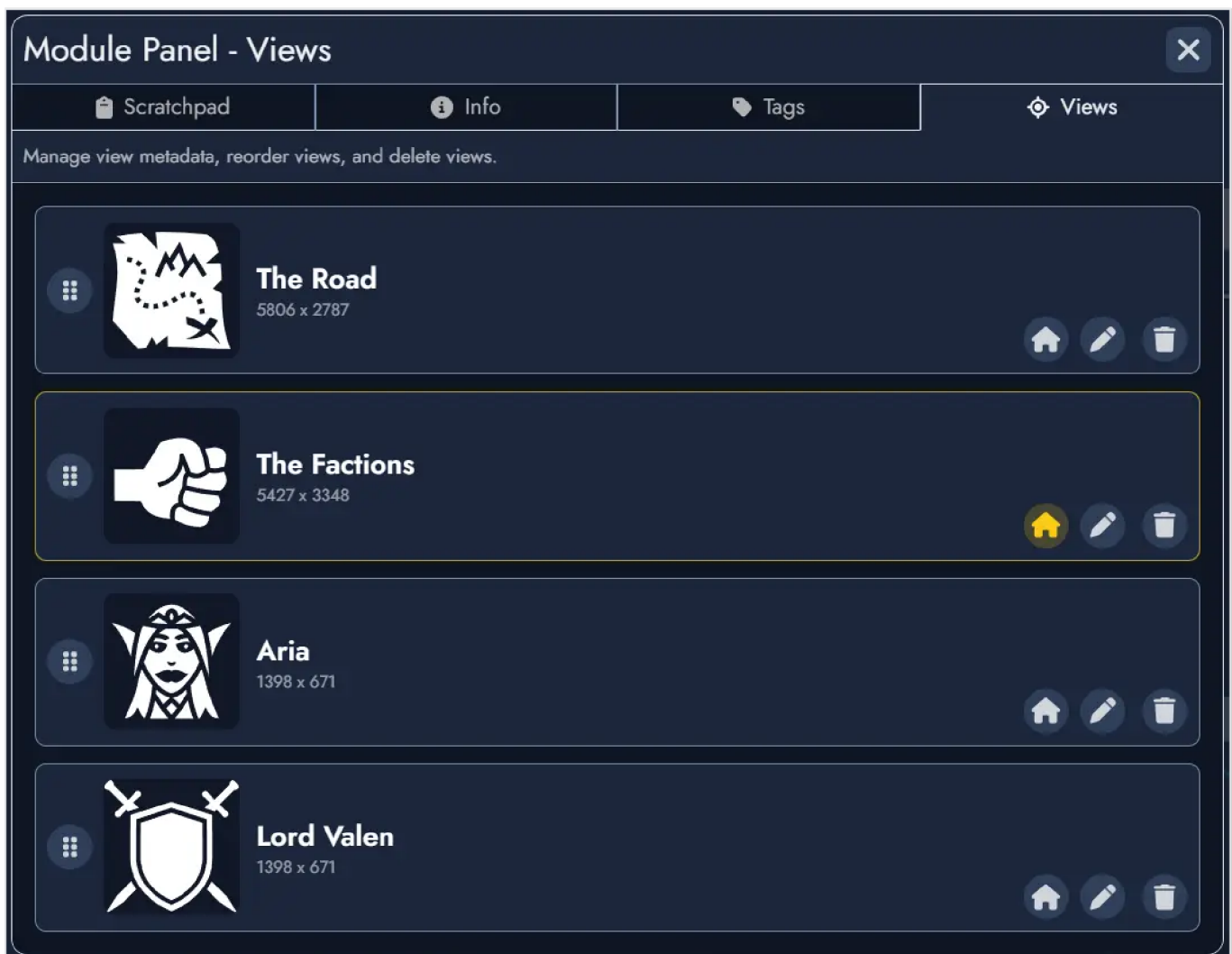
The **View Manager** is a panel for managing the full list of Views in a Module. You can open it from:

The settings button at the top of the View Shortcut Dropdown.

The **Board Settings** panel.

From the View Manager, you can rename any View, update its featured image and colors, reorder Views by **drag and drop**, and delete them. The order defined here determines the sequence in the View Shortcut Dropdown.

You can also designate a **default Opening View**: when set, opening the Module will navigate directly to that View instead of restoring the last saved camera position.



Edit Mode

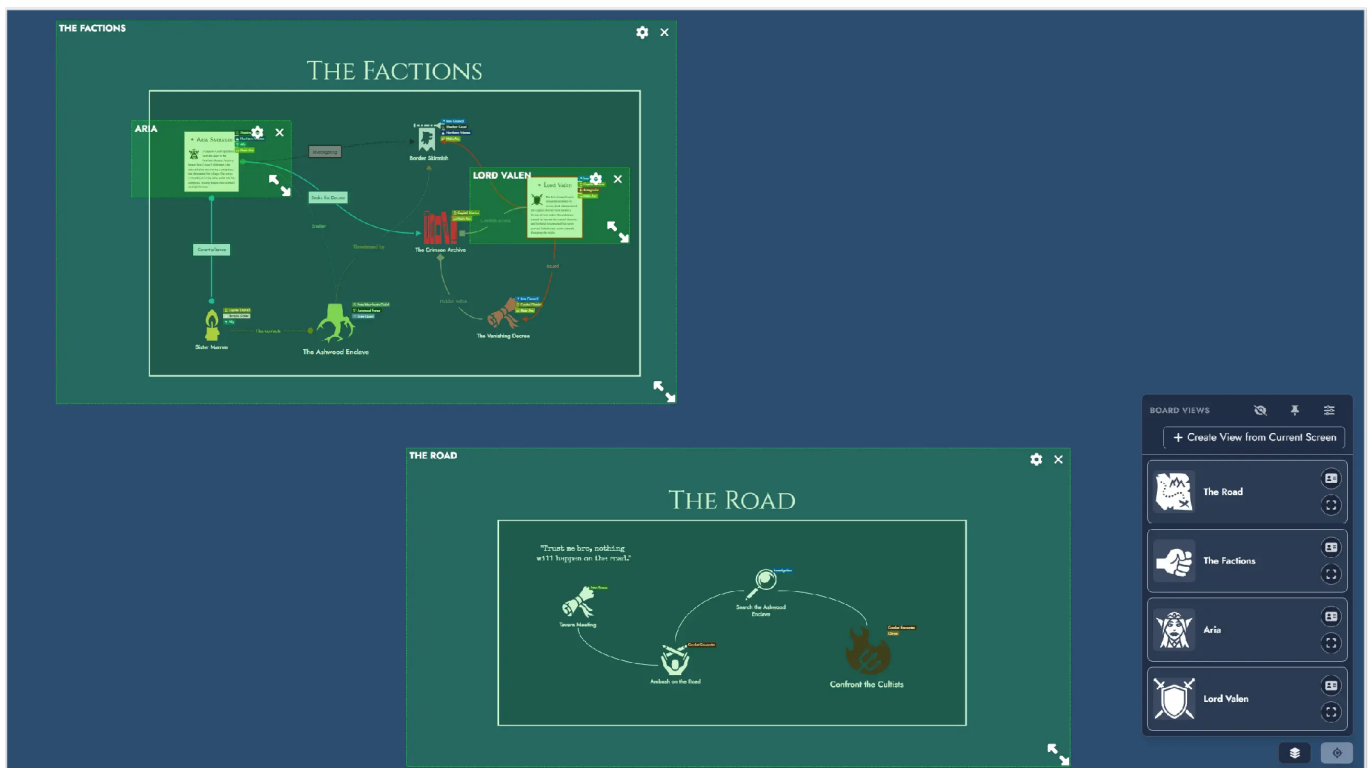
A View has no visible presence on the Board during normal use. To reposition or resize the area a View covers, enter edit mode for that View by clicking the **Edit** button on its card in the dropdown, or using the **Show on Board** button. This reveals the View Token on the Board: a transparent green rectangle with a resize handle, the View name, and two buttons:

Edit: opens the View edition modal to update the View's metadata (name, featured image, colors, default opening view).

Close: hides the View Token without deleting the View.

You can freely move and resize the View Token to redefine its boundary. Changes are saved automatically.

A global **Show all Views** toggle lets you reveal all View Tokens simultaneously for spatial reference or bulk repositioning. It is available as an option in the Board's context menu or as a button in the View Shortcut Dropdown. The label updates to **Hide all Views** when at least one View Token is visible. Turning it off hides all View Tokens again.



Opening View

You can configure which View the Board navigates to when a Module is opened. By default, the Board restores the last saved camera position (**Last Position**).

The Opening View can be set in three places:

The **UI Preferences** section of the **Board Settings** panel, via the **Opening View** dropdown.

The **View Manager**, using the dedicated option on each View.

The **View edition modal**, using the **Set as default opening view** checkbox, accessible from the creation modal or the Edit button on any View card.

Sharing and Templates


When sharing a Module via a **read-only link**, an optional toggle in the share settings controls whether Views are included. When included, viewers can use the View Shortcuts to navigate the shared Board. They cannot create, edit, reorder, or delete Views.

When exporting a Module as a **Template**, an optional toggle in the export dialog controls whether Views are packaged with the Template. When included, Views are restored when the Template is used to create a new Module.

Share



This Module can be shared with a link that will give access to a read-only version.

 [Generate a link](#)

Sharing settings

- Share and enable Random Tables
- Include Tags
- Include Views
- Allow others to duplicate this module (including images)


*Settings cannot be modified once a link has been generated.
For different settings, please generate a new link.*

Tokens

Last update: May 14th 2026


Tokens are visual representations of elements on the **Board** in Alkemia Studio. They serve as the graphical instances that you interact with during the creation and organization of your **Modules**. Each **Token** corresponds to an **Asset** on the **Board**: a **Node**, a **Widget** or an **Anchor**.

The Forest




The forest looms ahead, its canopy a tangled roof of ancient branches. Shafts of light pierce the leaves in fleeting patterns, while the air hums with unseen life. Every step stirs the scent of moss and damp earth, as if the woods themselves are holding their breath, waiting.

Negotiate



The Bridge

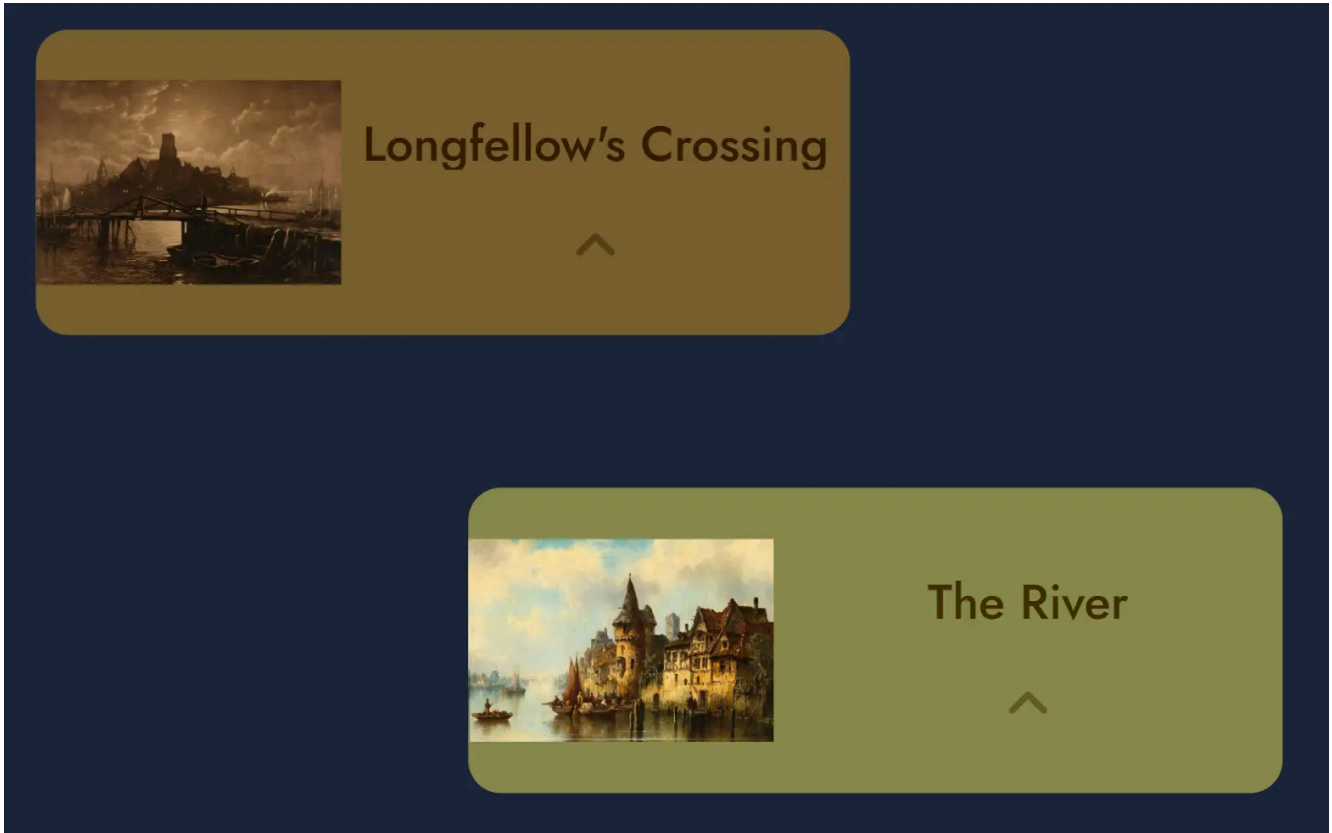


Node Tokens

This is a Text Widget



Widget Tokens



Anchor Tokens

Multiple vs Unique Tokens

Nodes can have several **Tokens** on the **Board** to represent them. In addition, each **Token** belonging to the same **Node** share the same image, but can have its own visual customization settings.



An **Anchor** can be represented by several **Tokens** on the **Board**, and just like **Node Tokens**, each can have its own visual customization settings.

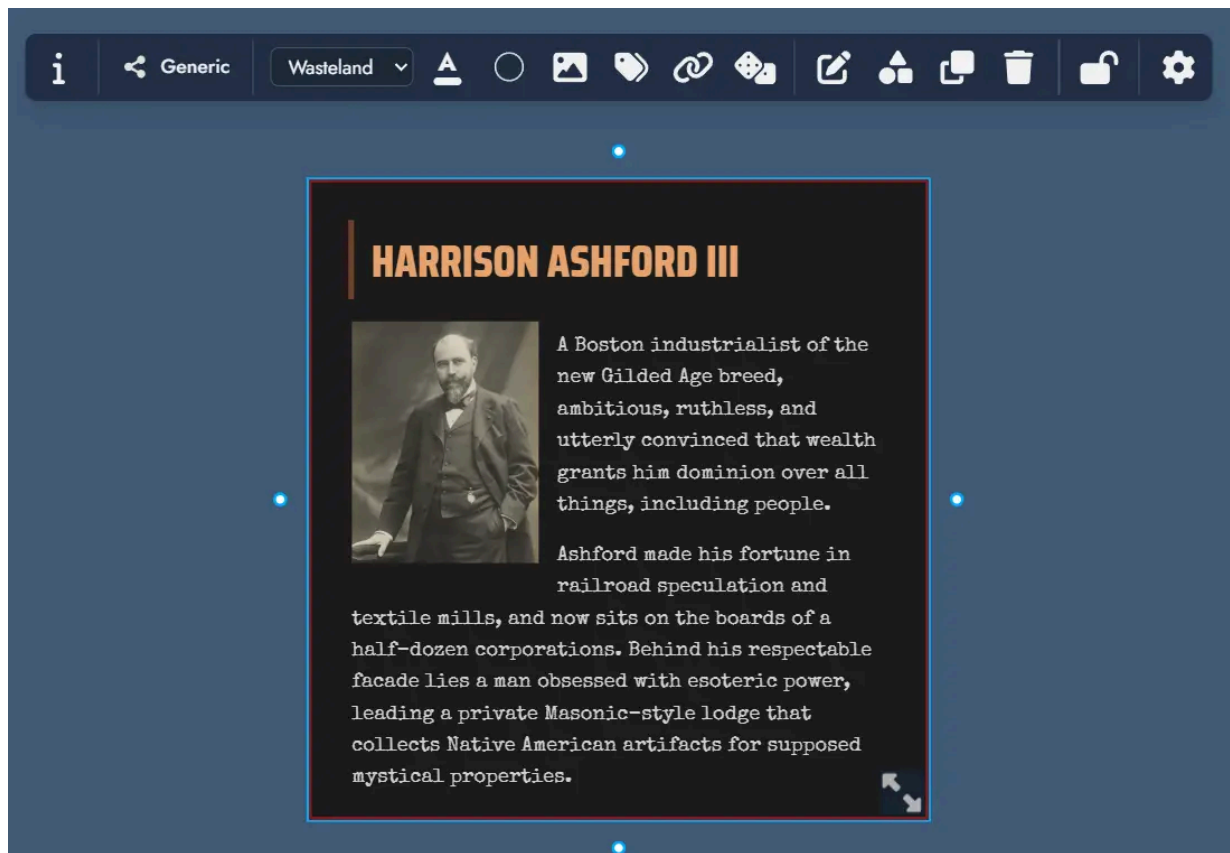
A **Widget** is different in nature from a **Node** in that it is merely a decorative or illustrative element within a **Board**. This nature makes the **Widget** a **Token** in itself, and it exists only through its unique representation on the **Board**.

Adding a **Widget** to a **Module** imposes its presence on the **Board** via its unique **Token**. And deleting a **Widget's Token** from a **Board** means deleting the **Widget** from the **Module**.



Floating Token Toolbars

Every **Token** on the **Board** has a **floating toolbar** that appears when the Token is selected. It gives you quick access to the most common actions and settings without opening the full Settings Panel.



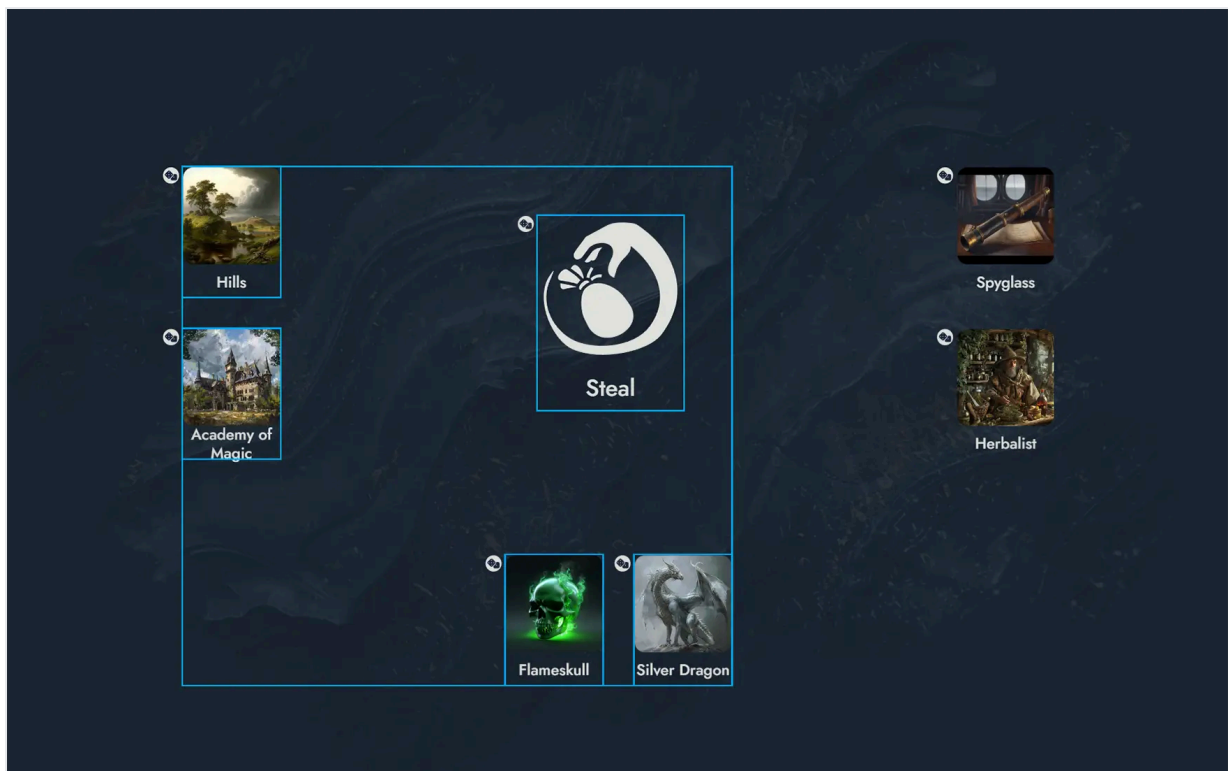
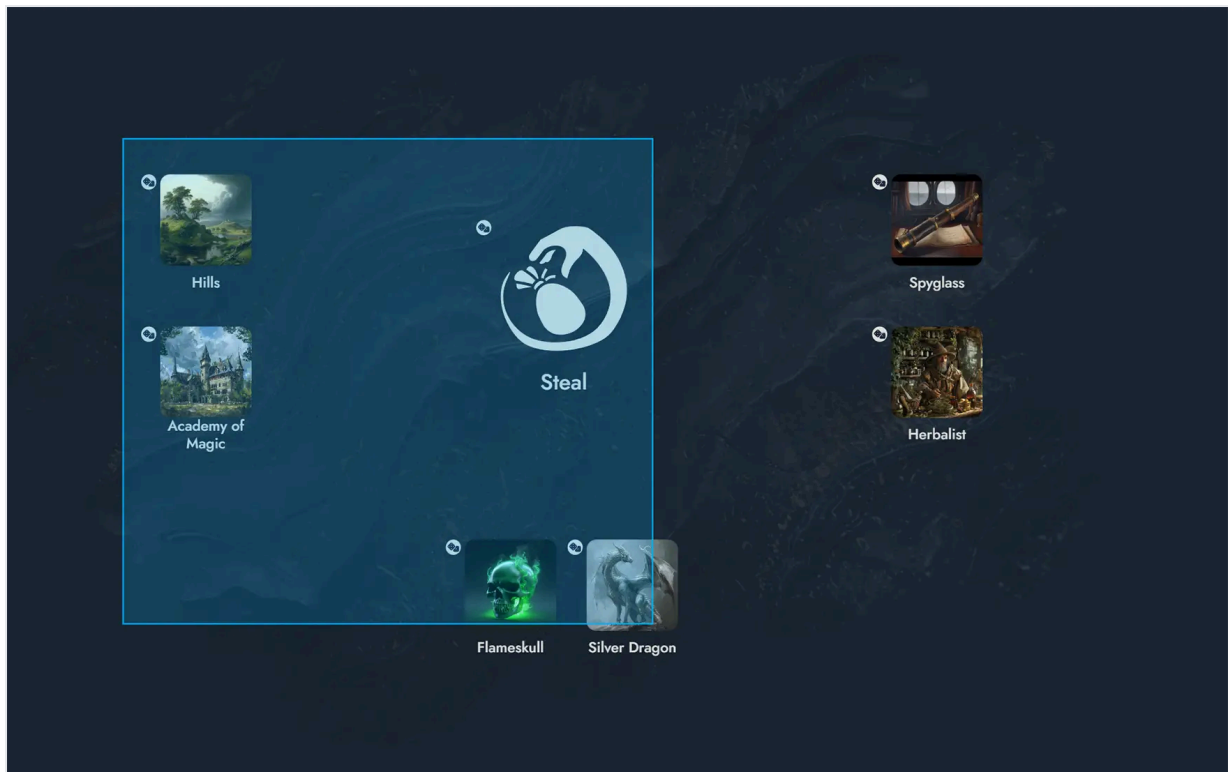
Floating toolbars can be toggled on or off globally from the **Board Settings panel** or the **Board context menu**. When disabled, Tokens continue to behave normally; the toolbar simply does not appear on selection.

In **reader mode** (shared modules), Node Tokens display a minimal toolbar with *View* and *Info* buttons, giving viewers quick access to open the Node's content or details without full editing controls.

Token Selection

To select a **Token**, click (or tap) on it.

To select multiple **Tokens**, hold down the **Ctrl** key, or click on the board and create a selection area by dragging the mouse. The same can be achieved on touch devices by tapping and dragging.

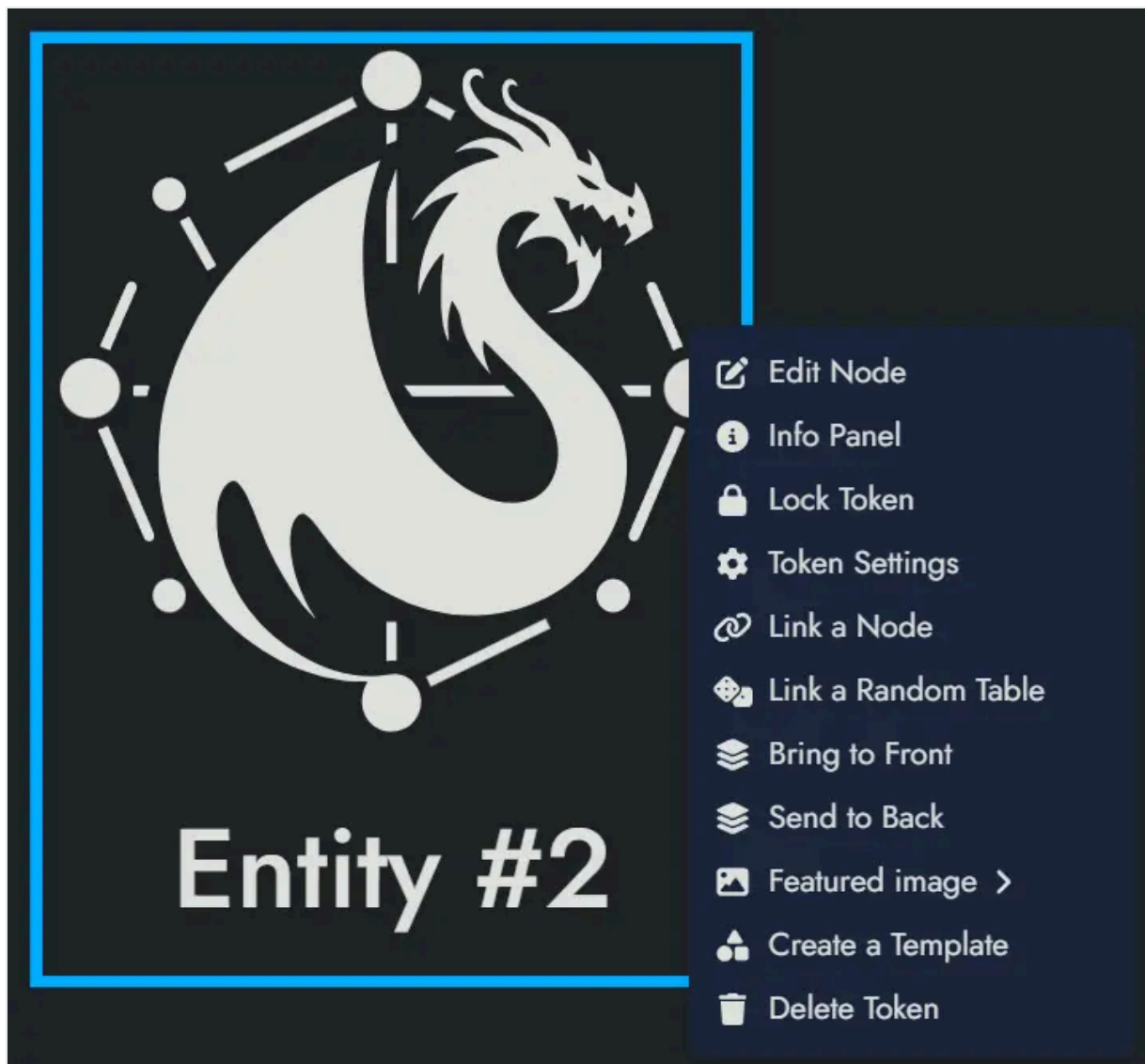


Once **Tokens** are selected, several actions can be performed: they can be deleted by pressing the **Del** key or dragged across the **Board**.




Additional actions are available in the Contextual Menus.

Contextual Menus

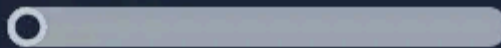
Right-clicking on a **Token** will display a contextual menu with various actions (or a long press on touch devices). Some of these actions can also be applied to a selection of **Tokens** (see Token Selection).

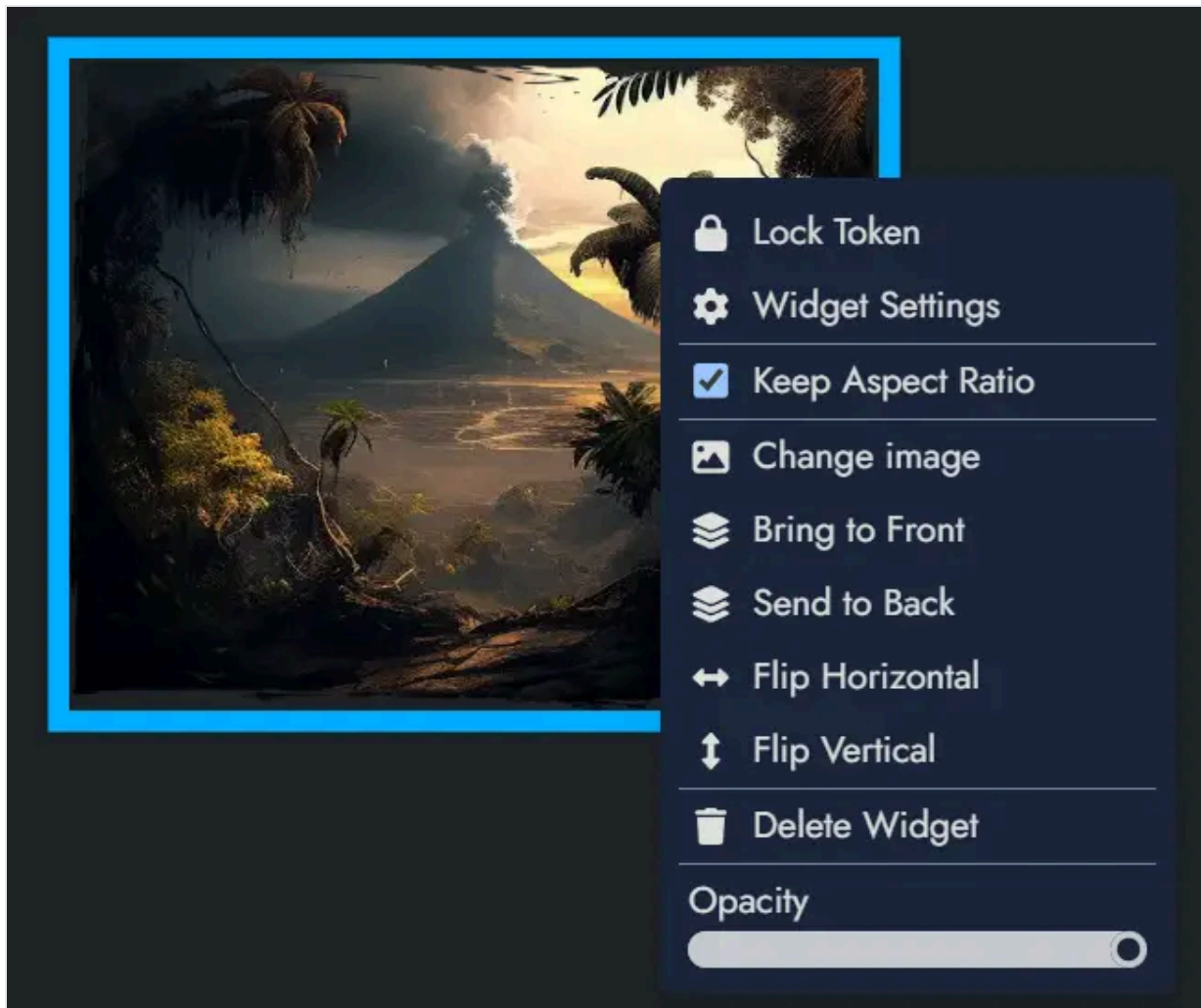


Text widget

-  Edit
-  Lock Token
-  Widget Settings
-  Bring to Front
-  Send to Back
-  Delete Widget

Font Size





The details of the available actions are described below:

Lock Token and **Unlock Token** will respectively lock and unlock the **Token**. A locked **Token** cannot be moved or selected. A contextual menu with a limited set of actions can still be triggered on a locked **Token**.

Token Settings will open the **Settings Panel** for the **Token**. The panel offers visual customization options and link configurations that vary by **Asset** type; **Node Tokens** and **Widget Tokens** each provide different settings.


Duplicate Token will create a new **Token** with the exact same settings and position it right next to the original.



Bring to Front and **Send to Back** will change the display layer of the **Token** so that it appears on top of or below any overlapping **Tokens**. Also, both these actions can be done with **PageUp** and **PageDown** key shortcuts on a selection of Tokens.




 **Create a Template** will open the **Create Template** dialog and let you create a new **Template** containing the **Token** (along with its parent **Node**), and any other selected **Assets**.

The following options are only available for Node Tokens:

 **Edit Node** will open the **Token's** parent **Node** in the **Editor**.

 **Info Panel** will open the parent **Node's** Information Panel in a floating window (or a modal window on small screens). This panel contains the essential information about the **Node**.

 **Link a Node** and  **Unlink a Node** will allow you to link the **Token's** parent **Node** to another **Node** or to remove one of the current links. The first action will open a **Node** selection modal, whereas the second will directly list the current links in a sub-menu.

 **Link a Random Table**,  **Change Random Table** and  **Unlink the Random Table**: The first option will allow you to link the **Node** to a **Random Table**. A modal window will let you select one of the available **Random Tables**. The second option will let you change the linked **Random Table** with the same modal window. The third option will unlink the currently linked **Random Table**.

 **Featured Image** will open the **Image Browser** and let you pick a new Featured Image for the **Token's** parent **Node**.

 **Delete Token** will delete the **Token**, but it won't delete the parent **Node**.

The following options are only available for Widget Tokens:

 **Delete Widget** will delete the **Widget** and its unique **Token**.

The following options are only available for Anchor Tokens:

 **Travel to Module** will transport the **Board** to the **Module** set in the **Anchor**.

 **Delete Token** will delete the **Token**, but it won't delete the parent **Anchor**.

Duplicating Tokens

To duplicate one or more **Tokens**, first select the **Tokens** you wish to duplicate (see Token Selection for more details about this).

Once selected, you can duplicate the **Tokens** in two ways:

Right-click to open the contextual menu and choose the 'Duplicate Tokens' option.

Use the keyboard shortcut **Ctrl** + **D**.

The duplicated **Tokens** will appear adjacent to the original ones and will retain all the same settings and properties as the originals.

Customizing Tokens

The **Token Settings Window**, accessible via a **Token**'s contextual menu, provides various customization options specific to the selected **Token**.

If a **Node** contains multiple **Tokens**, the settings will apply only to the currently selected one. Available customization options in this window depend on the **Asset** type.

How to Style your Tokens in Alkemion Studio

Alkemion

The screenshot displays the Alkemion Studio interface for a project titled "Longfellow's Crossing". A central circular node labeled "Longfellow's Crossing" is connected to four other nodes:

- Abandoned Tollhouse**: A rectangular node with a house icon and text describing the tollhouse's location and history.
- River Spirit**: A blue circular node with a wavy river icon.
- Bridge's Lore**: A rectangular node with a bridge icon and text about the bridge's history and the "Crossing at Midnight" event.
- The Story**: A rectangular node with a bridge icon and text about travelers and the bridge's secrets.

The left sidebar shows a list of nodes under "Nodes +":

- Longfellow's Crossing
- River Spirit
- Abandoned Tollhouse
- Smuggler's Secret
- The Poet's Ghost
- Crossing at Midnight
- Bridge's Lore
- The Story

At the bottom right, there is a button that says "Regarder sur YouTube".

Below are the options available to a Node Token:

Token Settings [Close]

The Forest - Token #1 [Refresh]

Copy **Paste**

Lock Token Layout **Standard** ▾

Hide Name Max Name Lines **- 2 +**

Hide Tags Tag Scale (1x)

Don't override token content

Font Color


Icon Color



Mask **Select**



Opacity (100%)


Scale (1x)

[Close]



Token Settings 

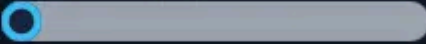
 **The Forest - Token #1** 

 Copy  Paste

Lock Token Layout **Content Card** 



Hide Name Emphasized Header


Name alignment **center**  Theme **Standard** 


Hide Tags Tag Scale (1x) 

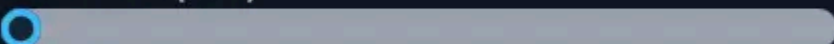
Don't override token content

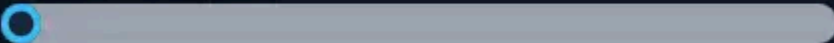

Theme Override

Font Color  Background Color 

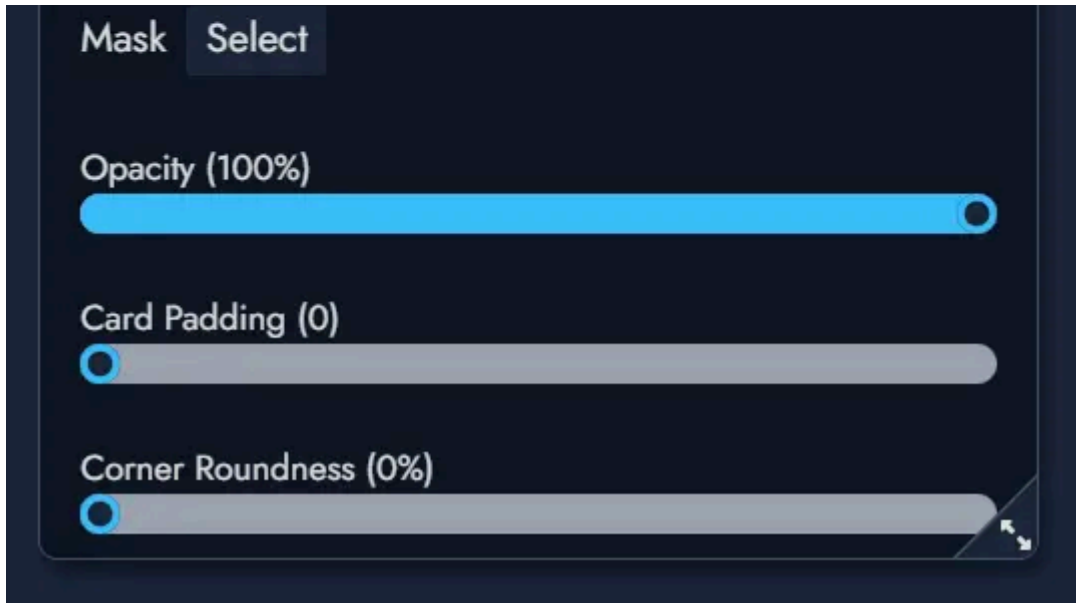
Background Opacity (100%) 

Border Style **none** 

Name Size (1.0x) 

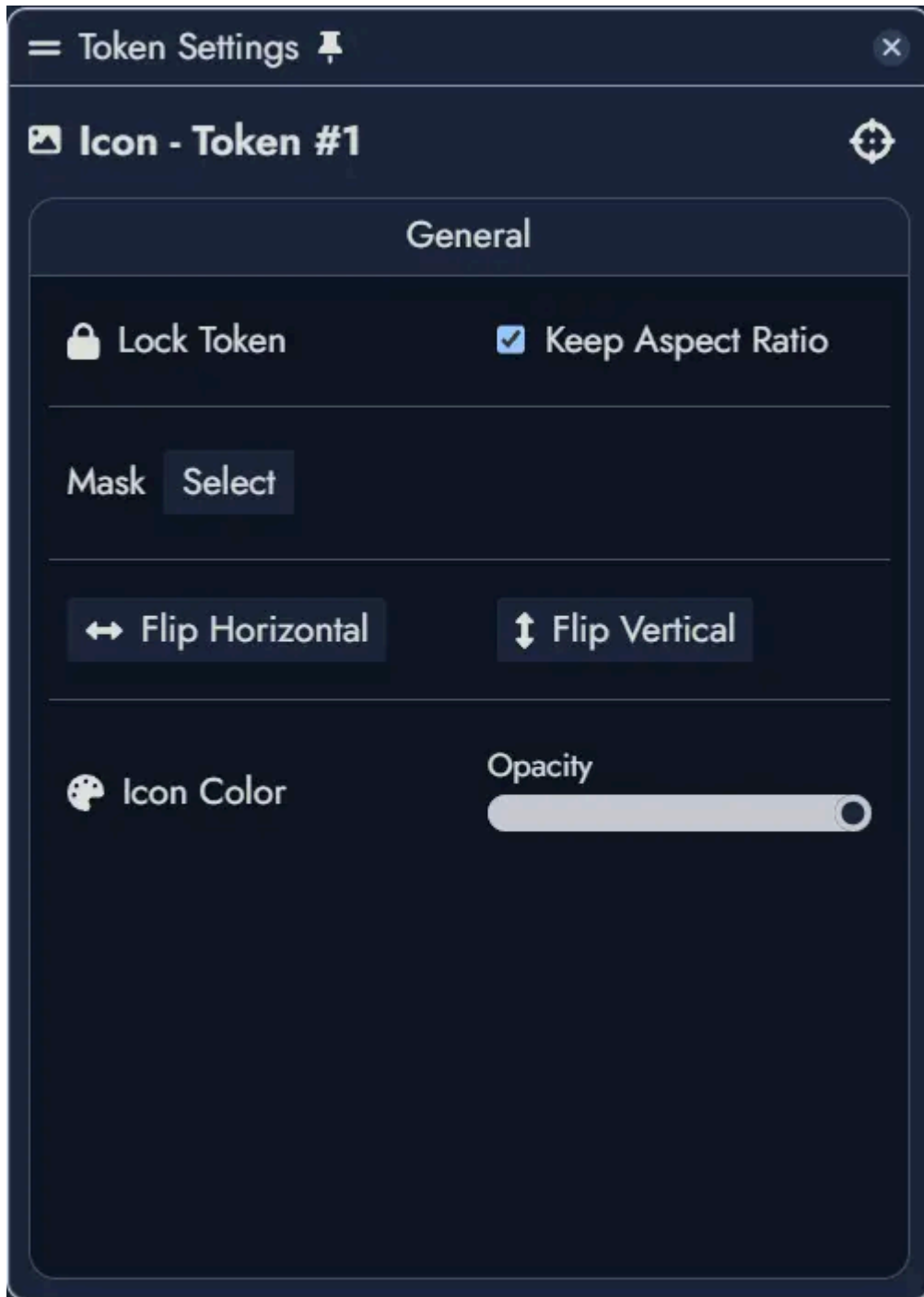
Content Size (1.0x)  

Enable Content Scroll

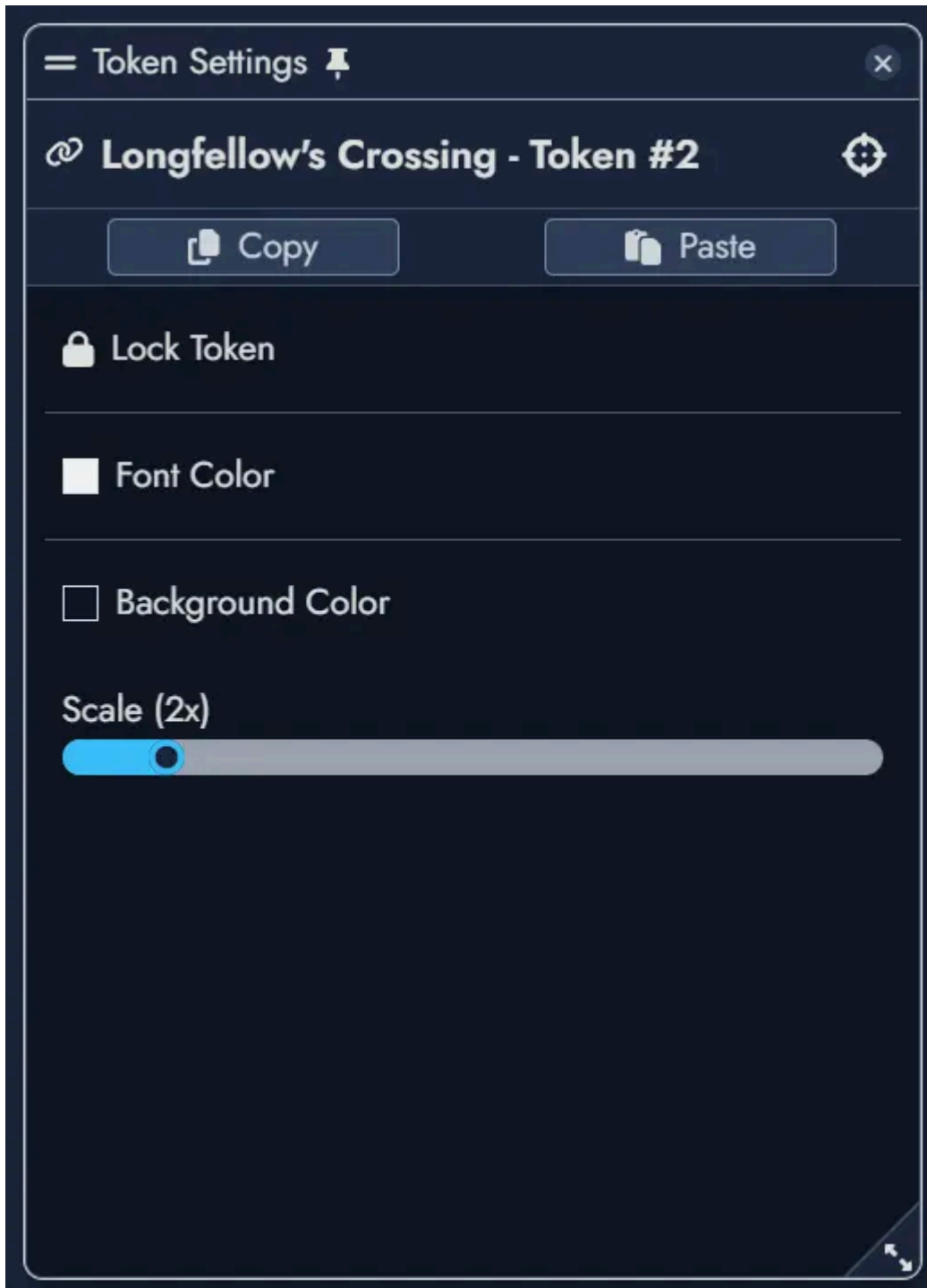


Left window is for a standard layout, right is for a content card layout.

Below are the options available to a Widget Token:



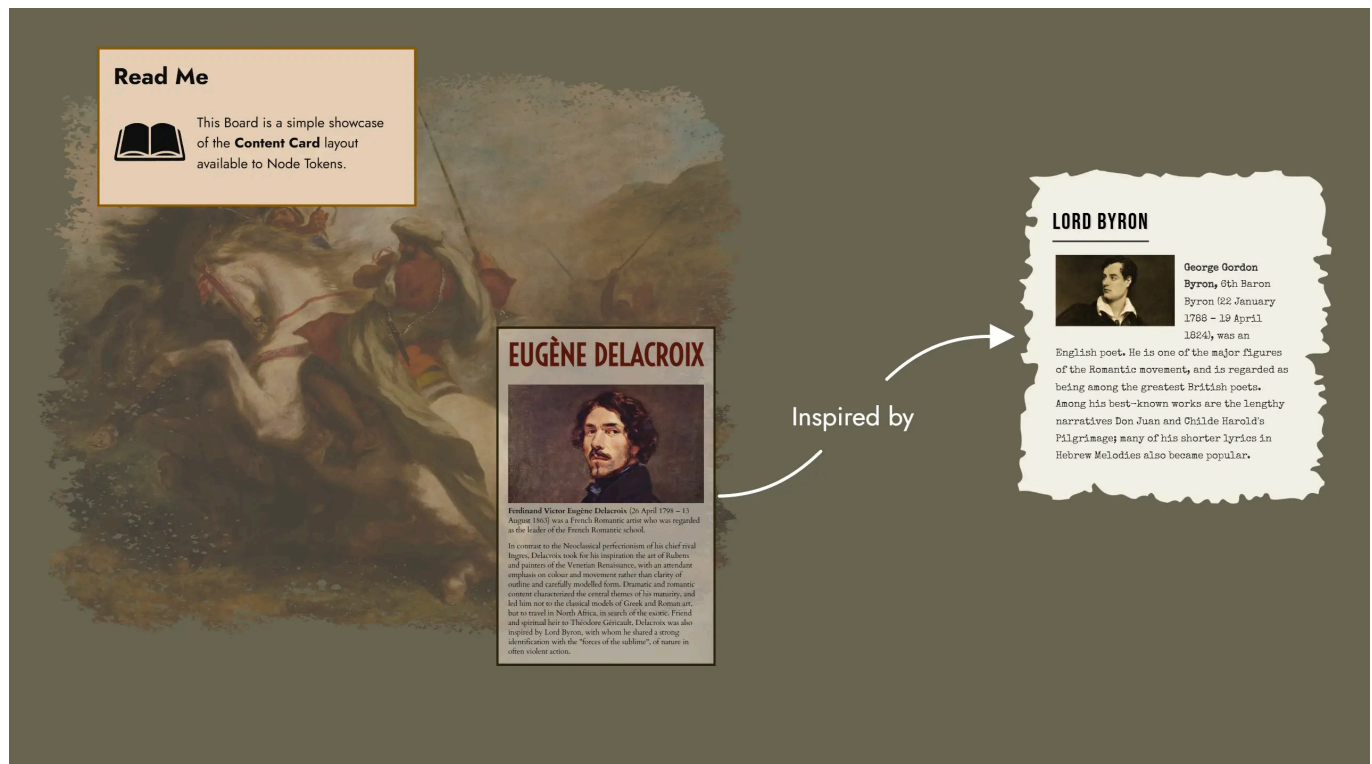
Below are the options available to an Anchor Token:



Content Card Layout

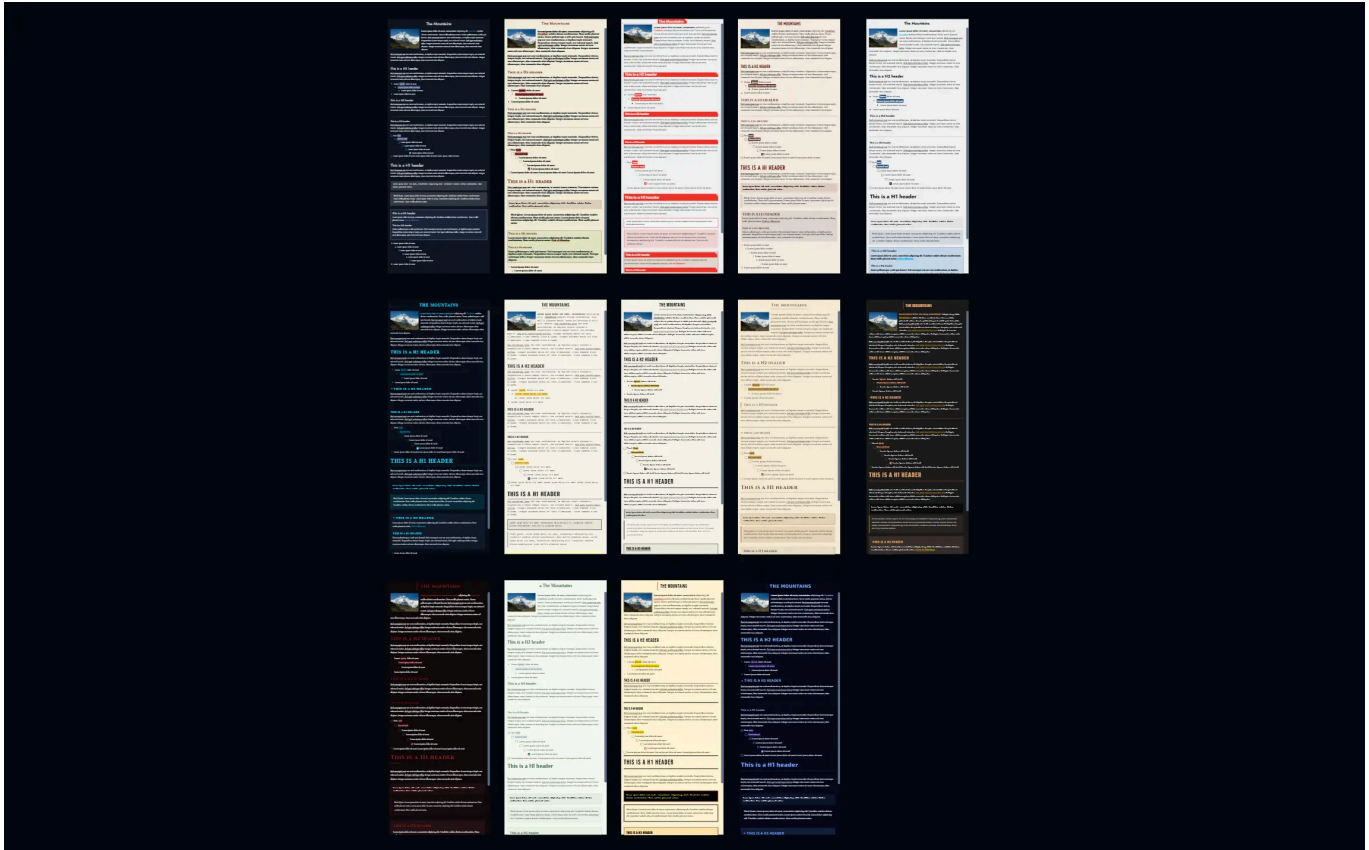
The **Content Card** layout is a specialized **Token** layout that displays not only the **Node**'s name but also its rich text content directly on the **Board**. Unlike the Standard layout which only shows the name and featured image, Content Card tokens render the actual content of the **Node**, making it visible without needing to open the **Editor**.

This layout is particularly useful for displaying narrative text, descriptions, or any content you want readily visible while navigating your **Module** on the **Board**.



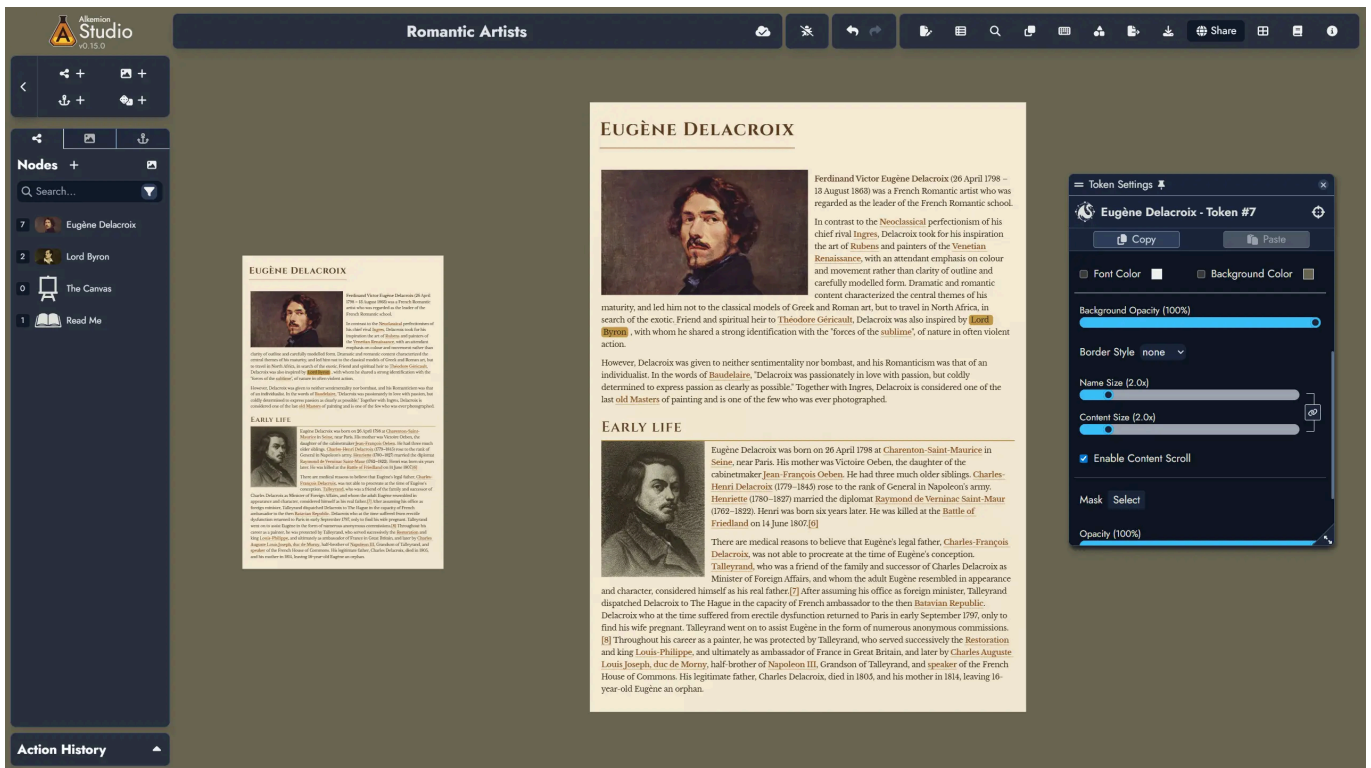
Theme Selection

Content Card tokens display their content using a **Theme**, similar to how content appears in the **Editor**. You can select any available theme for each Content Card token independently of the theme used in the Page Editor. This allows you to visually differentiate different types of content or simply match the aesthetic of your **Board**.




Responsive Scaling

The content displayed in a Content Card token scales according to two dedicated slider settings: **Name Size** and **Content Size**. These settings allow you to independently control the size of the **Node**'s name and its content text, or you can adjust them in sync to maintain consistent proportions. This flexibility ensures optimal readability while allowing you to create visual hierarchy within your cards on the **Board**.



Content Override


By default, a Content Card token displays the full content of its parent **Node**. However, you have two levels of content override available:

In the **Editor**, you can specify alternative content for any **Node** that will be displayed in all Content Card tokens of that **Node**, overriding the original content. You can hide and display this alternative content in the Editor using the  button in the Node's toolbar.

In the **Token Settings**, you can use the "Don't override token content" checkbox to force an individual token to display the original **Node** content, ignoring any Editor-level override.

Without content override

EUGÈNE DELACROIX

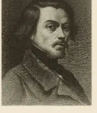


Ferdinand Victor Eugène Delacroix (26 April 1798 – 13 August 1863) was a French Romantic artist who was regarded as the leader of the French Romantic school.

In contrast to the Neoclassical perfectionism of his chief rival Ingres, Delacroix took for his inspiration the art of Rubens and painters of the Venetian Renaissance, with an attendant emphasis on colour and movement rather than clarity of outline and carefully modelled form. Dramatic and romantic content characterized the central themes of his maturity, and led him not to the classical models of Greek and Roman art, but to travel in North Africa, in search of the exotic. Friend and spiritual heir to Théodore Géricault, Delacroix was also inspired by **Jean-Baptiste**, with whom he shared a strong identification with the "forces of the sublime", of nature in often violent action.

However, Delacroix was given to neither sentimentality nor bombast, and his Romanticism was that of an individualist. In the words of Baudelaire, "Delacroix was passionately in love with passion, but coldly determined to express passion as clearly as possible." Together with Ingres, Delacroix is considered one of the last old Masters of painting and is one of the few who was ever photographed.

EARLY LIFE




Eugène Delacroix was born on 26 April 1798 at Charenton-le-Pont, near Paris. His mother was Victoire Oeben, the daughter of the cabinetmaker Jean-François Oeben. He had three much older siblings. Charles-Henri Delacroix (1779–1845) rose to the rank of General in Napoleon's army. Henriette (1780–1827) married the diplomat Raymond de Verninac-Saint-Maur (1762–1822). Henri was born six years later. He was killed at the Battle of Friedland on 14 June 1807.[4]

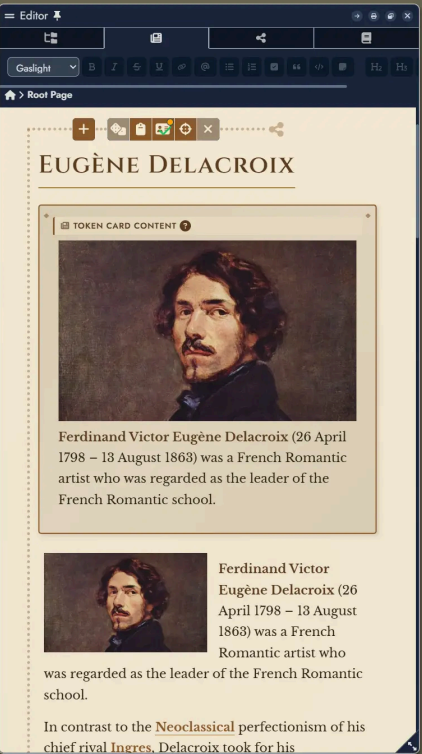
There are medical reasons to believe that Eugène's legal father, Charles-François Delacroix, was not able to procreate at the time of Eugène's conception. Talleyrand, who was a friend of the family and successor of Charles Delacroix as Minister of Foreign Affairs, and whom the adult Eugène resembled in appearance and character, considered himself as his real father.[7] After assuming his office as foreign minister, Talleyrand dispatched Delacroix to The Hague in the capacity of French ambassador to the then Batavian Republic. Delacroix who at the time suffered from erectile dysfunction returned to Paris in early September 1797, only to find his wife pregnant. Talleyrand went on to assist Eugène in the form of numerous anonymous commissions.[8] Throughout his career as a painter, he was protected by Talleyrand, who served successively the Restoration and king Louis-Philippe, and ultimately as ambassador of France in Great Britain, and later by Charles-Auguste Louis Joseph, duc de Berry, half brother of Napoleon III, Grandson of Talleyrand, and speaker of the French House of Commons. His legitimate father, Charles Delacroix, died in 1803, and his mother in 1814, leaving 16-year-old Eugène an orphan.

With content override

EUGÈNE DELACROIX



Ferdinand Victor Eugène Delacroix (26 April 1798 – 13 August 1863) was a French Romantic artist who was regarded as the leader of the French Romantic school.



Customization Options

The **Token Settings Window** for Content Card layout provides extensive customization options:

Header Settings:

Hide Name: Toggle the visibility of the **Node's** name at the top of the card.

Emphasized Header: When enabled, the name uses h1 styling instead of h2 for greater prominence.


Name Alignment: Position the **Node's** name horizontally (left, center, or right).



Name Size: Adjust the size of the name text using a slider.



Content Display:


Content Size: Adjust the size of the content text using a slider.

Enable Content Scroll: When checked, a vertical scrollbar appears when content overflows the card boundaries, allowing you to see all content within a fixed token size.



Token Settings 

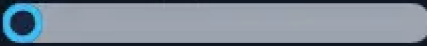
 **The Forest - Token #1** 

 Copy  Paste

Lock Token Layout **Content Card** 



Hide Name Emphasized Header


Name alignment **center**  Theme **Standard** 


Hide Tags Tag Scale (1x) 


Don't override token content


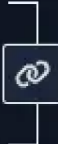
Theme Override

Font Color  Background Color 

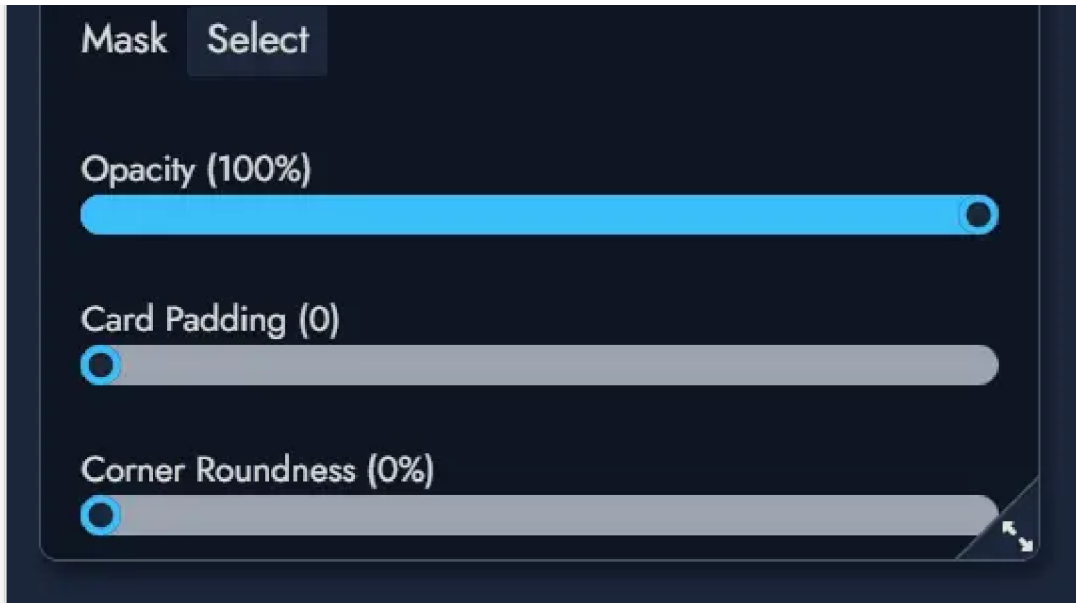
Background Opacity (100%) 

Border Style **none** 

Name Size (1.0x) 

Content Size (1.0x)  

Enable Content Scroll



Theme Override:

Font Color: Override the theme's default font color with a custom color of your choice.

Background Color: Override the theme's default background color with a custom color.

Background Opacity: Control the transparency of the background, from 0% (fully transparent) to 100% (fully opaque).

Card Appearance:

Border Style: Choose from various border styles (none, solid, dashed, dotted) to frame your card.

Card Padding: Adjust the inner spacing between the card's border and its content.

Corner Roundness: Control the border-radius to create rounded corners on the card.

Tags Display:

Hide Tags: Toggle the visibility of any **Tags** assigned to the **Node**.

Tag Scale: Adjust the size of tag overlays displayed on the token.

SECTION 9.

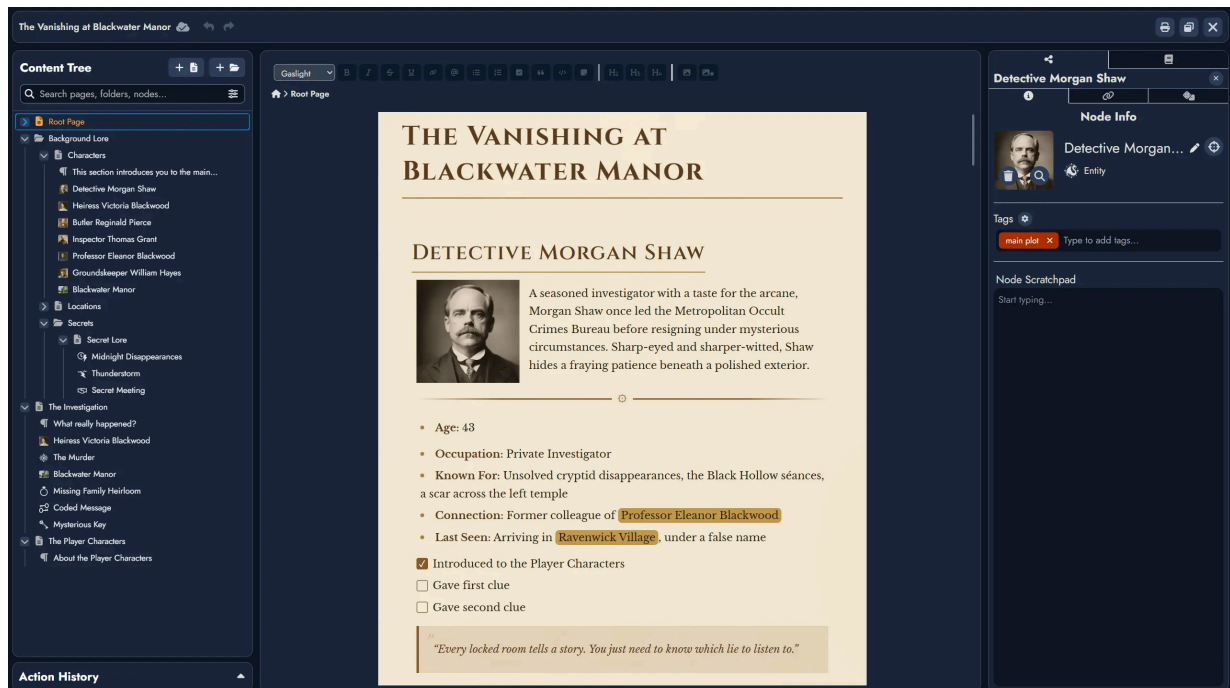
The Editor

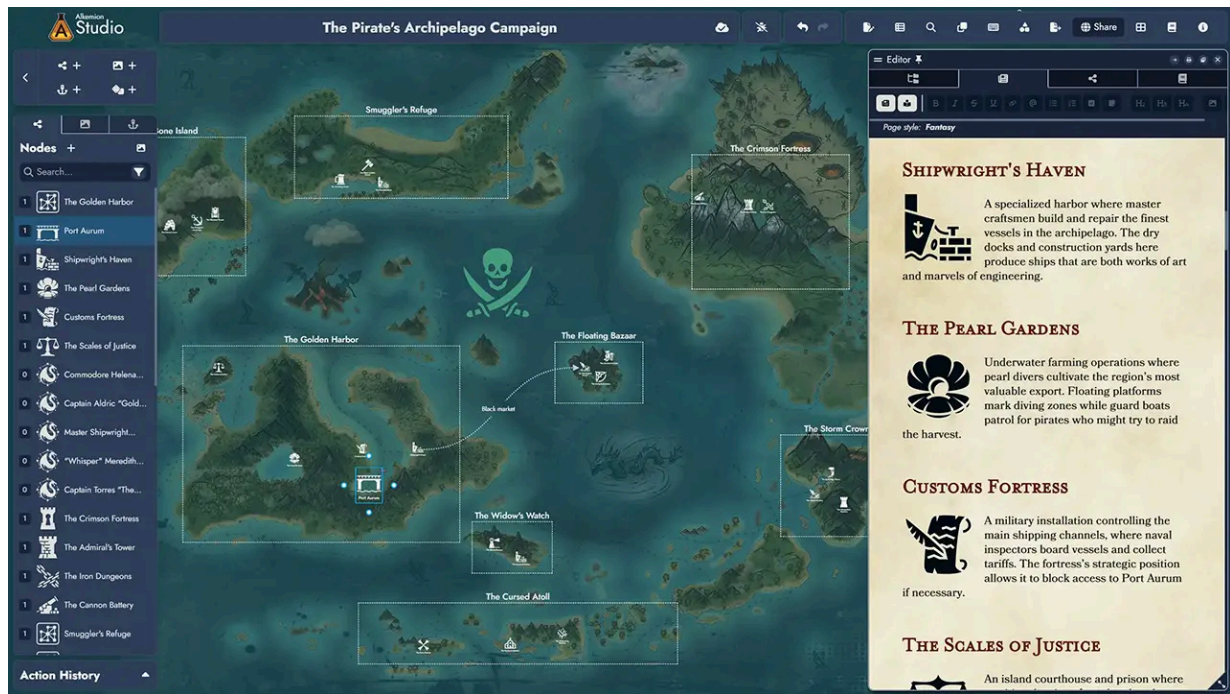
The Editor

Last update: May 14th 2026

The **Editor** facilitates the organization and detailed editing of your **Module's** content. It consists of three main components: the *Editable Page*, the *Content Tree*, and the *Details Panel*. Use this interface to arrange **Nodes**, edit their rich-text content, and prepare your **Module** for in-game access, printing, or sharing.

The **Editor** can be opened in full screen or as a resizable window within the **Board**, letting you write while navigating your visual structure.





Editable Page

The Editable Page displays the contents of the currently selected **Page** from the **Content Tree**. You can switch between multiple **Pages** within your **Module**. Each **Page** is an independent document-like space where you can arrange content blocks.

A Page can include an ordered mix of **Node Blocks** (content tied to a **Node**) and **Text Blocks** (standalone content not linked to any **Node**). Within this area, you can edit **Node** content using rich-text tools, add or format standalone text, insert images, and build your **Page's** layout block by block.

At the end of each **Page**, a placeholder **Text Block** is automatically shown to let you begin typing without needing to manually add a block. This placeholder is only converted into a real **Text Block** when you start entering content. If the last block on the **Page** is already a **Text Block**, no placeholder is added.

Page style: **Lovecraft**


THE RIVER

"MUSTACHE" JOHNNY

GM tips:

Use Mustache John as a wildcard ally or rival who can switch sides if it serves his interests. Emphasize his knack for reading people: he might discern players' motives, perhaps offering help with a hidden agenda. John can add complexity to interactions, subtly manipulating outcomes to protect his own standing. If players win him over, he might provide crucial insights about the town's hidden politics or gamble valuable information over a poker game. Let rumors of his past surface in moments that build tension, giving players reasons to second-guess his loyalty.


"Mustache" John McBride was born to a wealthy New York family in the 1860s. Despite his refined upbringing, he always found city life stifling and far preferred the thrill of horseback rides and open plains. After an unexpected inheritance from a long-lost uncle, John traveled west, seeking fortune and adventure. He quickly became known for his impeccable manners, sharp wit, and, of course, his distinctive, well-groomed mustache, which he claimed was his "badge of honor."



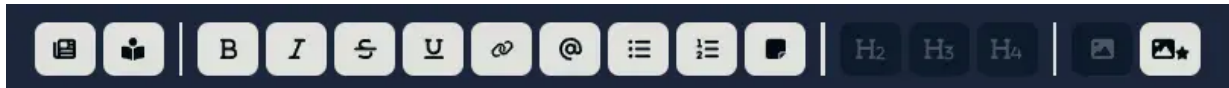
In the bustling frontier towns, he stood out, dressed in tailored suits amid dust-covered cowboys, often sipping fine whiskey instead of the harsh moonshine. Known as a gambler with a penchant for high-stakes poker, Mustache John earned both respect and notoriety as a man who could read people better than most. But rumors swirled about his past. Some whispered he was involved in a scandal that drove him westward, others said he dabbled in affairs that could ruin a lesser man.

Now, Mustache John finds himself entangled in local politics, his cunning mind and impeccable charm making him an invaluable, and dangerous, ally in the chaotic west.

A dotted line indicates the selected Content Block. When a **Node** is selected, additional functions appear, such as rolling the linked random table , toggling notes , or inserting new blocks .

When the Editor is in windowed mode, a "Center on Board" button  is available; clicking it will center the Board on the selected Node's token. If the Node has multiple tokens, repeated clicks will cycle through them.

Each Content Block can be shown or hidden in the page using the context menu available on each block in the Content Tree.



The toolbar includes the following functions:


The  button lets you switch between multiple visual themes, with support for custom themes planned in a future update.

 toggles reader mode, hiding overlay buttons.

Standard formatting tools include bold , italic , strikethrough , underline , bullet  and numbered  lists , and headers .

 inserts a secure link (https only).




 inserts a **Mention** to another Node. See the Mentions section.



 applies a sticky-note style to a paragraph.

 inserts an image from your Library.

 inserts the Node's featured image.

Selecting an image by clicking on it displays a toolbar dedicated to that image.

The  and  buttons can be used to change the size of the image, while the  alignment buttons lets you position the image on the left, right or center of the content.


Finally, the magnifying glass  button lets you zoom in on the image, while the trash  button lets you delete the image from the content.



Mentions

Mentions create inline references to other **Nodes**, providing a soft-link for narrative or organizational purposes.

Inline Mention: While typing in the **Editor**, press the "@" key to trigger the Mention feature. This action opens a floating search window, allowing for immediate searching of **Nodes** by name. Navigate the search results using the arrow keys and select the desired **Node** to insert a **Mention**. After selection, you can continue typing without interruption.

Toolbar Mention Button: To use this feature, first position your text cursor where you wish to insert a **Mention** or select existing text to be linked. Clicking the  button on the toolbar will open a selection window. Here, you can choose the appropriate **Node** to link to the selected text. If the caret is positioned within a word, the entire word will be automatically selected and linked as a **Mention**.

Clicking on a **Mention** in the **Editor** will select the referenced **Node** in the **Node Details Panel**. If you press the **Ctrl** key while clicking, the **Editor** will also scroll to bring the referenced **Node** into view, assuming it is included in the current active **Page**. This provides seamless navigation when referencing related material.


Content Tree



The **Content Tree** lets you manage multiple Pages inside your Module. Pages act like documents or folders, similar to file browsers in tools like Obsidian or Notion.

Pages can contain a combination of **Node Blocks** and **Text Blocks**, organized into a nested folder structure if desired. You can rearrange Pages or Blocks using drag-and-drop, and use right-click (or long press on mobile) for contextual actions like renaming, deleting, or inserting new content.

Selecting a **Node Content Block** will display its details in the *Node Details Panel*.

You can move content blocks between **Pages** or folders, and freely reorganize your **Module's** structure. You can also **move or copy selected page content to another page** directly from the Content Tree context menu. A **Node** can be included in multiple **Pages** (but only once per **Page**).

The “Search” input field will let you search throughout the **Module** content. A settings button  on the far right of the search field provides additional search and filtering options.

The  and  buttons at the top right of the **Content Tree** let you add a new folder or **Page**. The new item will be created inside the currently selected folder or **Page** in the structure, or at the end of the tree if nothing is selected.

Content Tree



Search pages, folders, nodes...



> Root Page

▼ Background Lore

▼ Characters

This section introduces you to the main...

Detective Morgan Shaw

Heiress Victoria Blackwood

Butler Reginald Pierce

Inspector Thomas Grant

Professor Eleanor Blackwood

Groundskeeper William Hayes

Blackwater Manor

▼ Locations

This section gives an overview of the major...

Blackwater Manor

Secret Study

Overgrown Gardens

Village of Ravenwick

Abandoned Lighthouse

Family Crypt

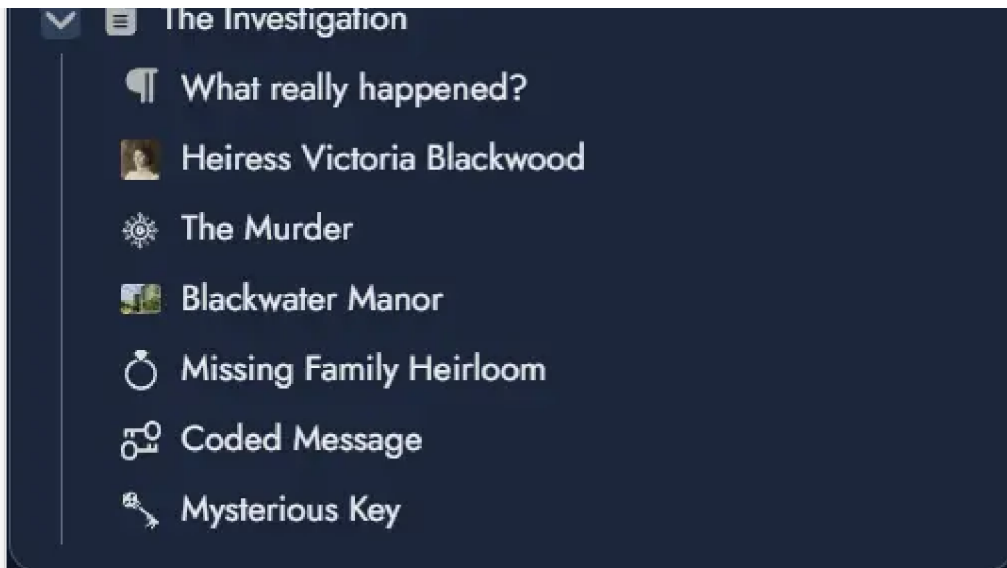
▼ Secrets

▼ Secret Lore

Midnight Disappearances

Thunderstorm


Secret Meeting



Right-clicking on a **Content Block** in the tree will display a contextual menu with various actions (or a long press on touch devices). Some of these actions can also be applied to a selection of **Content Blocks**. To select multiple **Content Blocks**, hold down the **Ctrl** key while clicking.


Node Details Panel


Provides meta-information and available actions for the currently selected **Node**. These are divided into three tabs:

Information Tab : features general information about the **Node** such as its title, type and its Featured Image. It will also display two input fields dedicated to notes:

The **Tags** section contains a Tag Box you can use to manage the Tags associated with this Node. You can find more information about managing a Node's Tags in the dedicated page.

The "Node Scratchpad" lets you store any kind of notes you want to associate with this Node.

Linked Nodes Tab : features the list of Nodes connected to the one selected in the Node Details Panel. From this tab you can remove any of the connections, or you can add new ones. Any of the listed Node can also be selected.


Random Tab : this is where you can link the selected Node to a Random Table. When the selected Node is linked to a Random Table, it will be featured here, and you will be able to remove the link or change it for another Random Table. In this tab you also have the possibility to roll the linked Random Table.

Print/PDF Preview


The Print/PDF Preview feature allows you to review how your Module will appear when printed or exported as a PDF. It opens a modal with two panels: the left panel displays the Editor with your Nodes, and the right panel shows the page layout with page breaks.

The right preview panel can be zoomed in or out to adjust the display for your convenience.

Preview Panel: When activated, this panel shows a visual representation of your Module's content divided into pages. The display updates automatically as you modify the content.

Page Breaks: You can manually insert page breaks using the dedicated button  Page Break in the toolbar or adjust page breaks by dragging them in the left Editor panel.

Content Control: Only Nodes visible in the Editable Page will be included in the preview. You can toggle Node visibility using the Content Tree in the Editor.

Export Options: Once satisfied with the layout, use the print  button to open your browser's print settings and either print the module or save it as a PDF.

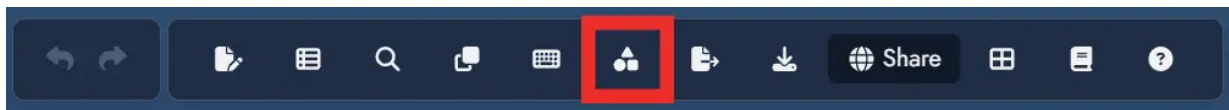
SECTION 10.

The Library

The Library

Last update: March 13th 2026

The Library gathers the assets available to all your Modules into a single window. This includes all visuals (images, icons, and masks), templates, and random tables. The Library is accessible from the **Lobby** via its dedicated tab, and from inside any open Module by clicking the dedicated button in the upper toolbar or by pressing the "L" key.

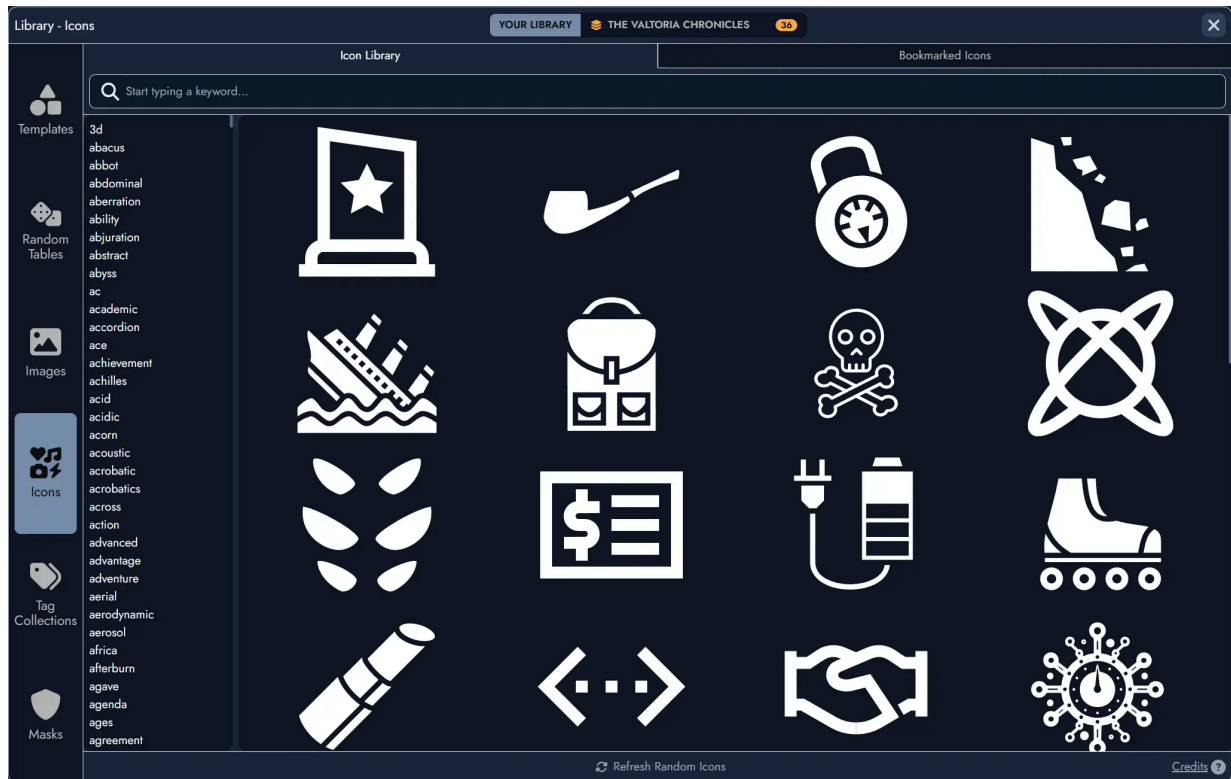


The Library contains both your own assets and the ones provided by Alkemon as resources and examples. Later on, you will be able to access assets shared by the community.

In addition to allowing you to find specific elements to add to your board, the Library can also serve as a great source of inspiration. Simply browsing through the visuals or rolling a couple of random tables could spark a new idea or get you started on a project.

Content Types

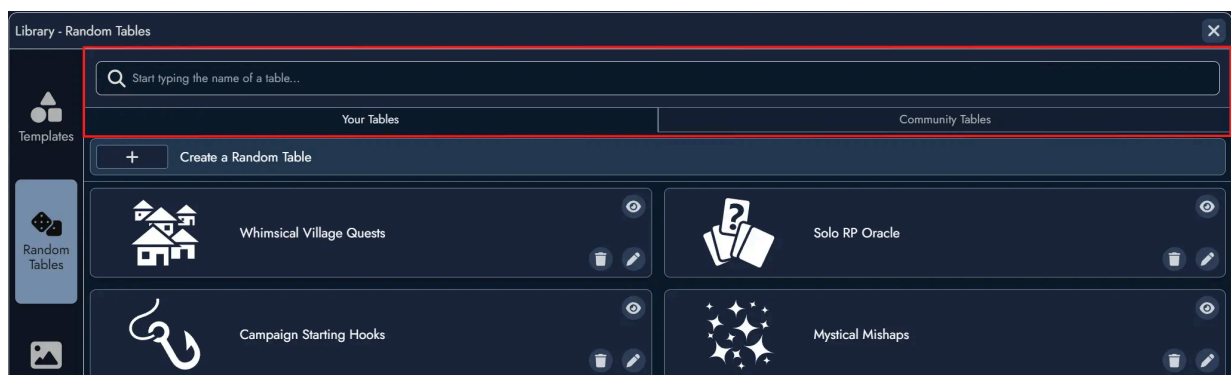
The Library is organized by content types. You can access the different sections via a series of tabs:



Search Filters

Most categories feature a search field to help filter content, which is further divided between your own assets and those shared by the community.

Additionally, the **Image** category features a list of keywords for browsing.

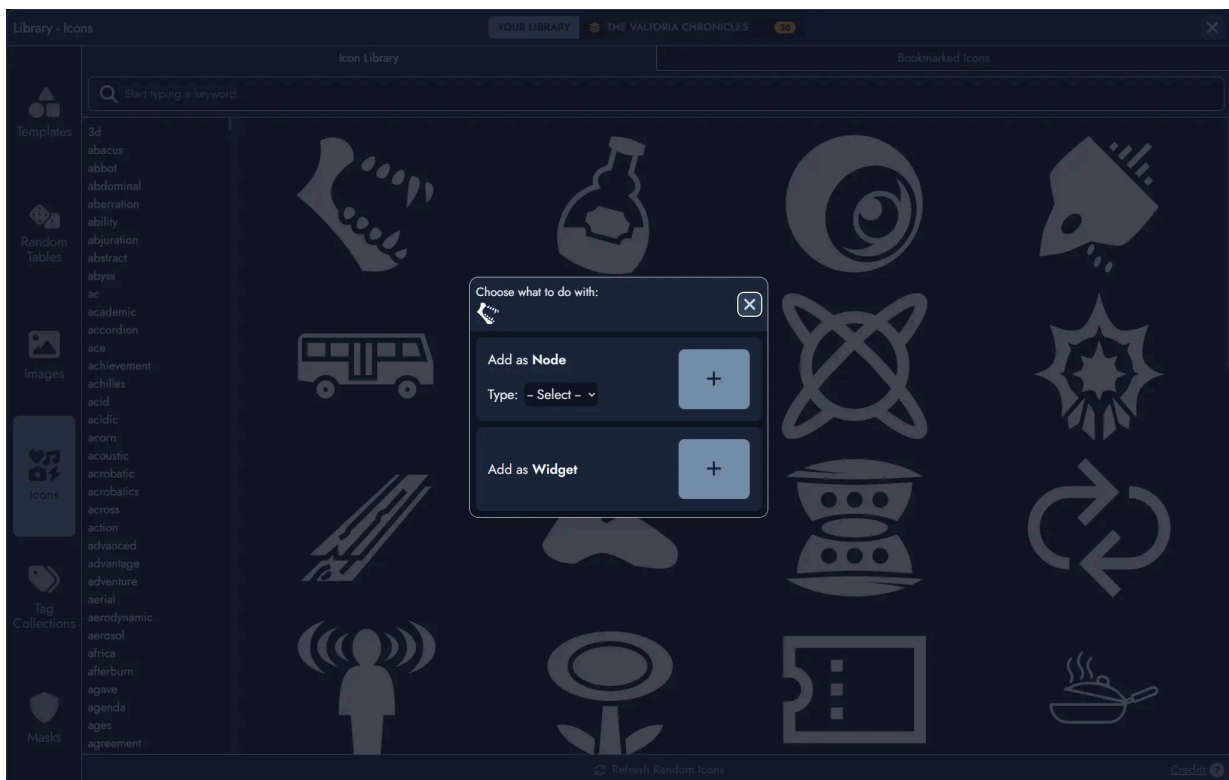




Create New Assets

When you find an interesting item in the Library, you can directly create a new **Asset** based on this item if it is a **Random Table**, an item from a **Random Table**, an **Image**, or an **Icon**.

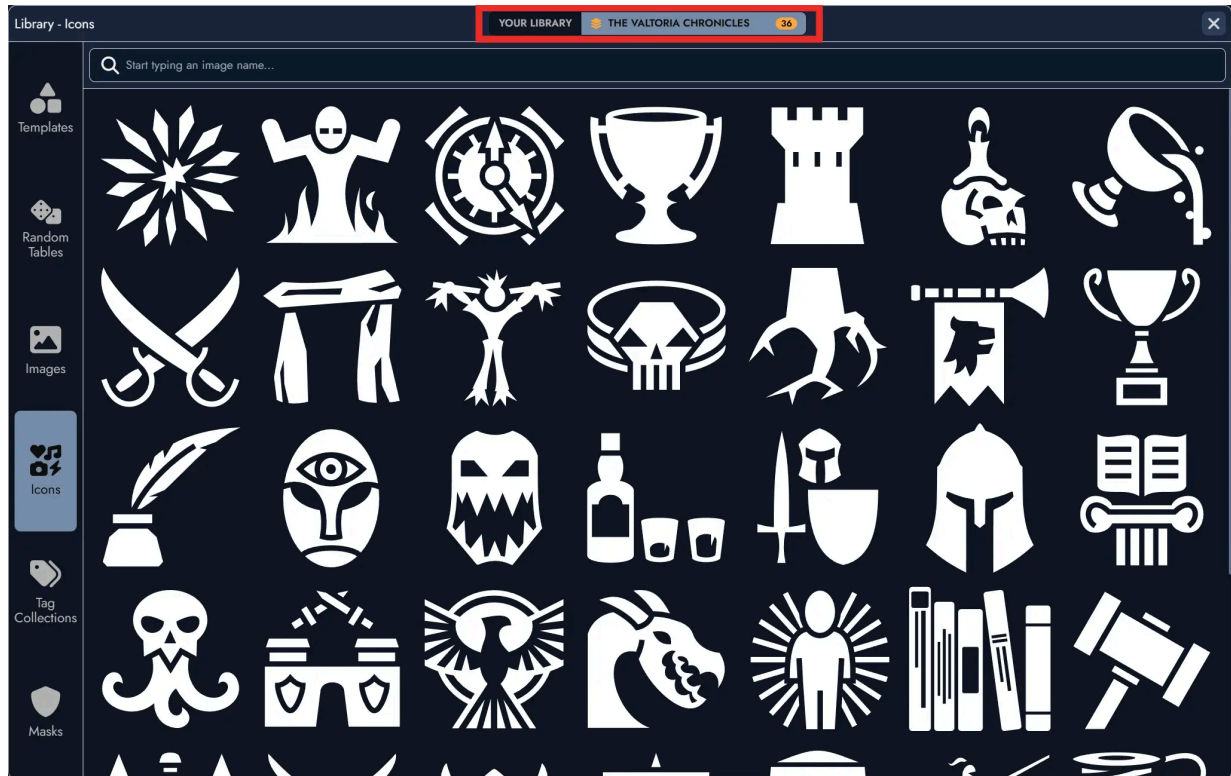
Selecting a **Template** allows you to import it directly into your board and create all the **Assets** it contains.



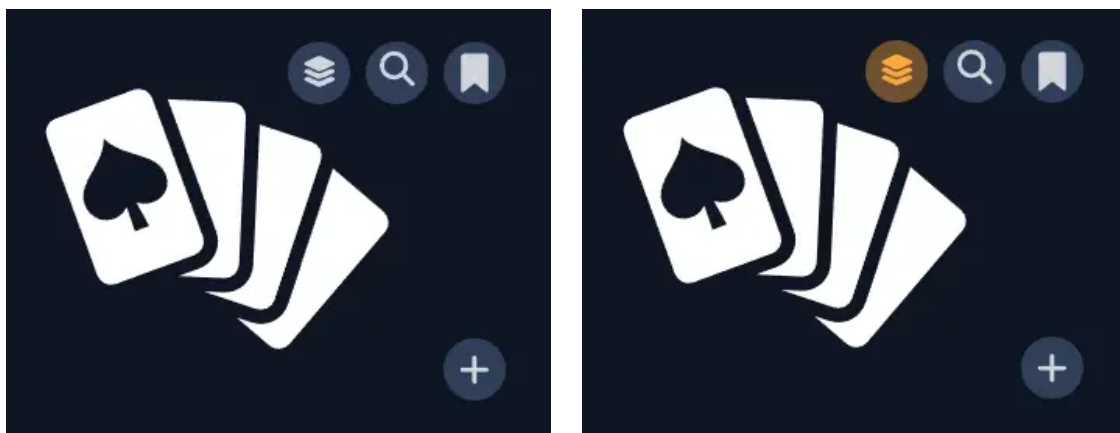
Collection Library

When a Module belongs to a **Module Collection**, the Library panel displays a toggle switch labeled with the name of the Module Collection. Using it switches the Library view between your full global Library and the curated assets for that collection.

This makes it easy to find the assets most relevant to your current project without having to search through your full Library. Any asset type can be curated: Templates, Tag Collections, Images, Icons, Masks, and Random Tables.



To curate an asset for the collection, open the Library while inside any Module belonging to the collection (including the Module Collection itself). Each asset displays a **Curate for collection** toggle. Assets already curated show a visual indicator in the Library.



Removing an asset from the curated selection does not affect the asset itself. Demoting a Module Collection clears all its curated asset associations, but the underlying Library assets are not deleted.

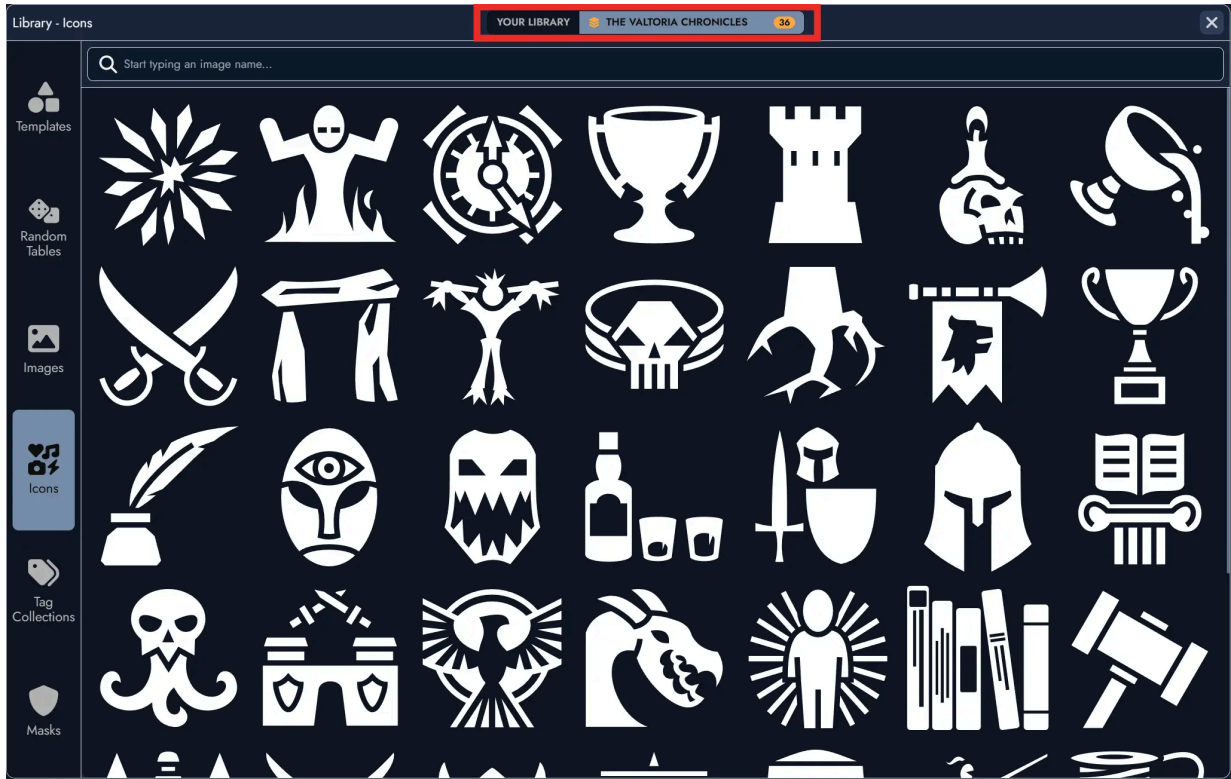
Random Tables

The **Random Tables** section offers additional options. You can select a **Random Table** to view the items it contains. In the "Your Tables" section, you have the option to create a new **Random Table**, edit an existing one, or delete one. More information can be found in the dedicated [Random Tables](#) page.



Tag Collections

The **Tag Collections** section lets you build and manage reusable sets of **Tags**. A **Tag Collection** can be imported into any **Module**, giving you a consistent set of labels across multiple projects without recreating them from scratch each time. More information can be found in the dedicated [Tags](#) page.



SECTION 11.

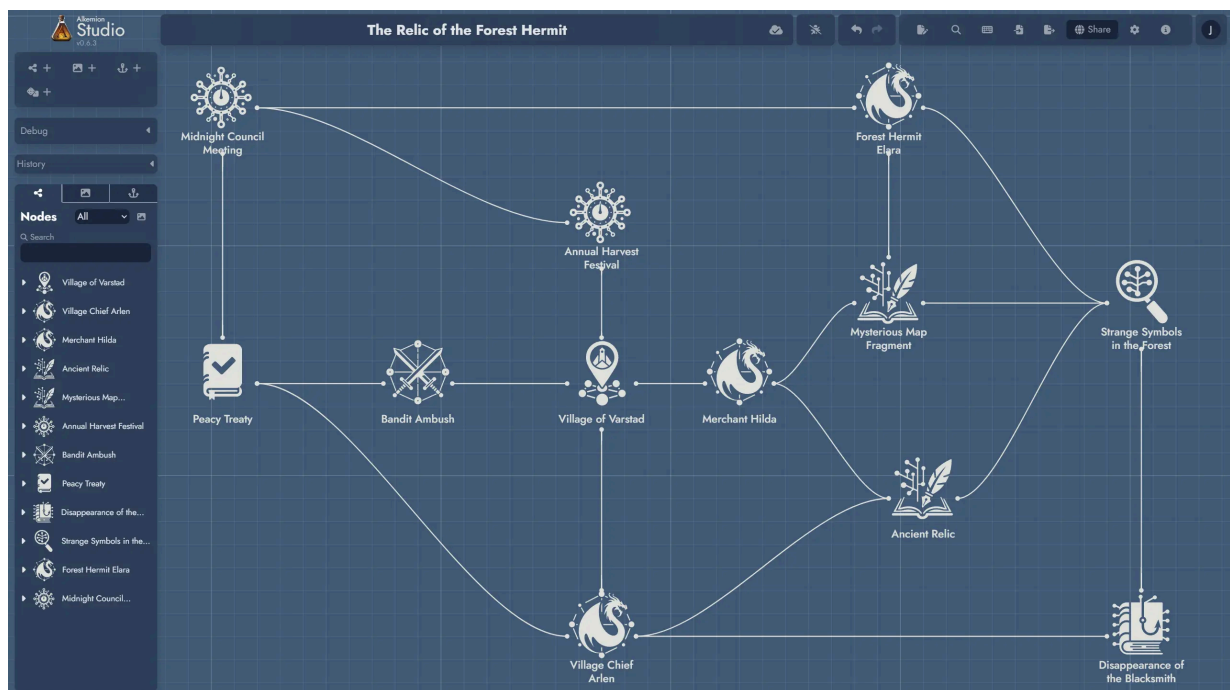
Nodes

Nodes

Last update: March 19th 2026

A **Node** represents any interactive element within a **Module** that players can engage with during a tabletop role-playing game. Types of Nodes include *Locations*, *Entities*, *Plot Items*, *Clues*, *Events*, *Challenges*, *Resolutions*, and *Plot Hooks*. Each **Node** serves a specific purpose, contributing to the overall structure and flow of the adventure by providing information, challenges, or narrative progression.

Nodes are designed to be flexible and interconnected, encouraging non-linear exploration based on player choices and dynamic storytelling.



Using Nodes in Your Creative Process

Nodes help you break down complex stories into manageable parts. By creating **Nodes** for key elements like locations, characters, and plot points, you can organize your thoughts and ideas more effectively. This method helps ensure that every part of your story is well-developed and easy to reference.

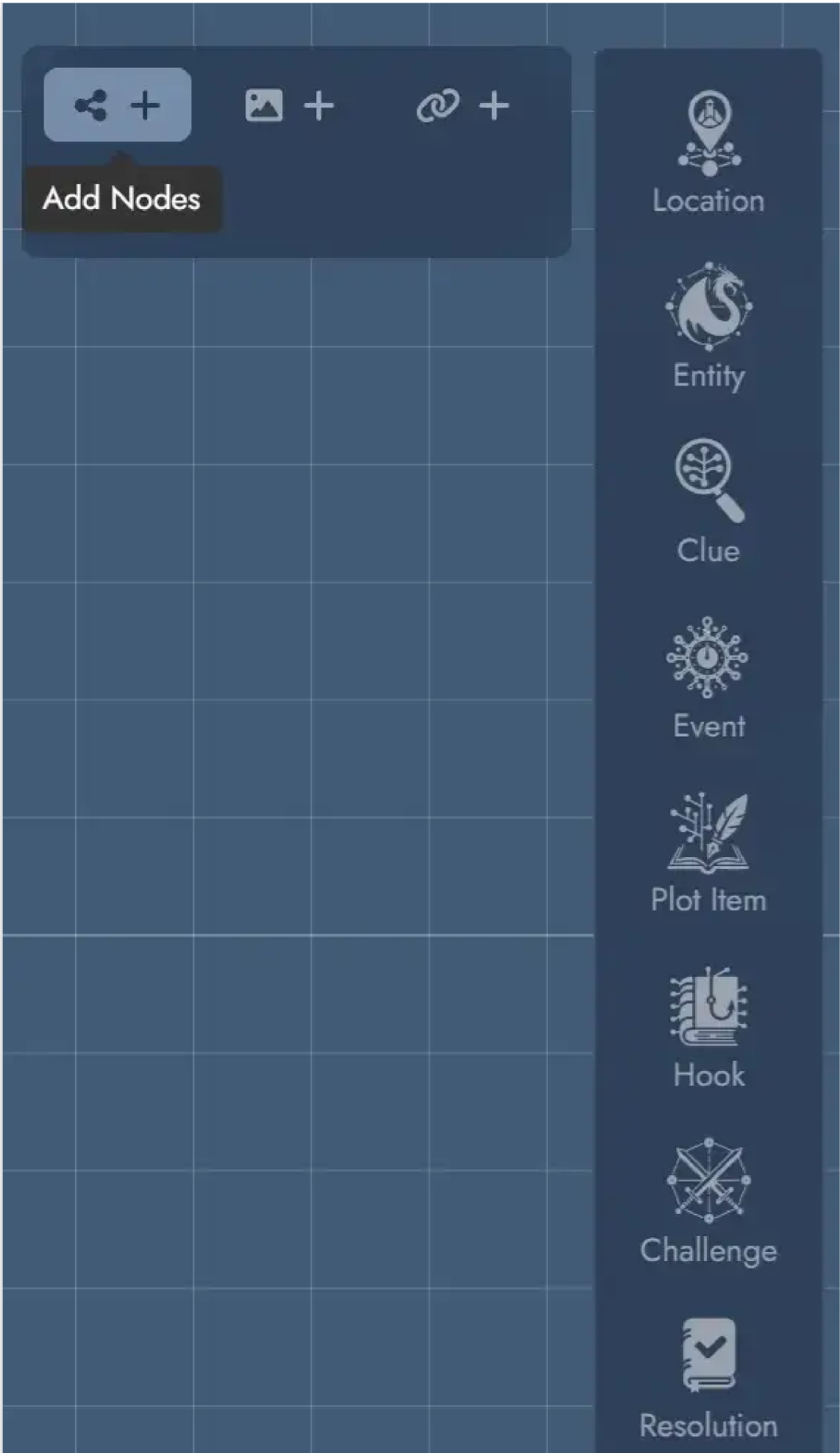
When brainstorming, think of each **Node** as a building block. Start with the main elements of your adventure and gradually add more details. For example, begin with a Location **Node** for a village, then add **Entity Nodes** for the village chief and local merchants, **Plot Item Nodes** for important objects, and **Clue Nodes** to guide players through the story.

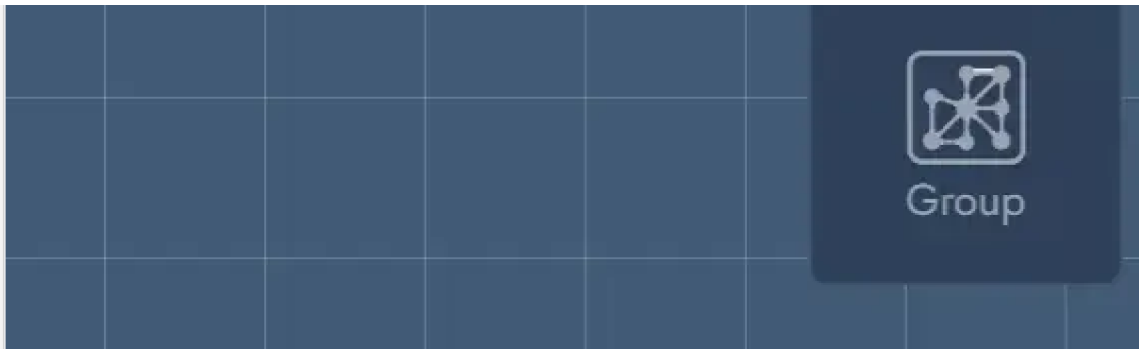
Creating Nodes (and their Tokens)

There are several ways of creating Nodes in Alkemion Studio:

1) From the Board's toolbar. Each toolbar button on the left of the interface is a switch that displays or hides functions grouped by theme. The first button is dedicated to adding new **Nodes**.

Using one of the toolbar buttons to create a new **Node** will automatically create a new **Token** for this **Node** on the **Board**, at the center of the current view.





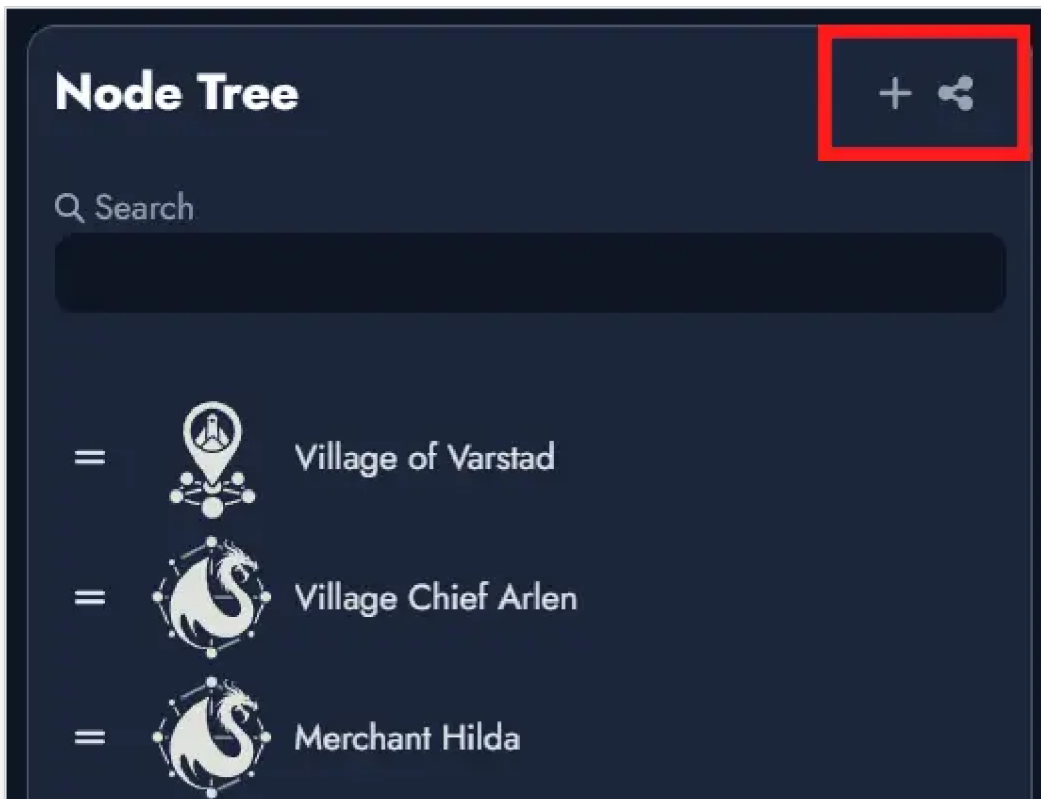
2) From the Board's context menu. Clicking on the **Board** with the right mouse button will open a context menu (on mobile the context menu can be open with the three dots button at the bottom). You can create new **Nodes** directly on the **Board** via this context menu.

When creating a **Node** this way, a **Token** will be positioned directly where you invoked the menu (or, in the case of the mobile version, in the center of the screen).



3) From the Editor. The context menu available in any **Page**, or any existing Content Block in the **Content Tree** will give you the option of creating a new **Node**. A "plus" button is also available from the selected Page, in the toolbar above any selected Content Block.

Using this button to create a new **Node** will offer the user the option of creating a **Token** for this **Node** in the process.



4) By double-clicking on empty Board space. Double-clicking on any empty area of the **Board** creates a new generic **Node** at that position. A **Token** is automatically placed where you double-clicked.

Node Types

Every **Node** has a type that describes its role in the adventure: *Location, Entity, Plot Item, Clue, Event, Challenge, Resolution, Plot Hook*, or the default *Generic* type. The **Generic** type is used when no specific category fits, or when you want to decide later.

Node Types are flexible. You are not locked in at creation time and can change the type of any **Node** at any point. There are several ways to do this:

- Click on the type field inside the **Node Info panel** to select a new type.

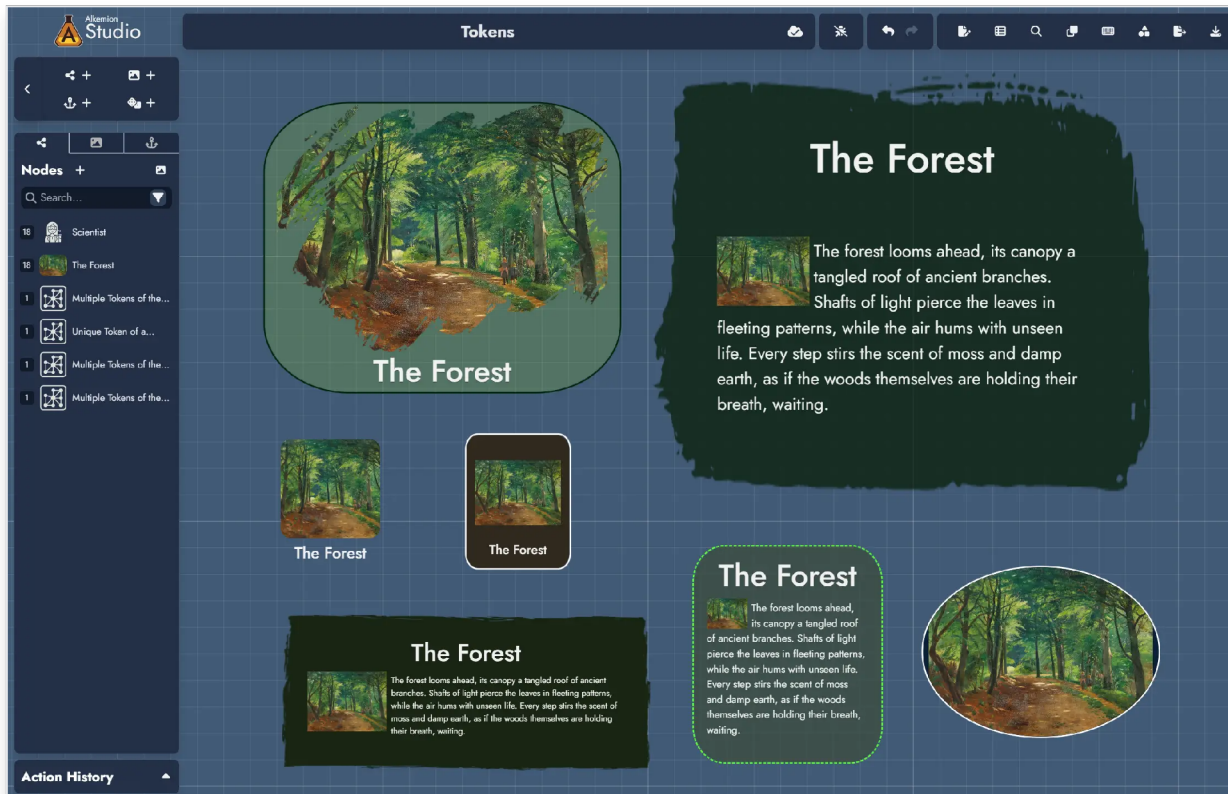
- Use the **context menu** of any Token for that Node.

- Select multiple **Tokens** and use the context menu to change the type of all selected Nodes at once.

Nodes vs Tokens

Tokens are visual representations of elements on the **Board** in Alkemon Studio. They serve as the graphical instances that you interact with during the creation and organization of your **Modules**. Any of your **Node** can have any number of **Tokens** present on the **Board**. Removing a **Token** won't delete its parent **Node**.


[More about Tokens](#) can be found here.



Node Details Window

The Node Details can be triggered from any of the Node's tokens, either from its context menu or by hovering the mouse over it.

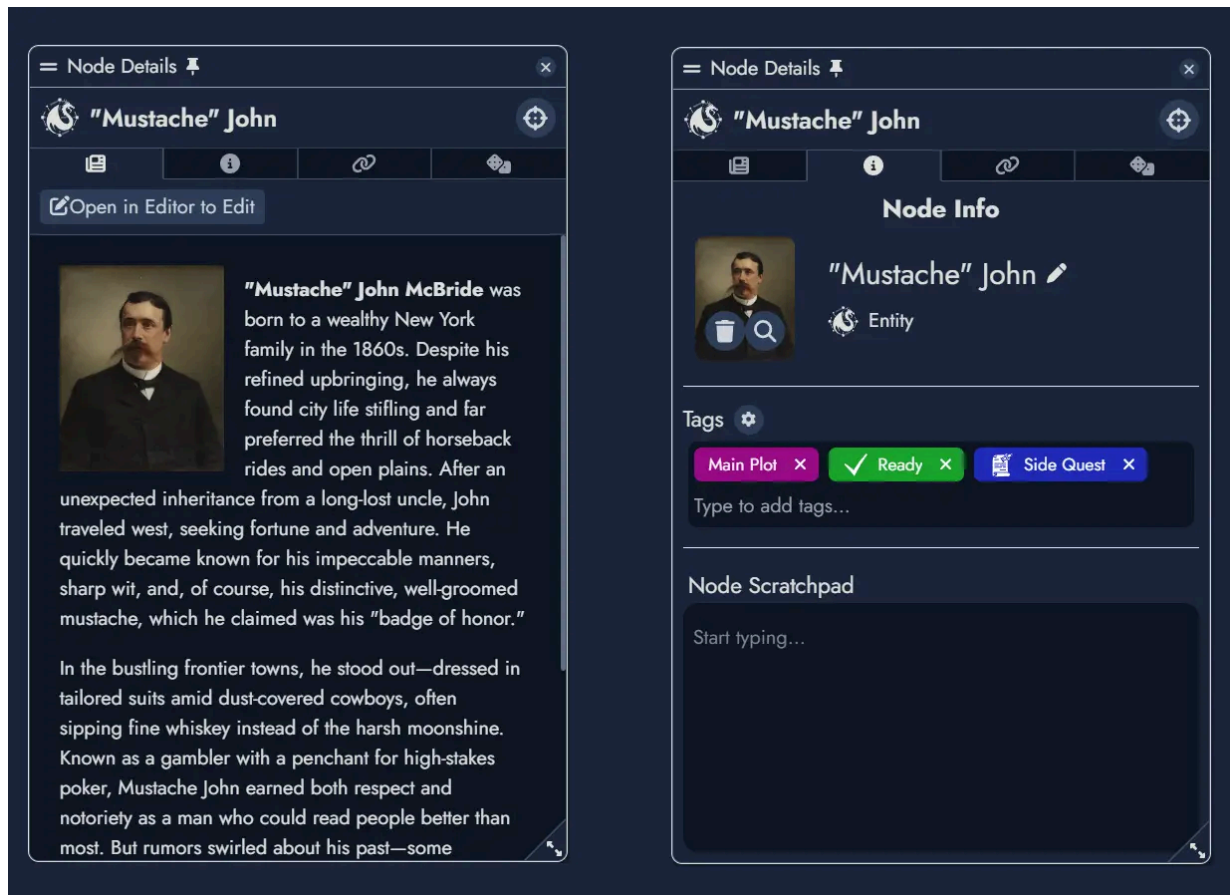
It features four tabs, each showing a different information about the Node.

The content tab () shows the content created in the Editor for the Node. A button is available at the top to open the Editor for this Node.

The information tab (📄) lets you change the featured image and the Tags assigned to the Node. It also contains a scratchpad where you can add any kind of notes you want to associate with this Node.

The link tab (🔗) features a list of all the Nodes connected to this one. You can add new connections, or remove any the existing ones.

The random tab (🎲) shows the Random Table linked to this Node, if any. You can roll the table, change it or unlink it.



Node Details

"Mustache" John

Linked Nodes

- River Banks
- The Meeting

Node Details

"Mustache" John

Random Table Link

Old Friendships

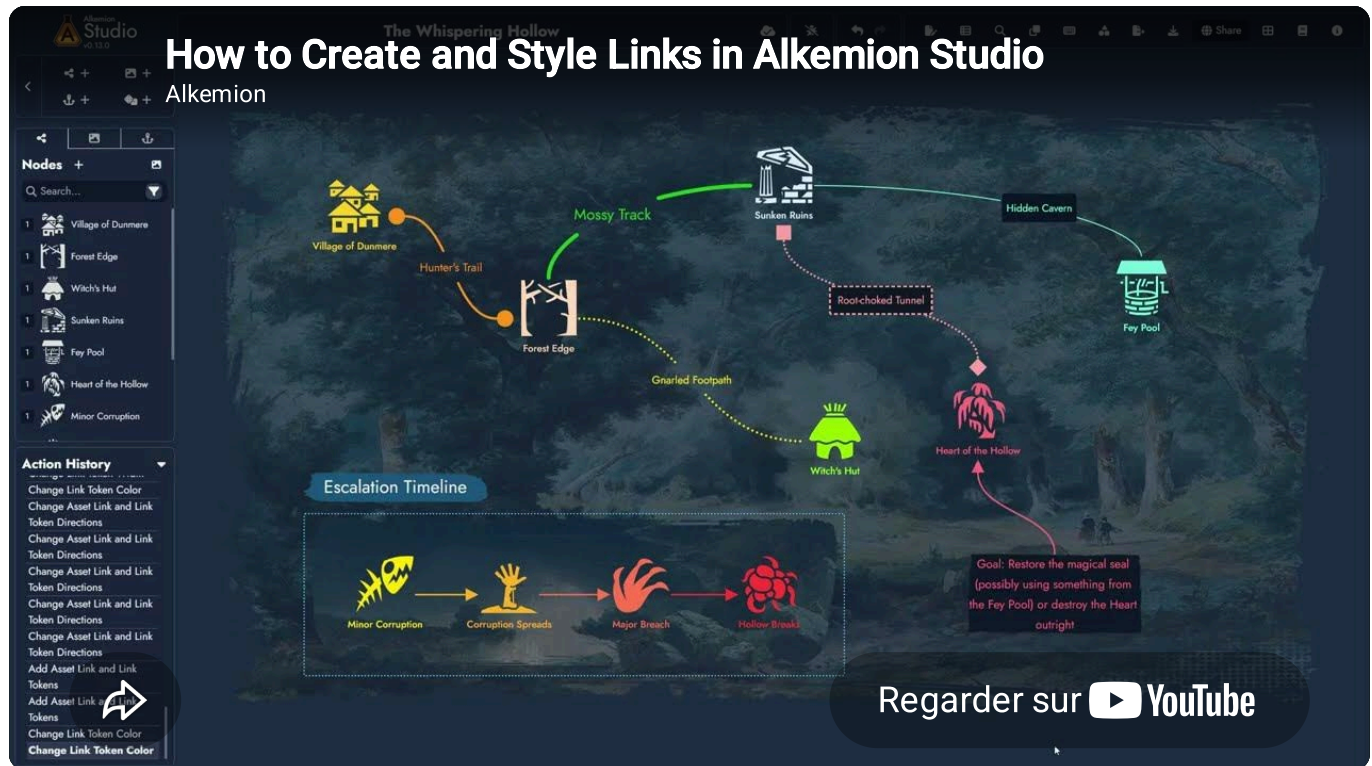
Childhood Pact
Characters who were inseparable as children but grew apart find themselves on the same path once again, needing to trust each other.

The Betrayal
An old friend reappears, but their intentions are unclear, especially after a past betrayal that was never resolved.

Secret Keeper
An old friend knows a crucial secret about a character's past, and this secret is now threatening to get out.

Links

Last update: March 26th 2026

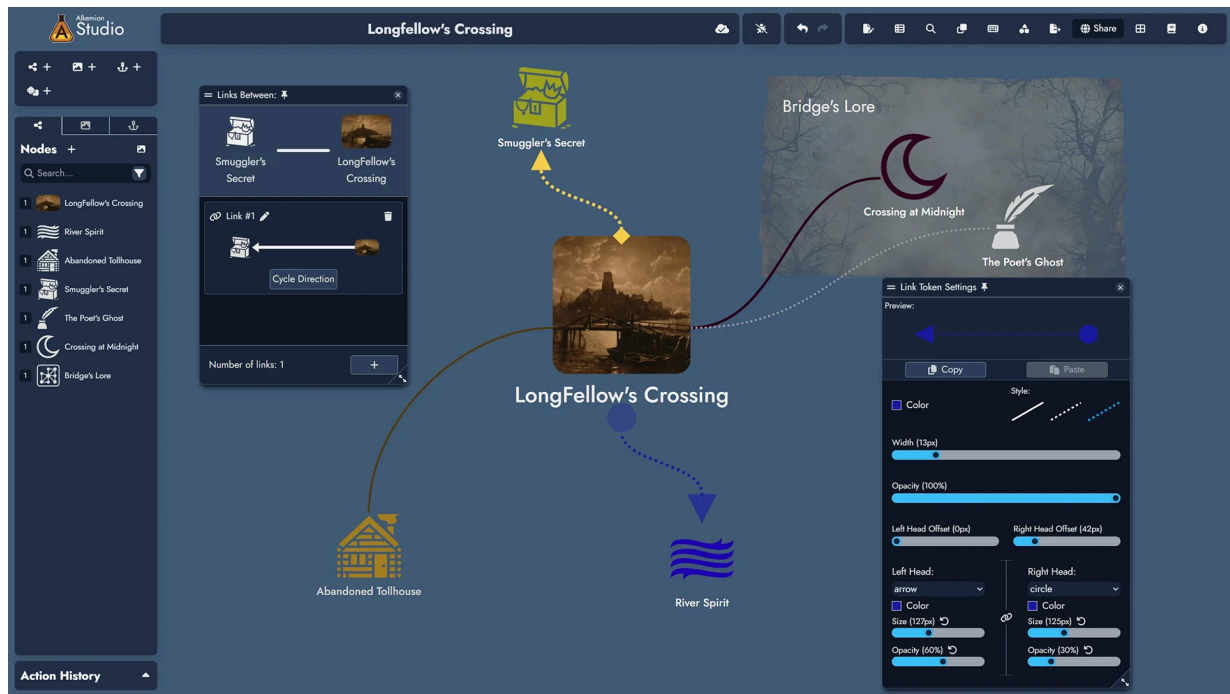


Links connect **Assets** in your Module to show how different parts of your adventure relate to one another, whether through clues, relationships, consequences, or transitions.

In node-based design, structure comes from connections. **Links** let you define how players might move between **Nodes**, without locking them into a fixed path. You can also connect non-Node assets such as **Widgets** and **Anchors**. This makes Links useful not just for play-related structures but also for annotating and organizing your board.

You can create multiple independent **Links** between the same pair of Assets to represent different kinds of relationships. Each **Link** can include a direction and a short description to clarify its role.

Links can also be shown on the **Board** through **Link Tokens**, giving you a visual map of your **Module's** structure. You can customize each **Link Token's** color, style, and width to make different types of connections easy to recognize at a glance.



Creating Links

You can create a Link in two main ways:

From the **Links** tab in the **Node Details Panel**: use the "+" button and choose the target **Node**. This way can only create links between Nodes.

By dragging the mouse between two **Tokens** on the **Board** using the side handles. This works with both Node Tokens and non-Node Tokens (Widgets and Anchors).

You can create multiple **Links** between the same pair of Assets. Each **Link** is treated as a distinct object.



Managing Links

You can manage a Node's Links from the **Node Details Panel** or manage Links directly between any pair of Assets by double-clicking a **Link Token** on the Board.

From the Node Details Panel

In the **Linked Nodes** tab, each connected Node includes:

- A **Manage** button to list all Links with that Node.

- An **Add Link +** button to create a new Link.

- Editable Link fields for description and direction.

- A delete icon to remove individual Links.



Using the Link Management Window

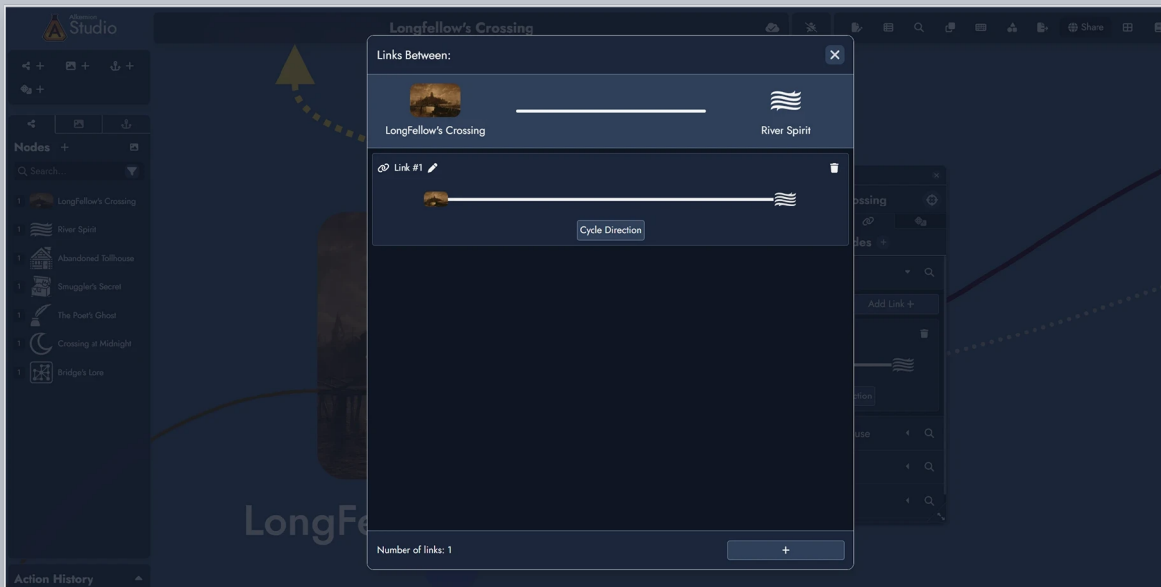
Click **Manage** to view all Links between two **Nodes**.

Edit or delete any Link.

Toggle direction using **Cycle Direction**.

Add new Links with the **+** button.

Total number of Links is displayed below the list.



From a Link Token on the Board

Double-click a **Link Token** to manage Links between two **Assets (Nodes, Widgets, or Anchors)**.

Edit or delete existing Links.

Add new ones.

Adjust direction and description.

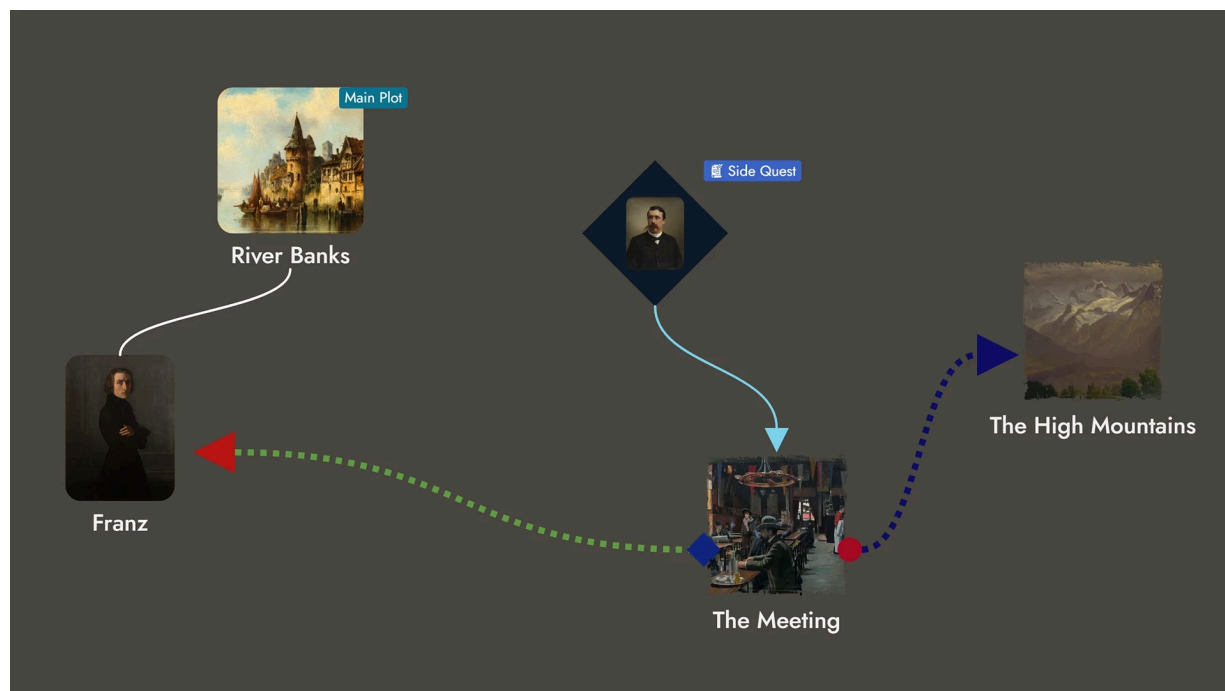
All changes are instantly applied to the Board and Details panels.



Link Tokens on the Board

Links can be visually represented with **Link Tokens** between Tokens on the Board. These are optional and per-token.

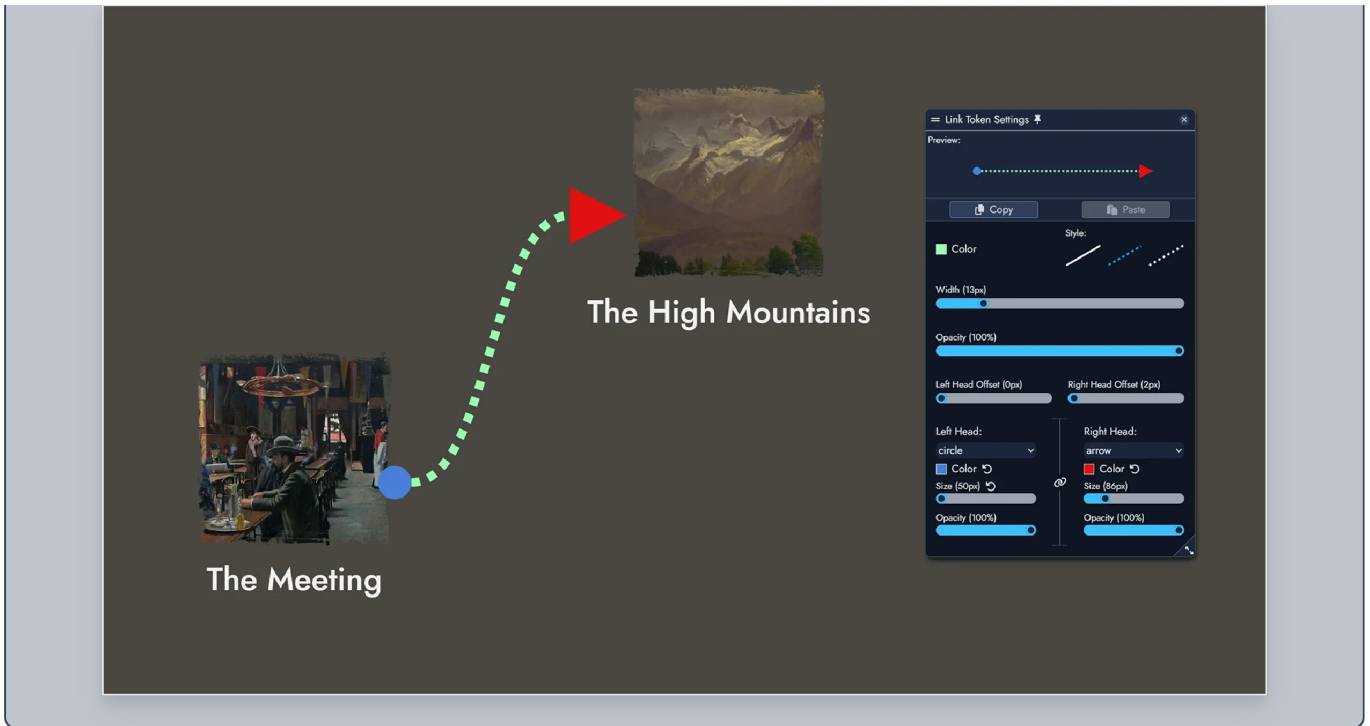
Each Link can have multiple **Link Tokens** on the Board, just like Nodes can have multiple Node Tokens.




Customizing Link Tokens

Use a **Link Token** Visual Settings panel to change its appearance: color, style (solid, dashed, dotted), width, opacity, and line-end offsets. Offsets support both positive and negative values, giving you finer control over Link Token positioning in dense or overlapping layouts.

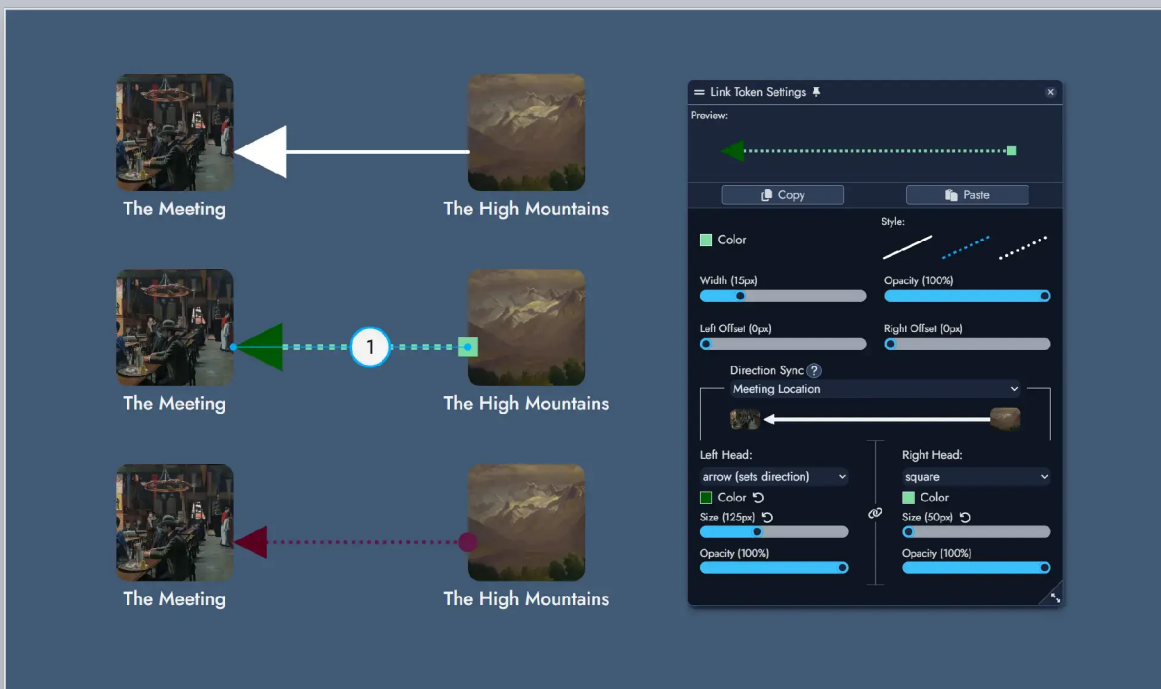
These changes apply only to the selected Token, not the Link itself or its other Tokens.



You can set each **Head** (left and right) to: Arrow, Circle, Square, Diamond, or None. Each Head can be styled independently.

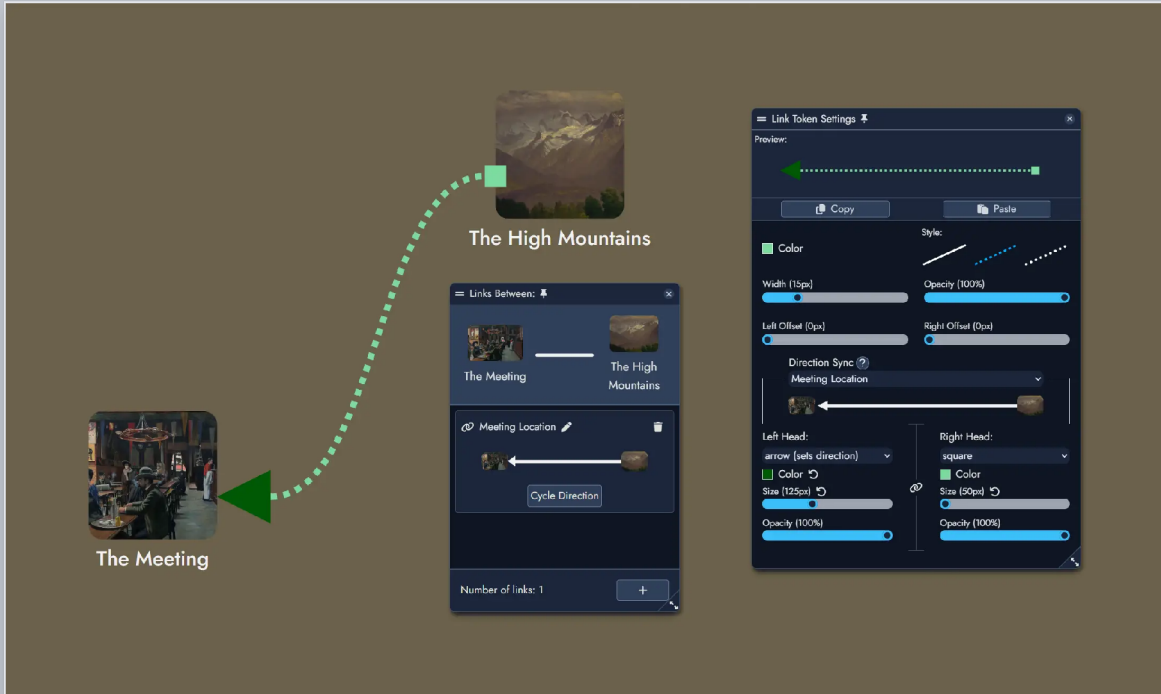
Use the  button to link both Heads. Changing one updates the other.

Optional Head settings include color, size, and opacity. If left blank, they inherit from the Link Token.



Direction Sync links the Token's direction to a specific **Link** between the two **Assets** it connects. Updating one updates the other.

Setting a Token Head to **Arrow** updates the Link's direction. All Tokens synced to it are updated accordingly.

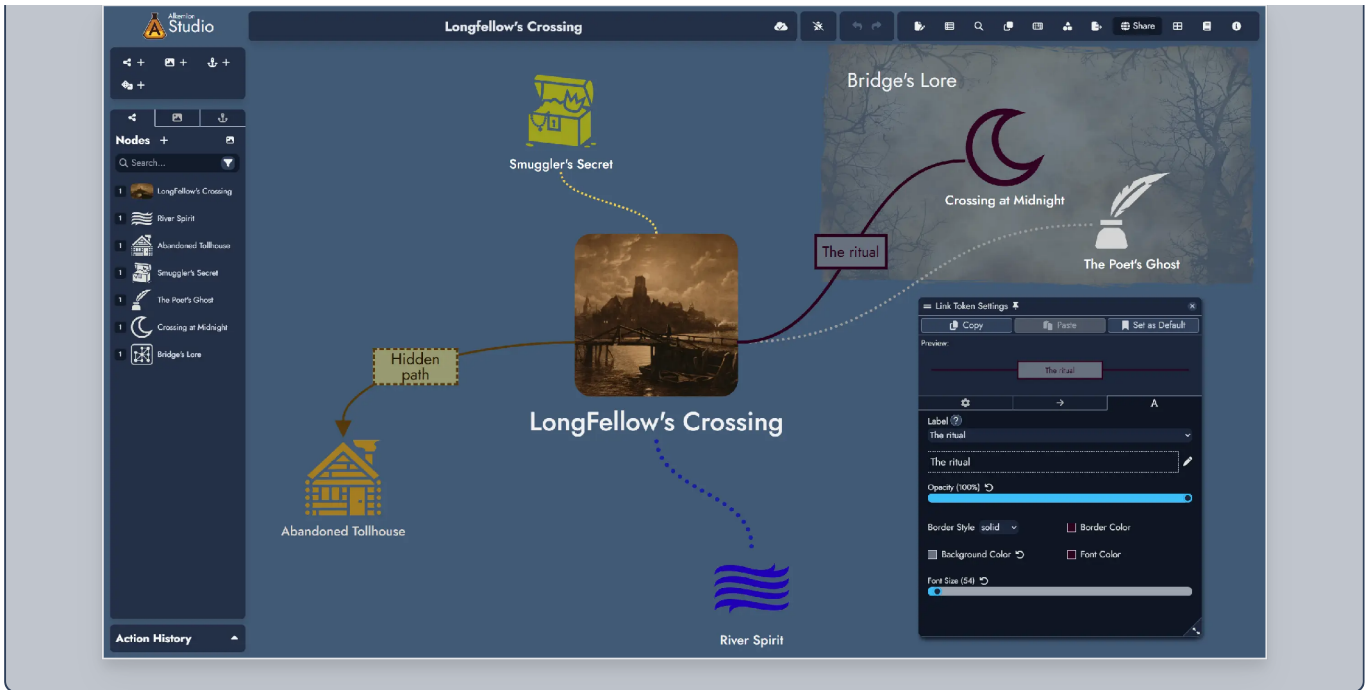


Labels allow you to display either the name of a **Link** between two **Assets**, or a custom text.

Editing a **Label** corresponding to a Link's name will update it directly.

Labels can be styled with font size and color, background color, border, opacity, and independent horizontal and vertical inner padding.

A **Label Offset** slider lets you reposition the label along the connection, sliding it from one end to the other.



Tags

Tags

Last update: February 22nd 2026

Tags are customizable labels you can assign to **Nodes** to categorize and organize content within your **Modules**. They allow for quick filtering, searching, and visual organization across **Nodes** on the **Board**.

Each **Tag** includes a name and can optionally feature a color, icon, or description. **Tags** help you highlight specific themes, topics, or status indicators for your **Nodes**, making it easier to manage and view relevant content at a glance.

You can also build reusable sets of **Tags** using **Tag Collections**, stored in your **Library** and importable into any **Module**.


Managing a Node's Tags

You can manage the **Tags** of any **Node** in your **Module** through its **Tag Box**, located in the **Node's Information Panel**.

The **Tag Box** displays the **Tags** currently assigned to the **Node**. Clicking on a **Tag** opens the **Tag Editor**, where you can modify its properties.

To add an existing **Tag** to a **Node**, use the dropdown menu in the **Tag Box**. Typing in the text field filters available **Tags** for quick selection. Once selected, the **Tag** will be assigned to the **Node**.

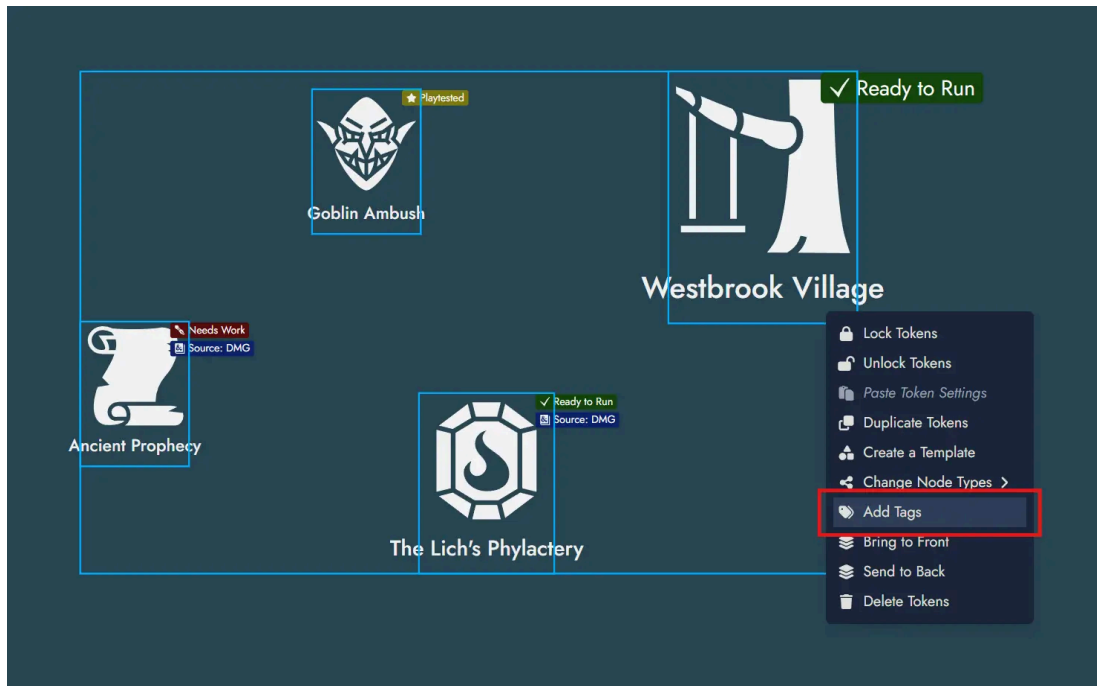
You can also create new **Tags** directly in the text field. Type a new name, press Enter, and the **Tag** will be created and automatically assigned to the **Node**.

To remove a **Tag** from a **Node**, simply click its close button: .

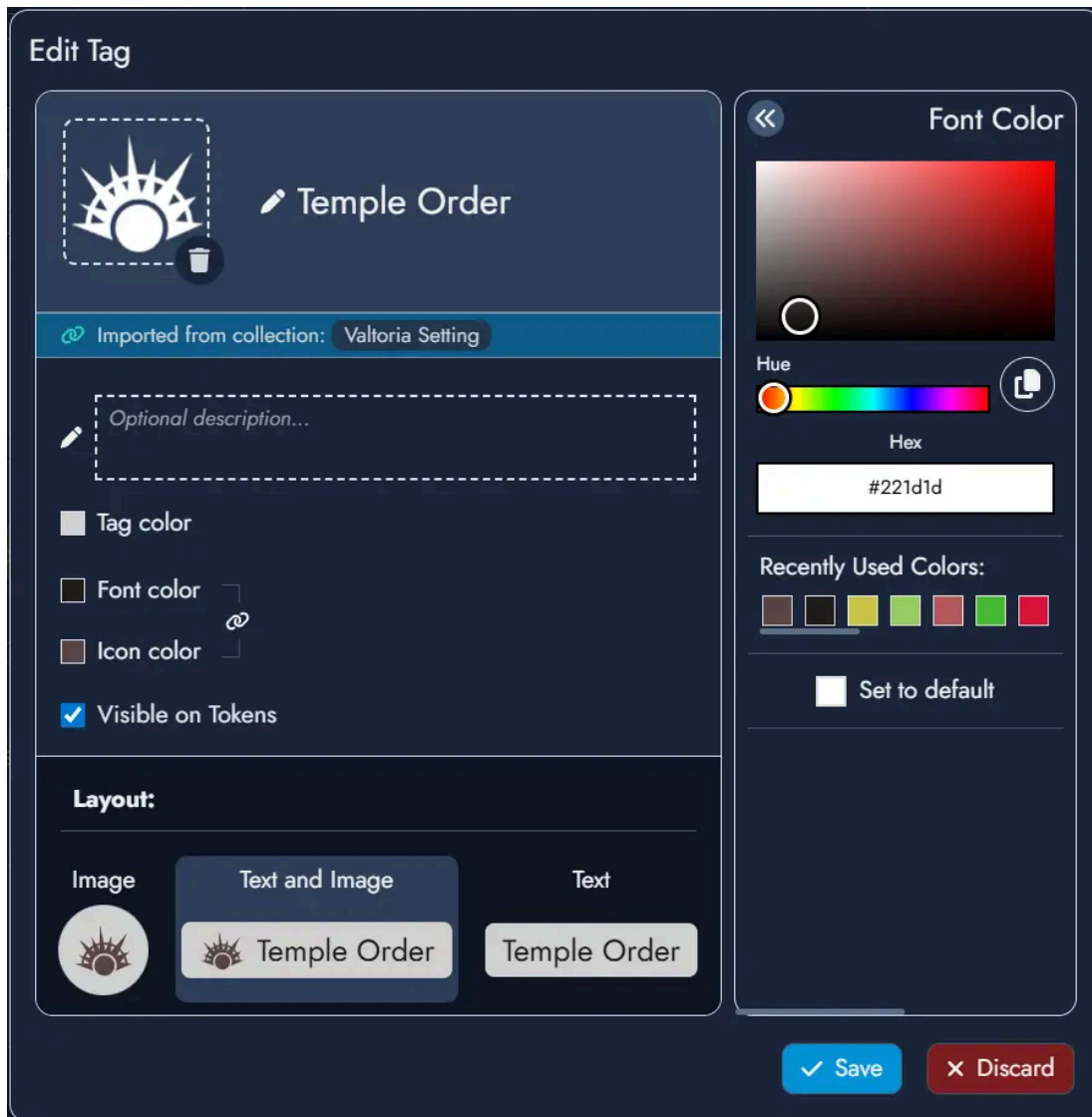


Adding Tags in Batch

You can add **Tags** to multiple **Nodes** at once using context menus. Select one or more **Node Tokens** on the **Board**, nodes in the **Asset Tree**, or content blocks in the **Editor's Content Tree**, then use the context menu to choose the **Tags** to apply to the parent **Nodes** of your selection.



Editing a Tag



Clicking on a Tag in the Tag Box opens the Tag Editor, where you can set or modify various properties:

Featured Image: Click the image box to set an image or icon as the **Tag's Featured Image**. This visual can optionally appear on the **Tag Chip**, the visual representation of the **Tag** across the application.

Description: Use this optional field to describe the purpose or theme of the **Tag**.

Tag and Font Colors: These values customize the style of the **Tag Chip**. An additional **Icon Color** setting lets you independently control the color of the **Tag's icon**. A lock option is also available to modify the icon and font colors simultaneously.

Visible on Tokens: Check this box to display the **Tag Chip** on the **Node's Tokens**. This setting can be customized for each **Token** in its **Token Settings** panel.

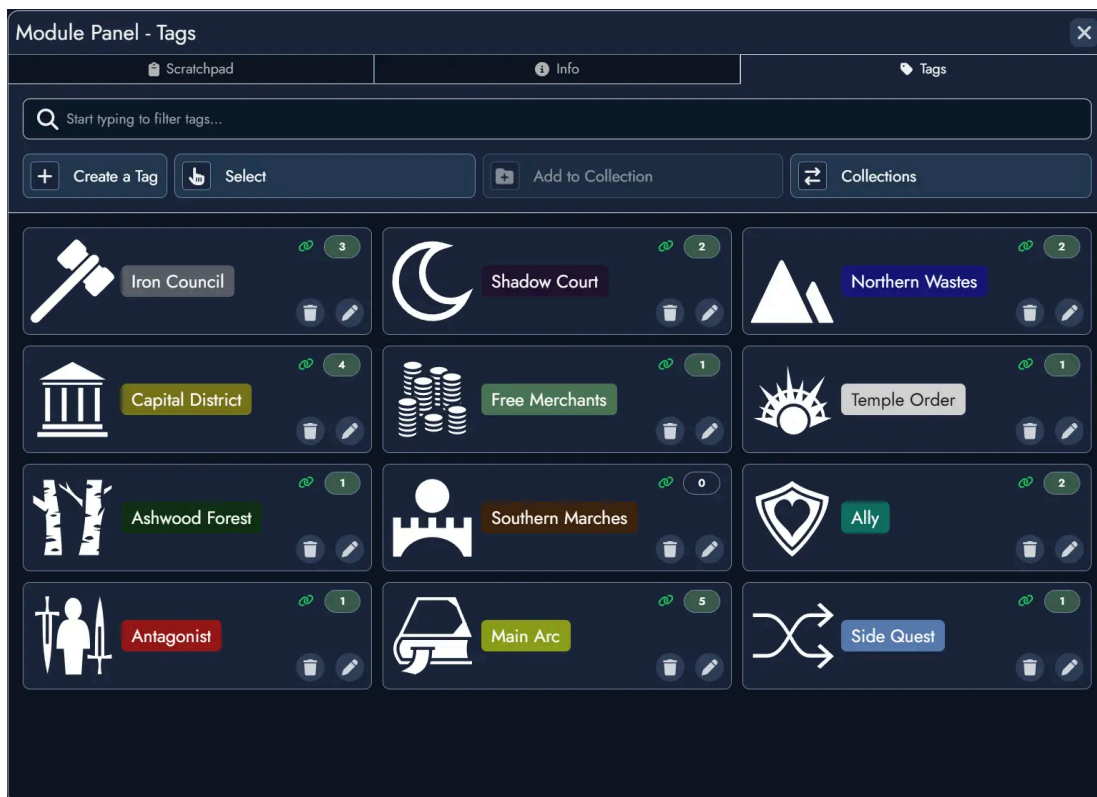
Layout: Choose the **Tag Chip** style by combining the **Tag**'s name and visual. Note that layout options using a visual can only be selected if a **Featured Image** has been set.

To save your changes, click **Save**. Click **Discard** to cancel any modifications.


The Tag Manager

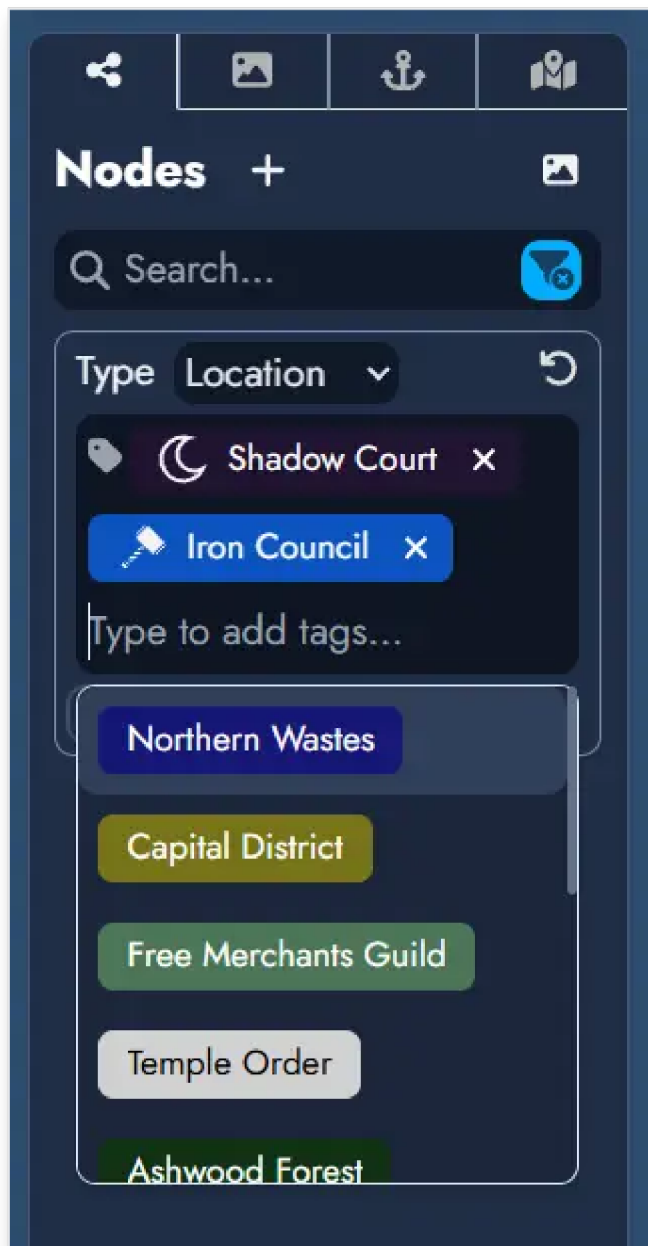
The **Tag Manager**, located in the **Module Panel**, lists all **Tags** available in your **Module**. Each **Tag** card displays the number of **Nodes** that currently use it, giving you a quick sense of how widely each label is applied.

Right-clicking any **Tag** card opens a context menu with quick access to the most common actions. You can also select multiple **Tags** at once and apply actions in batch across your entire selection using the same context menu.



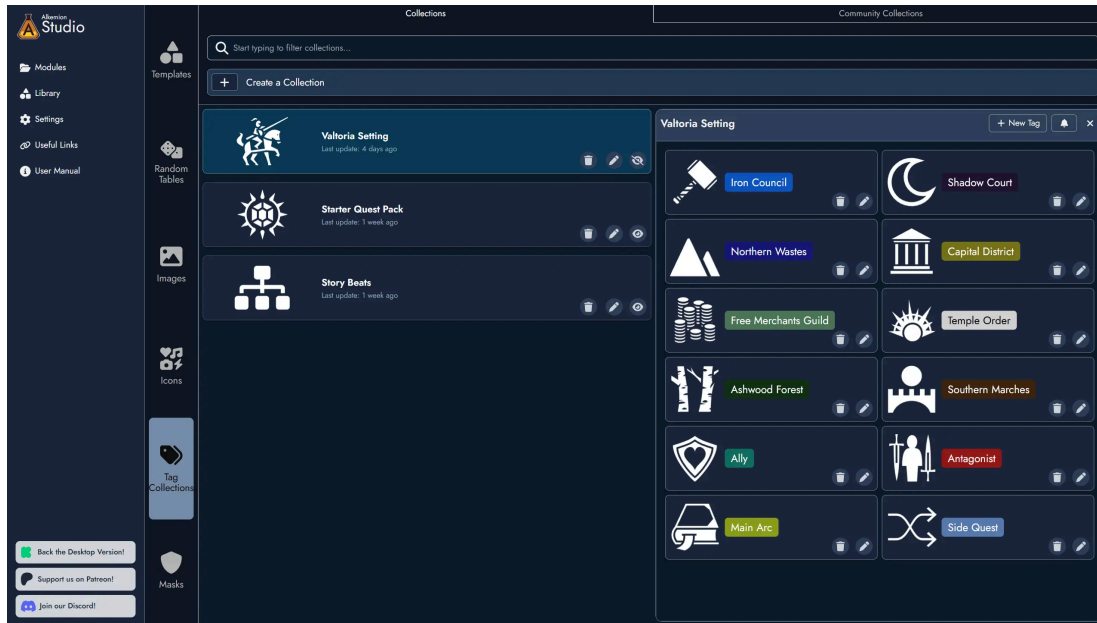
Tags Filtering

A filter button  on the far right of any search field provides filtering options. You can filter Nodes by type or select specific Tags if they are available in the Module. The filter button turns blue to indicate when a filter is active.



Tag Collections

Tag Collections let you build reusable sets of **Tags** in your **Library** and import them into any **Module**. This is especially useful when you want to apply a consistent set of labels across multiple projects without recreating them from scratch each time.

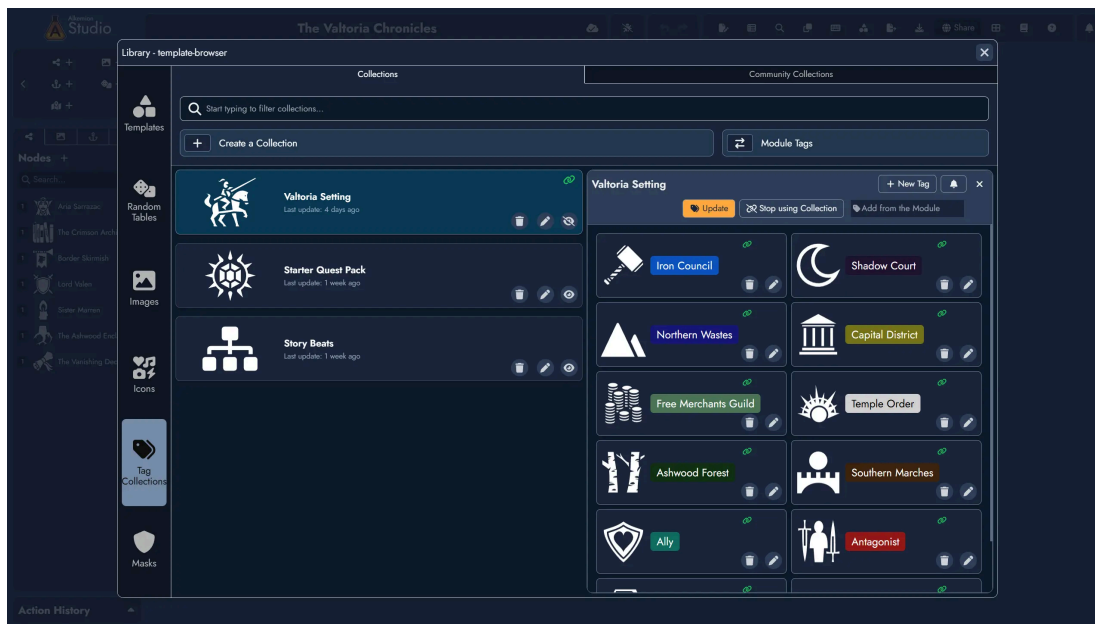


Creating and Managing Collections

Tag Collections are managed from the **Tag Collection Manager**, located in the **Library**. It is accessible from both the **Lobby** and from inside any open **Module**.

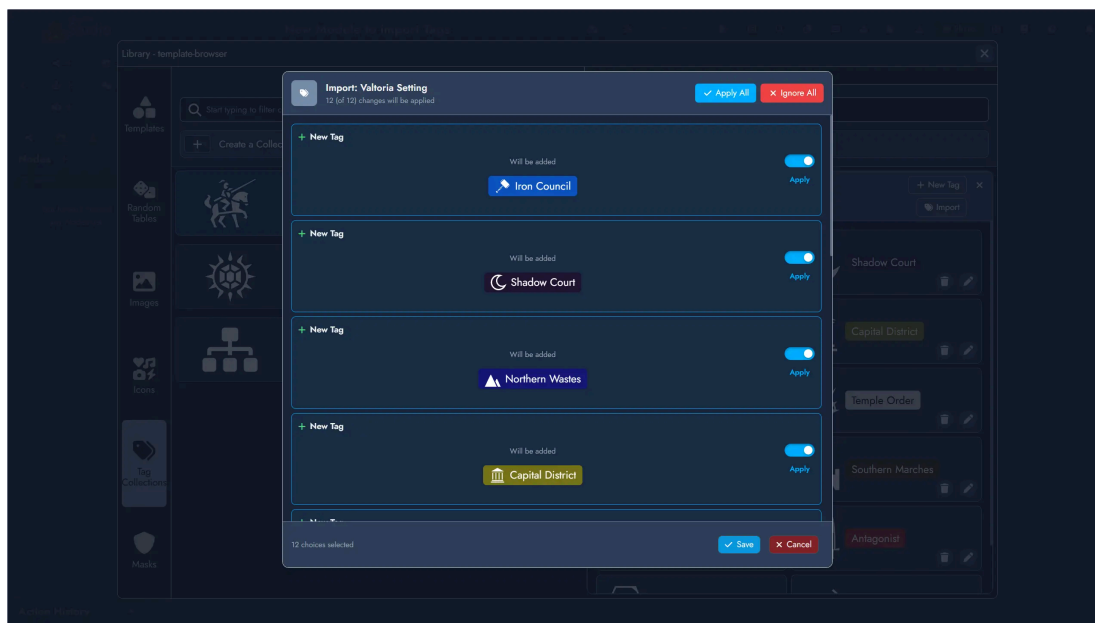
To create a new **Collection**, open the **Tag Collection Manager**, give the **Collection** a name, and optionally assign a **Featured Image** to help identify it at a glance. You can then add **Tags** to the **Collection** and edit or remove them at any time. Collections can also be renamed, have their image changed, or be deleted directly from the manager.

When working inside a **Module**, navigation shortcuts are available to move quickly between the **Tag Collection Manager** in the **Library** and the **Tag Manager** in the **Module Panel**.

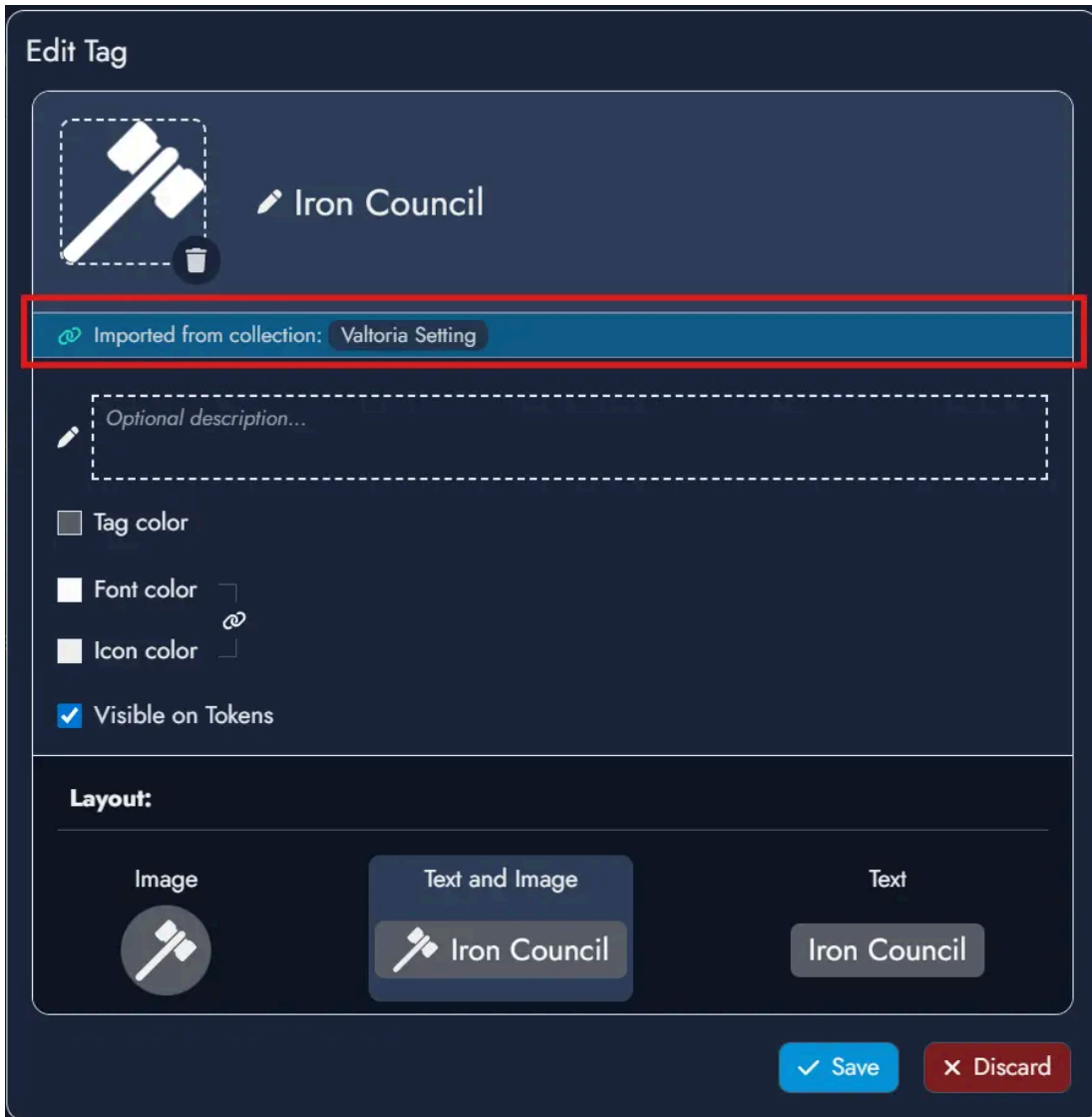
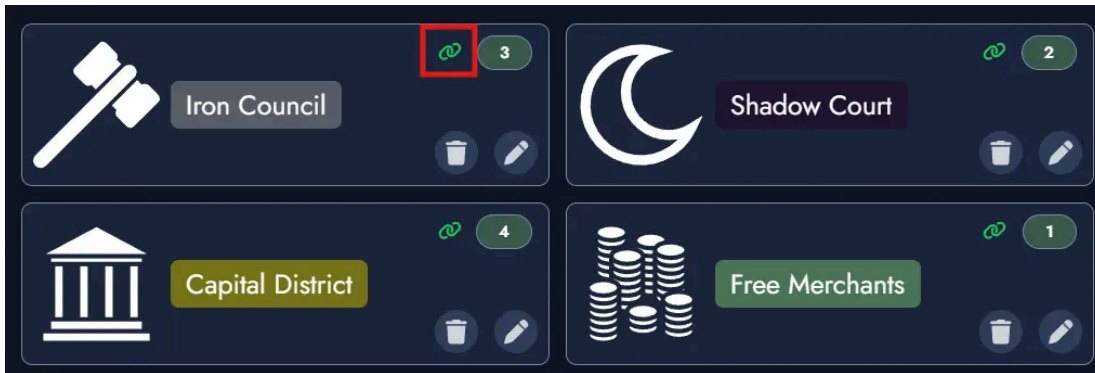


Importing a Collection

You can import a **Tag Collection** into any open **Module** directly from the **Tag Collection Manager**. When importing, you can select which **Tags** from the **Collection** to bring in.



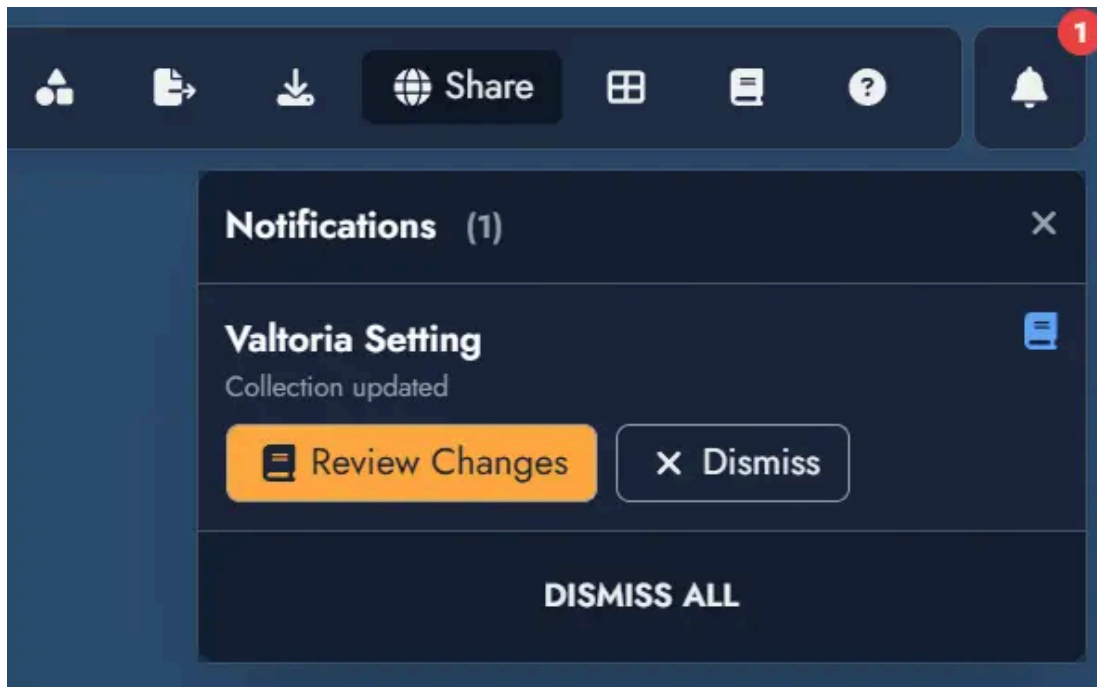
Imported **Tags** behave exactly like local **Tags**: you can edit or delete them freely without affecting the source **Collection**. A link icon on both the **Collection** card and each imported **Tag** card makes these connections easy to spot at a glance. The **Tag Editor** also indicates which **Collection** a subscribed **Tag** originates from.



Synchronization is one-directional: changes flow from the **Collection** to the **Module**, never the other way around. To update the source **Collection**, edit it directly in the **Tag Collection Manager**.

Keeping Tags Up to Date

When you update a **Tag Collection**, any **Module** that has imported **Tags** from it will show a soft notification on next load if there are pending changes to review. You can dismiss the notification and come back to it later, or open the update panel immediately to review each change individually and choose to apply or ignore it.




The update panel can always be accessed from the **Update** button on the **Collection** card in the **Tag Collection Manager**, even after dismissing a notification.

Import: Valtoria Setting

 Apply All
 Ignore All

7 (of 7) changes will be applied


Modified Tag



Iron Council

Updated to

→




Iron Council

Apply

Changed properties:

Background Color
Image


Modified Tag



Free Merchants

Updated to

→



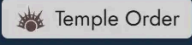
Free Merchants Guild

Apply

Changed properties:

Name

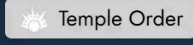
Modified Tag



Temple Order

Updated to

→




Temple Order

Apply

Changed properties:

Font Color

Modified Tag



Updated to

→

7 choices selected

 Save
 Cancel

SECTION 14.

Widgets

Widgets

Last update: April 10th 2026

Widgets are visual elements that enhance the aesthetics of your **Board**. Unlike **Nodes**, **Widgets** do not participate in the adventure mechanics; they are purely for visual aid and context. They serve as decorative or informational additions without impacting the functional structure of your adventure design.

Widgets include image widgets, icon widgets, text widgets, and group widgets.

Unlike **Nodes**, each Widget exists as a single **Token** on the **Board**. Deleting a Widget's Token removes the Widget from the Module entirely. Widgets can be named for easy identification in the **Asset Tree**, and they can be connected to other Assets using **Links**.

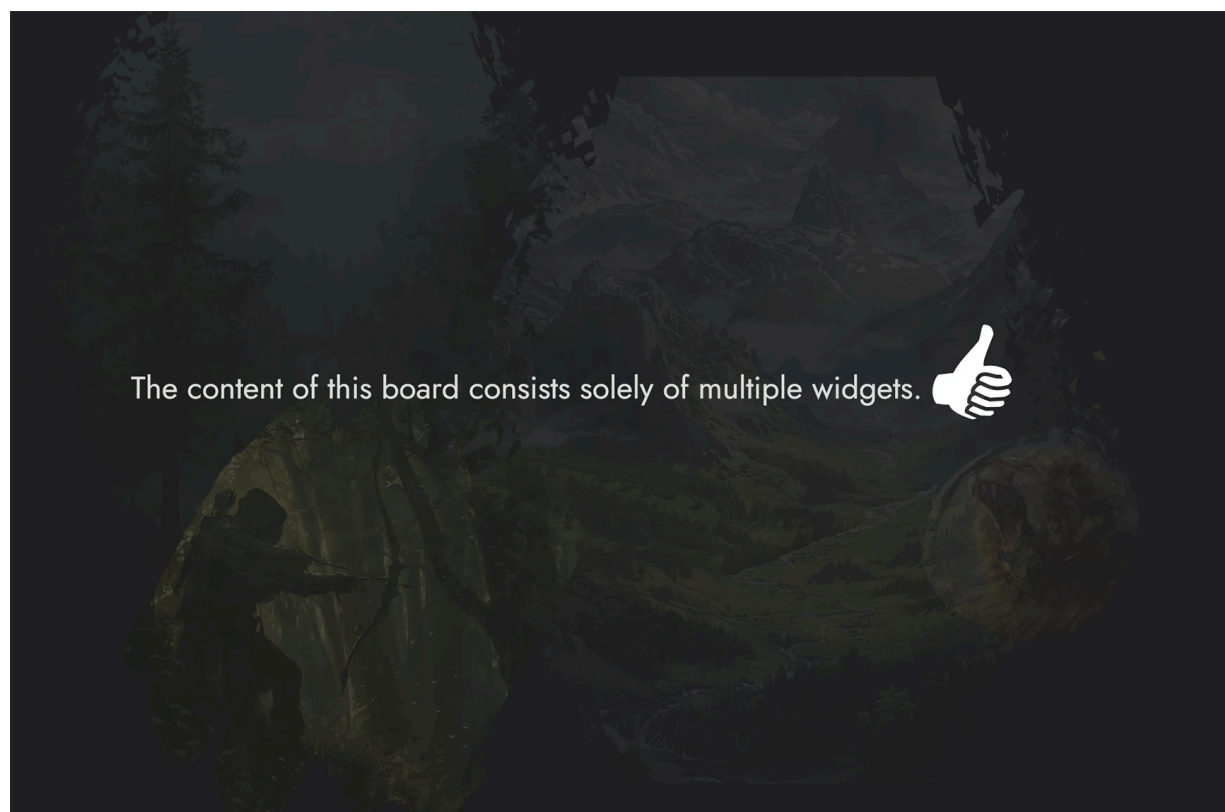


Image Widget

An **Image Widget** places an image directly on the **Board** as a decorative or illustrative element. Use it to add maps, illustrations, background art, or any visual that supports the atmosphere of your module without attaching it to a **Node**.

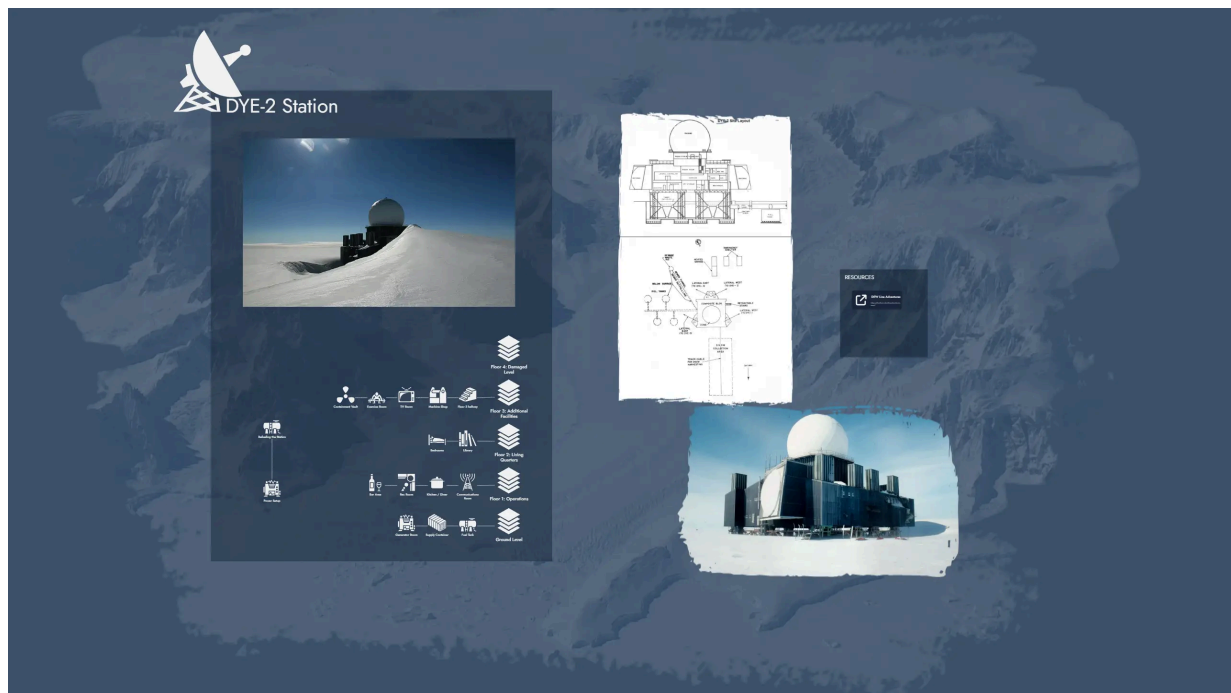
Images are selected from the **Library**, which includes your uploaded images and any images you have bookmarked from the icon collection or external sources.

Image Widgets support the following customization options:

- Border style and border color

- Corner width and corner height (independent controls for precise shape)

- Mask overlay



Icon Widget

An **Icon Widget** places a single icon on the **Board**. It is useful for quick visual markers, decorative elements, or symbolic annotations that do not require text or a full image.

Icons are selected from the **Library**, which contains tens of thousands of icons covering a wide range of themes and genres.

Icon Widgets support the following customization options:

Icon color

Text Widget

A **Text Widget** places a text label or annotation directly on the **Board**. Use it for section headings, captions, notes, or any freestanding text that is not tied to a **Node**.

Text Widgets support **rich text formatting**. The following formatting options are available directly in the widget:

Bold, italic, underline, and strikethrough

Numbered lists and bullet lists

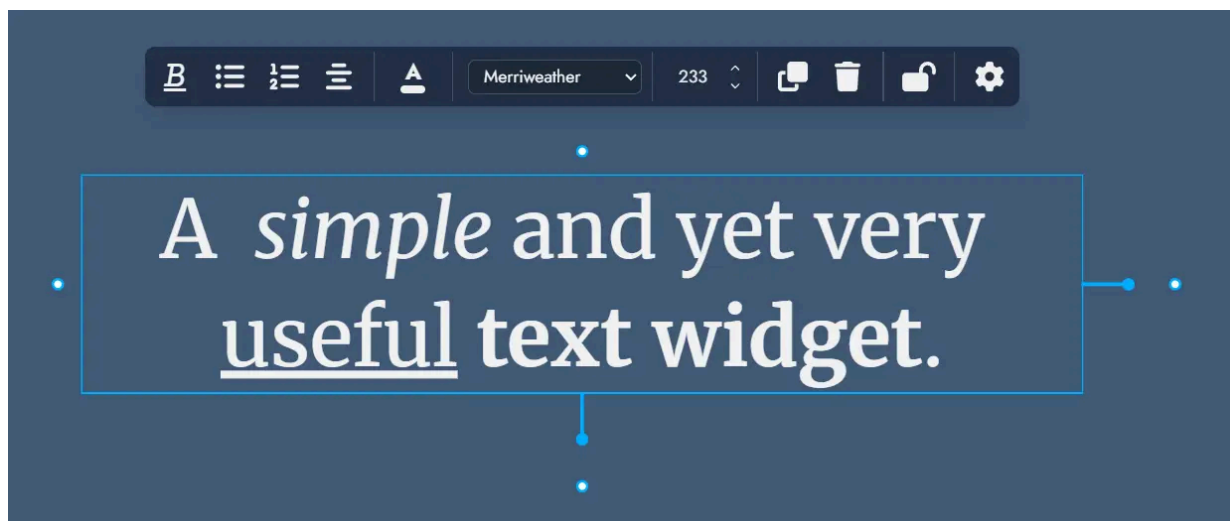
Text Widgets also support the following customization options:

Font selection (any font available in the Editor themes)

Font size

Border style and border color

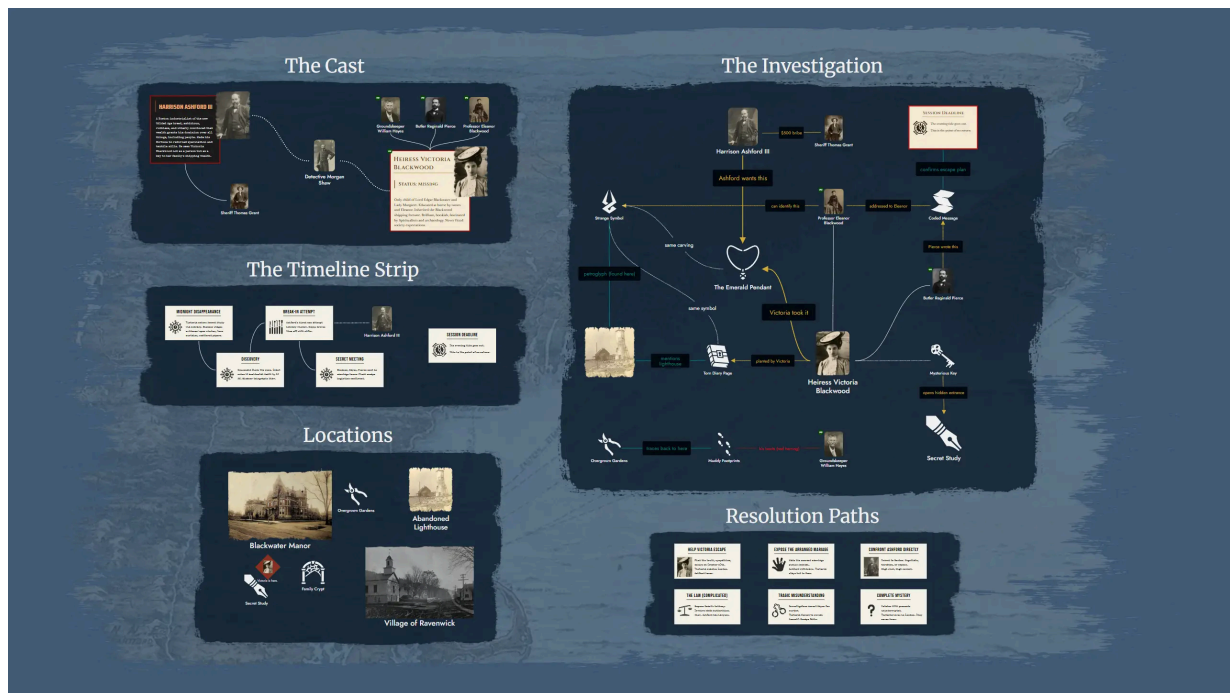
Corner width and corner height



Group Widget

Group Widgets are a special Widget type designed for visual and organizational grouping on the **Board**. They let you visually delimit areas of your board, label regions, and apply background images or colors to create a clear spatial structure.

Unlike **Nodes**, Group Widgets hold no content of their own. Their purpose is layout and emphasis: meaning and structure remain within Nodes and Links.



Linking a Group Widget to a Node

A **Group Widget** can optionally be linked to a **Node**. When linked, double-clicking the Group Widget opens that Node directly in the **Editor**, making it a convenient shortcut to the Node's content while keeping the visual structure separate.

Customization

Group Widgets support the following customization options:

- Background image
- Background color
- Border style and border color
- Corner radius
- Title font selection

Name Size: adjusts the font size of the Group Widget title. Title spacing adjusts naturally as the size changes.

Horizontal and Vertical Offset: sliders that let you reposition the title freely within the Group Widget bounds.

Masking



Migration from Group Nodes

Prior to version 0.17.0, grouping was handled by **Group Nodes**. Group Nodes have been retired and replaced by Group Widgets. Existing modules are automatically migrated: each legacy Group Node is converted into a Group Widget on the Board. Because Group Nodes could hold text content, a new generic Node is created for each migrated Group Node to preserve that content.

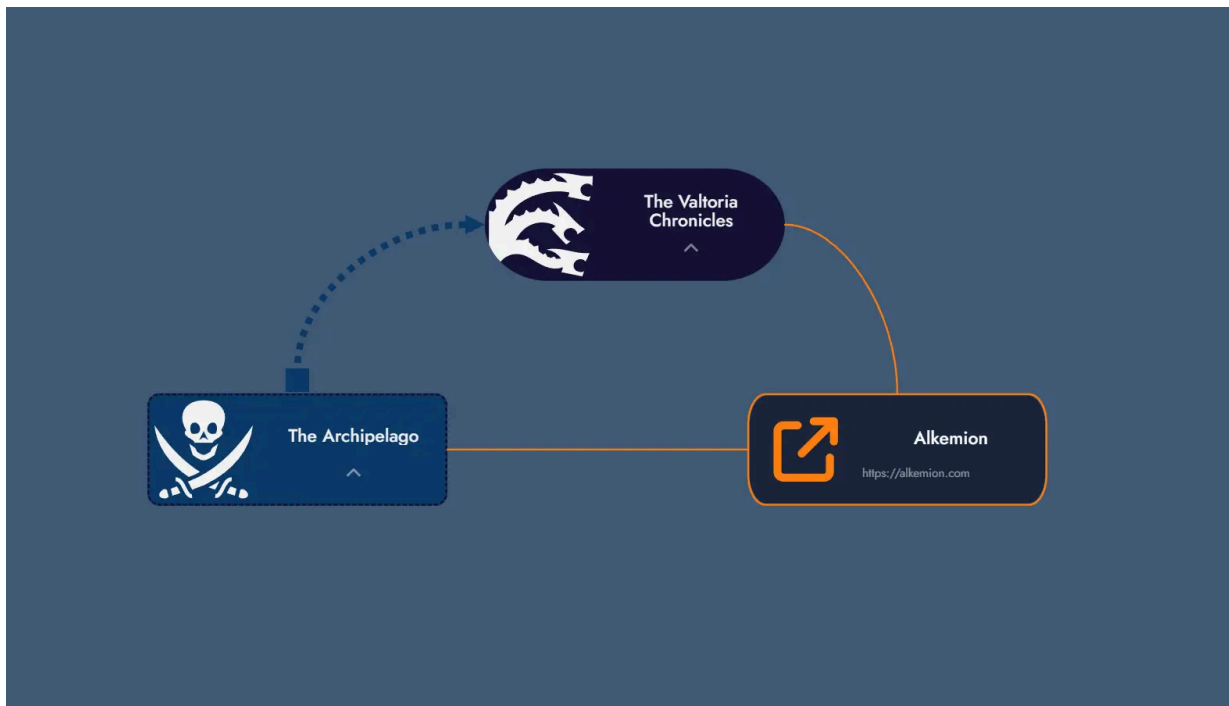
Anchors

Anchors

Last update: April 10th 2026

Anchors are Assets that act as navigational links on the **Board**. They come in two types: **Module Anchors**, which link to another Module, and **External Link Anchors**, which link to an external URL.

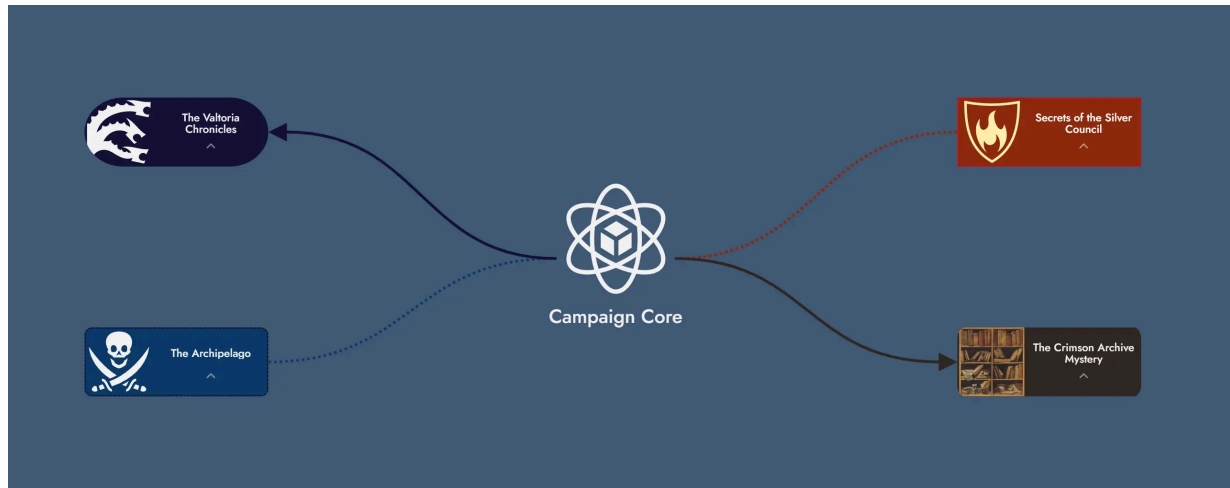
Like **Nodes**, Anchors can have multiple independently styled **Tokens** on the Board. Activating an Anchor Token opens the linked destination. Anchors can also be connected to other Assets using **Links**.



Module Anchors

A **Module Anchor** links to another Module in your account. Double-clicking a Module Anchor Token, or using the **Travel to Module** option in its context menu, navigates directly to the linked Module's Board.

Module Anchors are particularly useful for building campaign hubs: a central Module that connects to individual adventure Modules, letting you jump between them with a single click.



Targeting a View within a Module

When configuring a **Module Anchor**, you can optionally target a specific **View** within the destination Module, rather than just the Module itself. When the Anchor is activated, it navigates to the Module and immediately zooms to the targeted View using the standard fit-to-screen behavior.

In the target selection modal, Modules that have Views defined immediately list their available Views as selectable targets. The selected target is displayed in the Anchor settings as *Module Name > View Name*.

If the targeted View is later deleted from the destination Module, the Anchor falls back gracefully to navigating to the Module without any View-specific zoom. The Anchor itself is not broken.

Add a Link to another Module



The Valtoria Chronicles

11 nodes



TARGET VIEW



Default View



Aria



The Road



Lord Valen



The Factions

Add

External Link Anchors

An **External Link Anchor** stores a URL instead of a Module reference. Double-clicking its Token opens the linked URL in a new browser tab. The same action is available from the Token's context menu.

Use External Link Anchors to reference rulebooks, maps, reference sheets, or any online resource relevant to your Module.

Anchor Tokens

A single Anchor can have any number of **Tokens** on the Board. Each Token is an independent visual instance of the same Anchor and can be customized separately. Deleting a Token does not delete the parent Anchor.

The following customization options are available per Anchor Token:

- Featured image or icon
- Font color and background color
- Border style and border color
- Corner width and corner height (independent controls)

You can set a **featured image or icon** on any Anchor Token. The custom image replaces the default one displayed on the Token. Removing it restores the default automatically.

Anchor Tokens have their own **Token Settings** window, accessible from the context menu. The settings available differ slightly between Module Anchors and External Link Anchors.

Context Menu Actions

Right-clicking an Anchor Token opens a context menu with the following actions specific to Anchors:

- Travel to Module** (Module Anchors only): navigates immediately to the linked Module's Board.
- Open Link** (External Link Anchors only): opens the stored URL in a new tab.
- Delete Token**: removes this Token from the Board without deleting the Anchor itself.

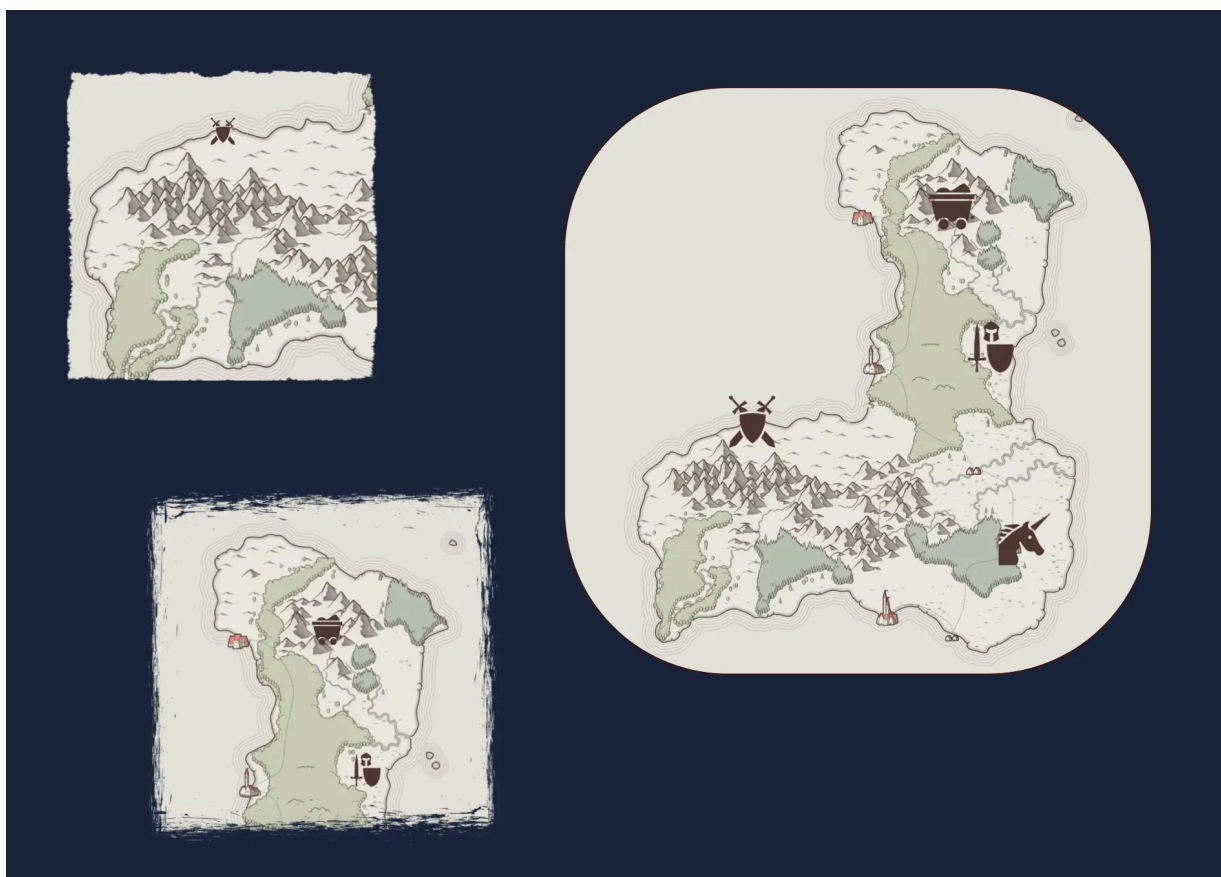
Maps

Maps

Last update: May 14th 2026

Maps allow you to create interactive maps within your **Module**. Maps provide a visual reference point that can be annotated with **Points of Interest** and linked to your **Nodes**. While they're perfect for geographical layouts, they can represent anything visual: a relationship diagram, a timeline, a conspiracy board, or any image where you want to highlight and connect specific areas.

Maps can be placed on the **Board** as **Map Tokens**, where they can be explored interactively. Editor integration is coming soon. Each map can be customized with markers, zoom levels, and visual styling to suit your needs.



Multiple Tokens of the same Map

Creating a Map

To create a **Map**, you must first have an image uploaded to your **Image Library**. Only user-uploaded images can be used to create maps. Images from external URLs or the default icon library are not supported for this feature.

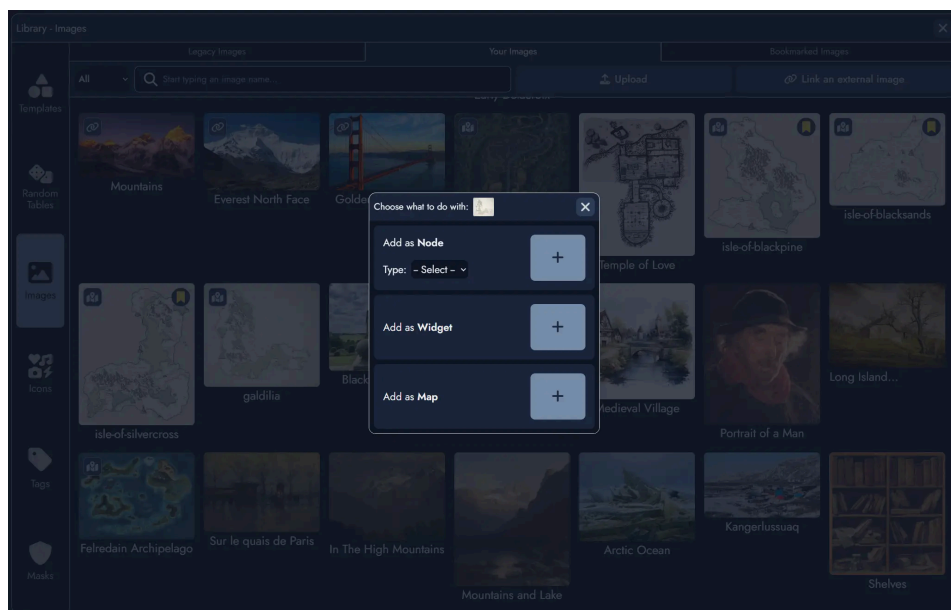
There are three ways to create a new **Map**:

From the Library: Open the **Library** (via the button in the top toolbar, from the mobile menu, or with the shortcut **Ctrl** + **L**). Navigate to the *Images* section and select the image you want to use as a map. Click the **+** button on the image, then select "Add as Map" in the modal window.


From the Board's context menu: Right-click (or long press on mobile) anywhere on the **Board** to open the context menu, then select "Add Map". You will then be prompted to select a user-uploaded image from your **Image Library**.

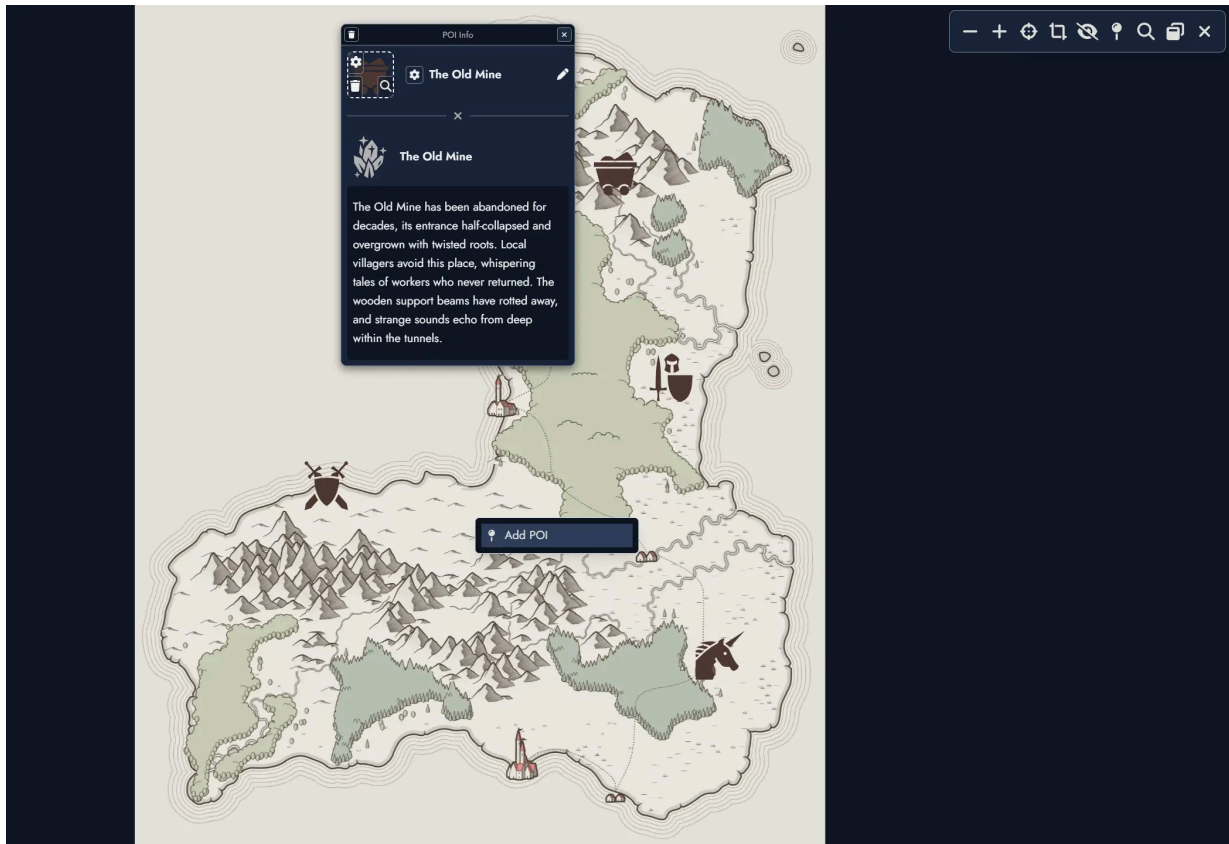
From the Board's toolbar: Click the "Add Maps" button  in the **Board's** toolbar. You will then be prompted to select a user-uploaded image from your **Image Library**.

The newly created **Map** will be added to the **Board** as a **Map Token**. You can then open it in the **Map Editor** to begin adding **Points of Interest** and customizing the map.













The Map Editor

The **Map Editor** is a dedicated interface for editing your maps. By default, it opens in full-screen mode, providing maximum space to work with your map, but it can also be displayed as a floating window within the **Board** using the windowed mode button .



The **Map Editor** features a toolbar at the top with the following controls:

-  and  buttons to zoom in and out.
-  button to center the map in the viewport.
-  button to fit the entire map within the visible area, resetting both zoom level and position.
-  /  toggle to show or hide all **Points of Interest**.
-  button to add a new **Point of Interest**.
-  button to search for specific **Points of Interest** by name.
-  button to toggle between full-screen and windowed mode.
-  button to close the **Map Editor**.

While in the **Map Editor**, you can navigate the map by dragging with your mouse or touch gestures, and zoom using your mouse wheel or pinch gestures on touch devices.

Points of Interest (POI)

Points of Interest are markers you place on your maps to highlight important locations, encounters, or narrative elements. Each **POI** can have a name, a featured image or icon, and can optionally be linked to a **Node** in your **Module**.

Adding a Point of Interest:

Click the  button in the **Map Editor** toolbar.

Click anywhere on the map to place the marker.

A **POI** configuration panel will appear, allowing you to set a name, choose an icon or image, and optionally link the **POI** to a **Node**.

You can also add a **Point of Interest** by right-clicking (or long press on mobile) anywhere on the map to open the context menu, then selecting *"Add POI"*.



When a **POI** is linked to a **Node**, you can choose to automatically use the **Node**'s featured image instead of a separate icon. Even when linked, the **POI** name and featured image remain fully customizable if you prefer to override the **Node**'s defaults.

Interacting with Points of Interest: Clicking on any **POI** marker will display an information window showing its name and any associated details. This works both in the **Map Editor** and when viewing **Map Tokens** on the **Board**, whether the map is in interactive mode or not.

Map Tokens on the Board

Like **Nodes**, **Maps** can be placed on the **Board** through **Map Tokens**. A single **Map** can have multiple **Tokens** on the **Board**, each with independent positioning, sizing, and visual customization.

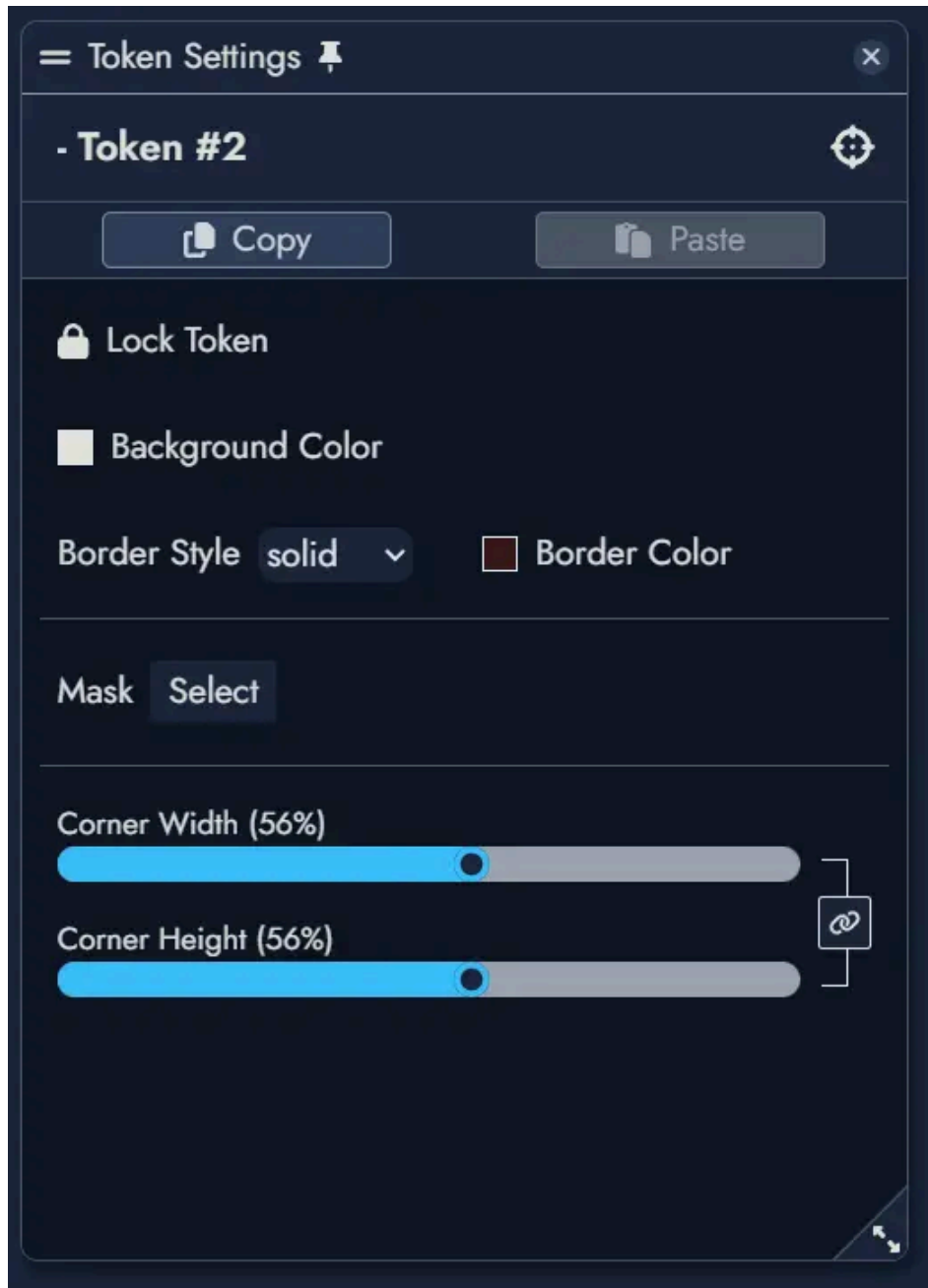
Map Tokens can be resized by dragging their corners or edges, and support the same visual customization options as other **Tokens**, including:

- Border style, color, and width

Background color and opacity

Corner roundness

Image mask



Interactive Mode


By default, **Map Tokens** on the **Board** are not interactive. They can be moved and resized like any other **Token**, but cannot be explored or zoomed.

To explore a map interactively, you must enable *Interactive Mode*. This can be done in two ways:

Click the  button in the **Map Token**'s floating toolbar.

Double-click directly on the **Map Token**.

When *Interactive Mode* is active, you can drag the map to explore it and use the mouse wheel (or pinch gestures on touch devices) to zoom in and out. The **Map Token** itself cannot be moved or resized while in this mode.

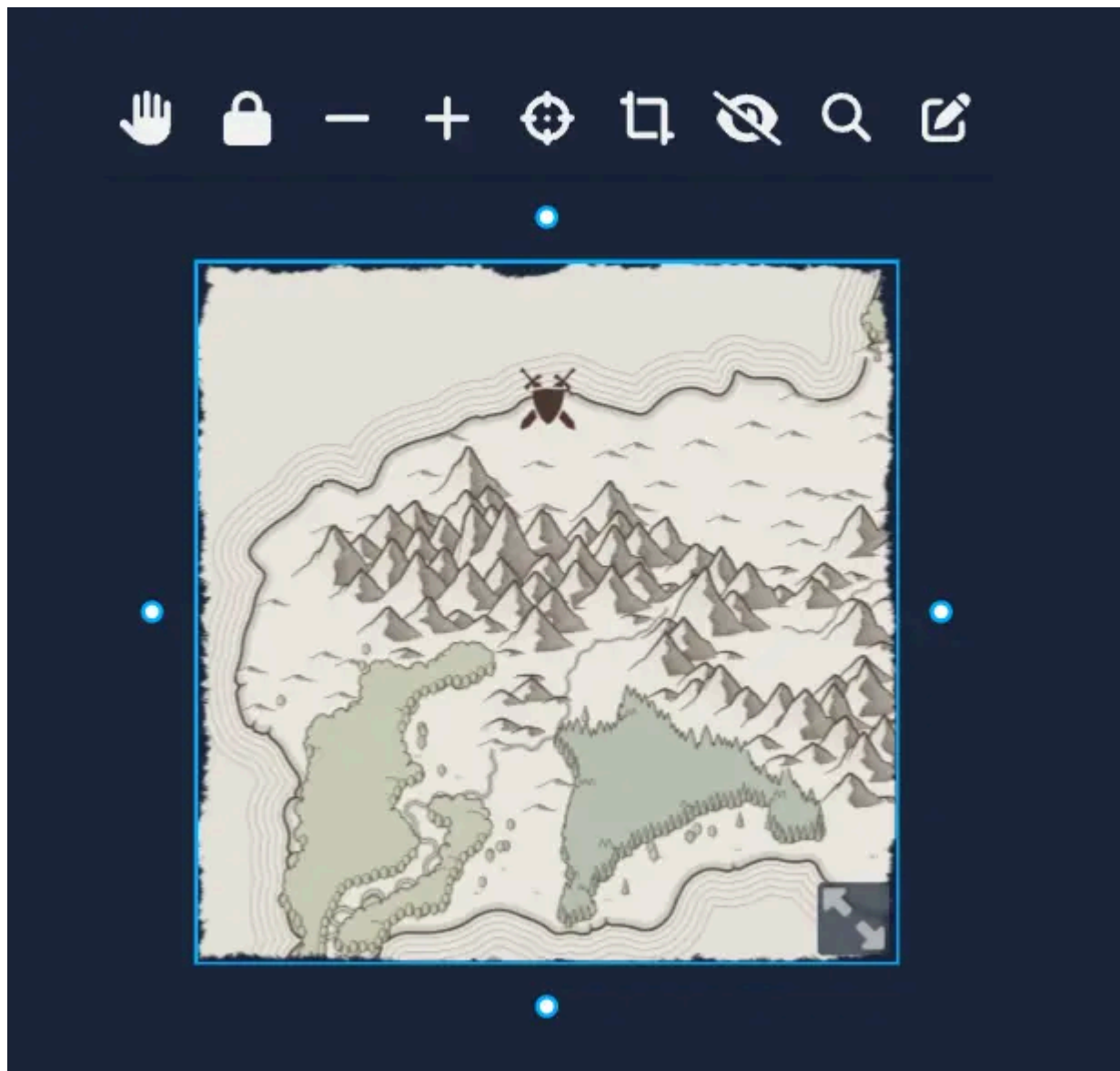
To exit *Interactive Mode* and return to normal editing, click the  button again or click outside the **Map Token**.












Map Token Toolbar

Each **Map Token** on the **Board** features a floating toolbar that appears when you hover over or select the **Token**. This toolbar provides quick access to common map controls without needing to open the **Map Editor**. In **reader mode** (shared modules), a compact version of the toolbar is also available, providing quick access to *Interact*, *Zoom*, *Fit*, and *Open Map* controls.

 Toggle *Interactive Mode* on or off.

 /  Lock or unlock the **Token** to prevent accidental movement.



-  Toggle *Interactive Mode* on or off.
-  /  Lock or unlock the **Token** to prevent accidental movement.
-  and  Zoom in and out.
-  Center the map in the **Token's** viewport.
-  Fit the entire map within the visible area, resetting both zoom level and position.
-  /  Show or hide **Points of Interest**.
-  Search for specific **Points of Interest**.
-  Open the map in the **Map Editor**.

These controls allow you to explore and present your maps directly on the **Board**, making them ideal for session play, collaborative planning, or visual storytelling alongside your **Nodes** and other **Assets**.

SECTION 17.

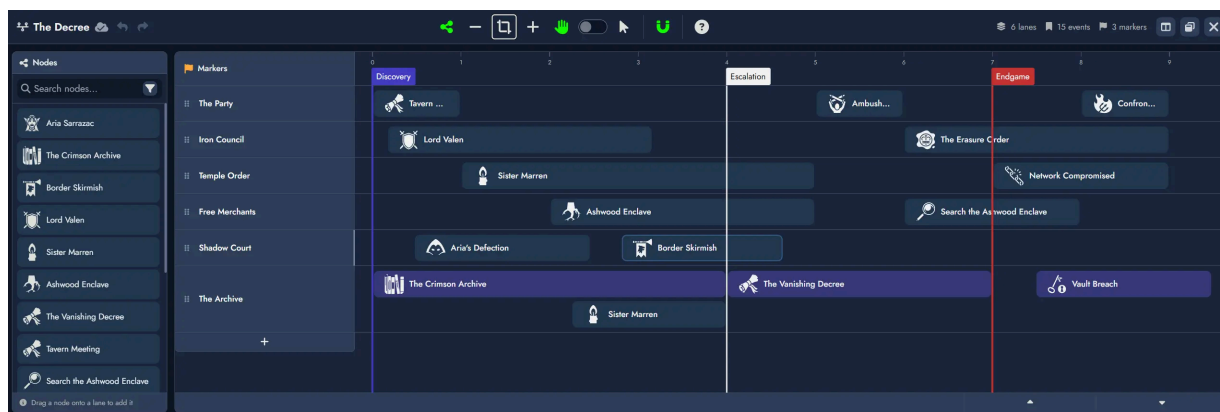
Timelines

Timelines

Last update: May 14th 2026

Timelines are a **Construct Asset**, the second after **Maps**. A Timeline represents a sequence of events or narrative beats arranged horizontally. It is not a calendar tool. Its purpose is to serve as a sequence-based or order-based lens on the Nodes of a Module, helping you understand how events relate to each other, see parallel threads across characters and factions, and reason about the shape of your world, adventure, or campaign.

A Module can hold as many Timelines as you need. Timelines can be placed on the **Board** as **Timeline Tokens**, allowing you to view and interact with your sequence directly in your workspace.



Elements

Every Timeline is composed of three types of elements: **Lanes**, **Markers**, and **References**.

Lanes

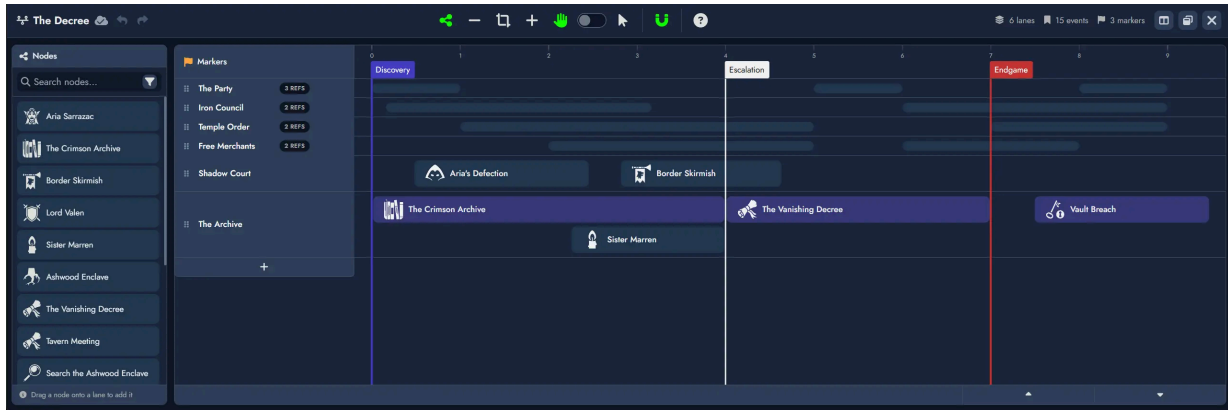
A **Lane** is a horizontal track that groups References visually. A Lane may represent factions, character arcs, parallel plots, sessions, or any other grouping you find useful.

Lanes have a label, a color, and a featured image, all customizable.

Lanes can be **collapsed** and expanded. A collapsed Lane displays only its header row, hiding all References while remaining visible so you can expand it at any time. The Lane header shows a compact Reference count (e.g. "(5 refs)") when collapsed.

Lanes can be reordered vertically.

Lane height grows dynamically to accommodate overlapping References, giving a visual signal of denser or more complex periods.



Markers

A **Marker** is a vertical line placed on the horizontal axis that divides the sequence into labeled sections. Markers are global to the Timeline and freeform: they do not enforce any specific unit of time or chronology.

Markers have a label, a font color, and a background color, all customizable.

Markers can be dragged along the axis without affecting References, which are positioned independently.

Multiple Markers may share the same horizontal position. When stacked, each Marker keeps its own label and visual style and they display as a small stack.

Markers span the full height of all Lanes.

References

A **Reference** is an item placed inside a Lane. Every Reference is linked to a Node.

A Reference displays the Node's featured image (or default type icon if none is set) and the Node's name.

Multiple References can be linked to the same Node.

References can be customized with font color, icon color, and background color.

Double-clicking a Reference opens the linked Node in the **Editor**.

When viewing a **Timeline Token** on the Board, hovering over a Reference opens the Node Details panel.

Creating a Timeline



There are two ways to create a new **Timeline**:

From the Board's context menu: Right-click (or long press on mobile) anywhere on the **Board** to open the context menu, then select *"Add Construct"* and then *"Add Timeline"*.

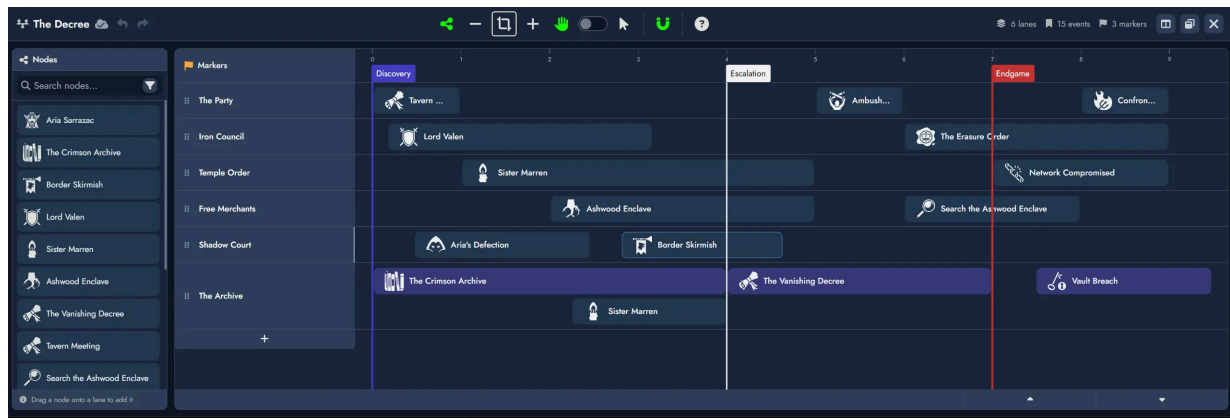
From the Board's toolbar: Click the *"Add Timeline"* button  in the Board's **Add Constructs** toolbar: .

The newly created Timeline will be added to the Board as a **Timeline Token**. You can then open it in the **Timeline Editor** to begin adding Lanes, Markers, and References.

The Timeline Editor

The **Timeline Editor** is a dedicated interface for building and editing your Timelines. It opens in full-screen mode by default, and also supports windowed mode on the Board using the  button. A Split view button  lets you display the Timeline Editor and the Page Editor side by side in full screen.

On creation, a Timeline starts with a single Lane and no Markers or References.



Layout

The Timeline Editor is composed of four main areas:

Top toolbar - global actions and stats (lane count, event count, marker count).

Node Pool - left sidebar listing all Nodes available for placement.

Markers row - the fixed top row of the timeline grid, showing Marker labels and where new Markers can be placed.

Lane rows - the main editing area, one row per Lane.

Toolbar

The Timeline Editor toolbar includes:

Hide/Show Node Pool toggle to display or hide the left Node Pool panel.

+ and **-** buttons to zoom in and out.

Fit to Content button that automatically adjusts the zoom level so every Reference becomes visible on screen.

Navigation mode toggle to switch between **Drag Mode** and **Selection Mode**. The **V** key can also switch between the two modes.

Snapping toggle. When enabled, dragged References align to unit boundaries on placement, move, and resize.

Mouse Wheel Navigation

When the Timeline Editor has focus, the mouse wheel behaves as follows:

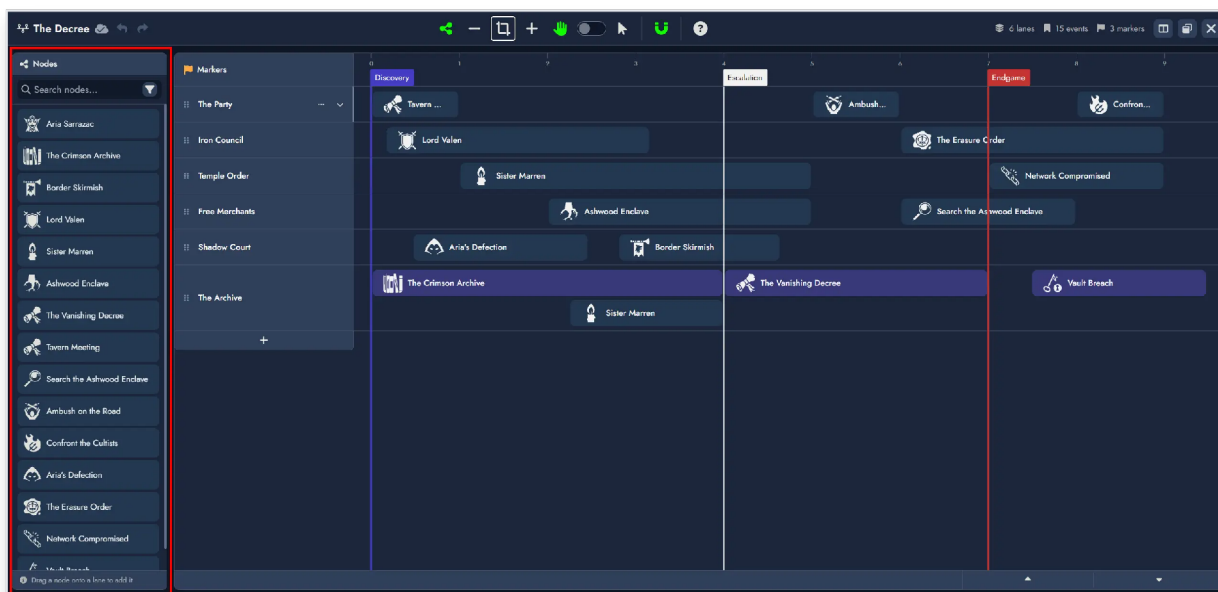
Default: drags the timeline horizontally.

Shift + scroll: scrolls timeline Lanes vertically (only when not all Lanes are visible).

Ctrl + scroll: zooms in and out.

Node Pool

The **Node Pool** lists all Nodes in the Module and is the primary source for creating References. It defaults to showing all Nodes, and standard search filters are available (name, node type, tags). Drag a Node from the Node Pool onto a Lane to create a Reference at that position.



Markers

Double-clicking on the Markers row places a new Marker at that horizontal position. Marker labels are editable inline after placement.

In **Selection Mode**, Markers can be dragged horizontally to reposition them.

Markers can be deleted via contextual action.

When multiple Markers share the same position, they render as a small visual stack, each preserving its own label and colors.

Lane Management

New Lanes are added via the **+** button below the last Lane header.

Lanes can be renamed, reordered vertically, collapsed, and deleted.

Creating References

From existing Nodes

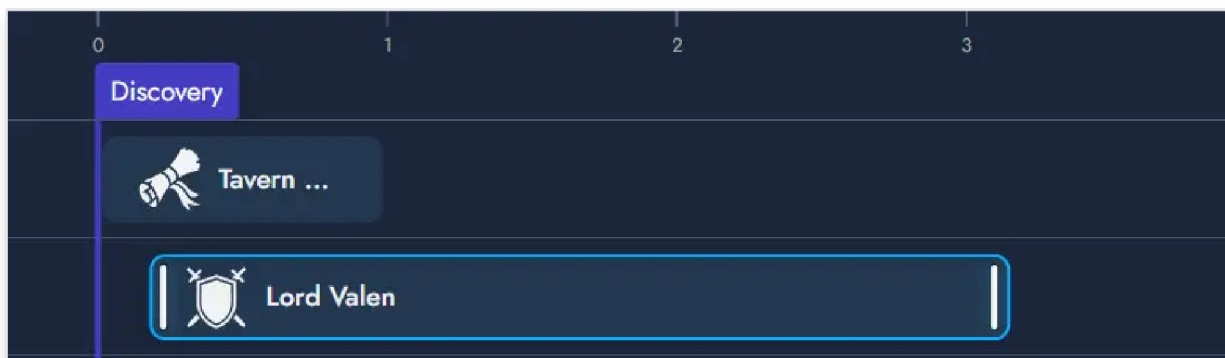
Drag a Node from the **Node Pool** onto a Lane to create a Reference at the drop position. The Reference snaps to the nearest unit boundary if snapping is enabled.

Creating a new Node directly from the Timeline

Double-clicking anywhere inside a Lane creates a new **Event** Node and places a Reference to it at that position. The Node is immediately accessible from the Board and the Editor like any other Node in the Module.

Reference Spans

References are not limited to a single unit. A Reference can **span across multiple units** to represent an event, arc, or condition that lasts over a period. On creation, a Reference occupies exactly one unit.



A Reference remembers where it starts and how wide it is, independently of any Marker positions. When snapping is disabled, a Reference can be positioned and resized freely at any point along the axis, without being constrained to unit boundaries.

Reference Interactions

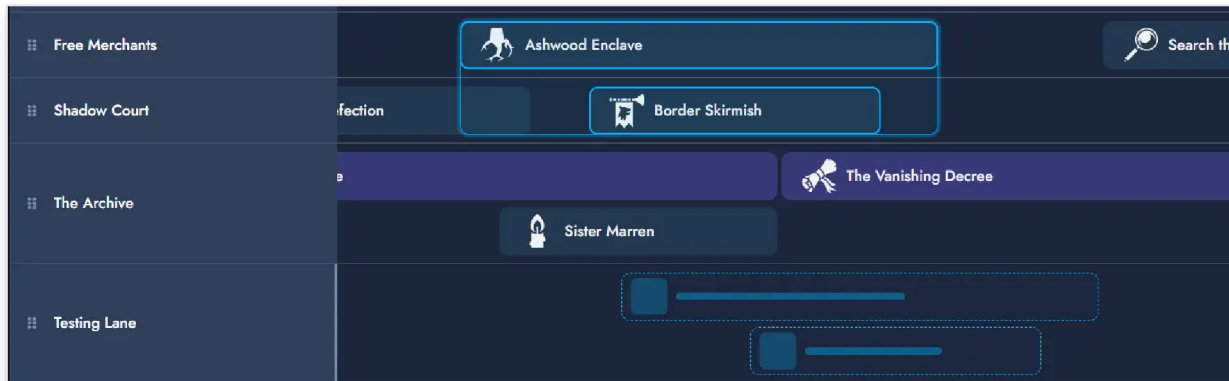
Three gestures operate on a Reference: **resize**, **horizontal move**, and **Lane change**.

Resize

Thin vertical bars appear on the left and right edges of a Reference. Dragging the left handle adjusts the start position; dragging the right handle adjusts the end position. The opposite edge remains fixed. Both snap to unit boundaries on release when snapping is enabled.

Move

Dragging the body of a Reference (anywhere that is not a resize handle) moves the entire span left or right without changing its width. A ghost placeholder follows the cursor, indicating where the Reference will land. Snaps to unit boundaries on release.

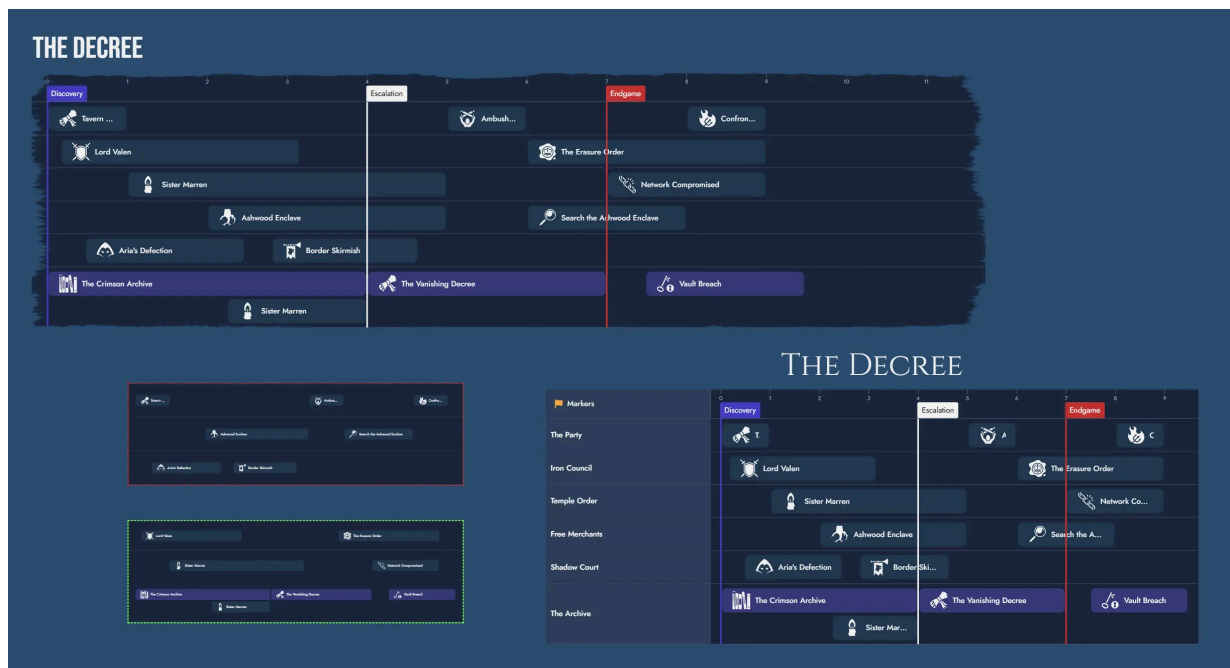


Lane Change

Lane changes are initiated from the same body drag as horizontal moves. By default, a body drag moves the Reference horizontally within its current Lane. If the drag crosses a vertical threshold (approximately half the Lane height), the Reference enters Lane change mode: the placeholder snaps to the target Lane row as the cursor moves vertically. Releasing drops the Reference into the target Lane at the current horizontal position.

Timeline Tokens on the Board

A Timeline Asset can have multiple independent **Timeline Tokens** on the Board. Each Token is a resizable viewport into the Timeline. Timeline Tokens can be moved, resized, and customized like other Tokens on the Board.











Interactive Mode

By default, Timeline Tokens on the Board are not interactive. To explore a Timeline interactively, enter interactive mode by **double-clicking** the Token. Press **Escape** to exit, or click outside the Token. Interactive mode is also automatically disabled after a brief period of inactivity.

Token Toolbar

Each Timeline Token features a floating toolbar with quick access to common actions:

-  **Interaction toggle**: enables or disables interactive mode on the Token.
-  **Interaction Lock toggle**: prevents usage of interactive mode.
-  and **Zoom controls**: adjust the visible unit range within the Token viewport. Each Token maintains its own zoom level independently.
-  **Fit to Content** button.
-  **Automatic Height** toggle: when enabled, the Token automatically adjusts its global height to fit the Timeline's content at all times.
-  **Always fit content after resize** toggle: when enabled, the Token automatically applies *Fit to Content* at the end of any resize operation, keeping the full Timeline visible.
-  **Edit Timeline**: opens the Timeline in the **Timeline Editor**.
-  **Lock Token** toggle: prevents any customization and interaction. Can only be unlocked from the context menu.



Token Properties button: opens the Token Properties floating window.

Token Settings

The Token Properties window provides the following options:

Title alignment (left, center, right).

Hide name toggle.

Name horizontal and vertical offsets.

Name font and size.

Border style selection.

Keep Aspect Ratio toggle.

Mask selection.

Content Scale: proportionally scales the Token and all its inner components. This is a sizing property, not a navigation property, and has no effect on how many units are visible.

Automatic Height toggle: when enabled, the Token always adjusts its global height to fit all displayed Lanes.

Always fit content after resize toggle: when enabled, the Token automatically applies Fit to Content at the end of a resize operation.

Show lane headers toggle: enables or disables the left column with the Marker and Lane headers.

Lane visibility: per-Lane toggles to control which Lanes are visible in this Token.

Marker visibility: per-Marker toggles to control which Markers are visible in this Token.

Lane and Marker visibility settings are independent per Token. This allows different Tokens to display different slices of the same Timeline. For example, one Token can show all Lanes while another shows only the player-facing Lane.

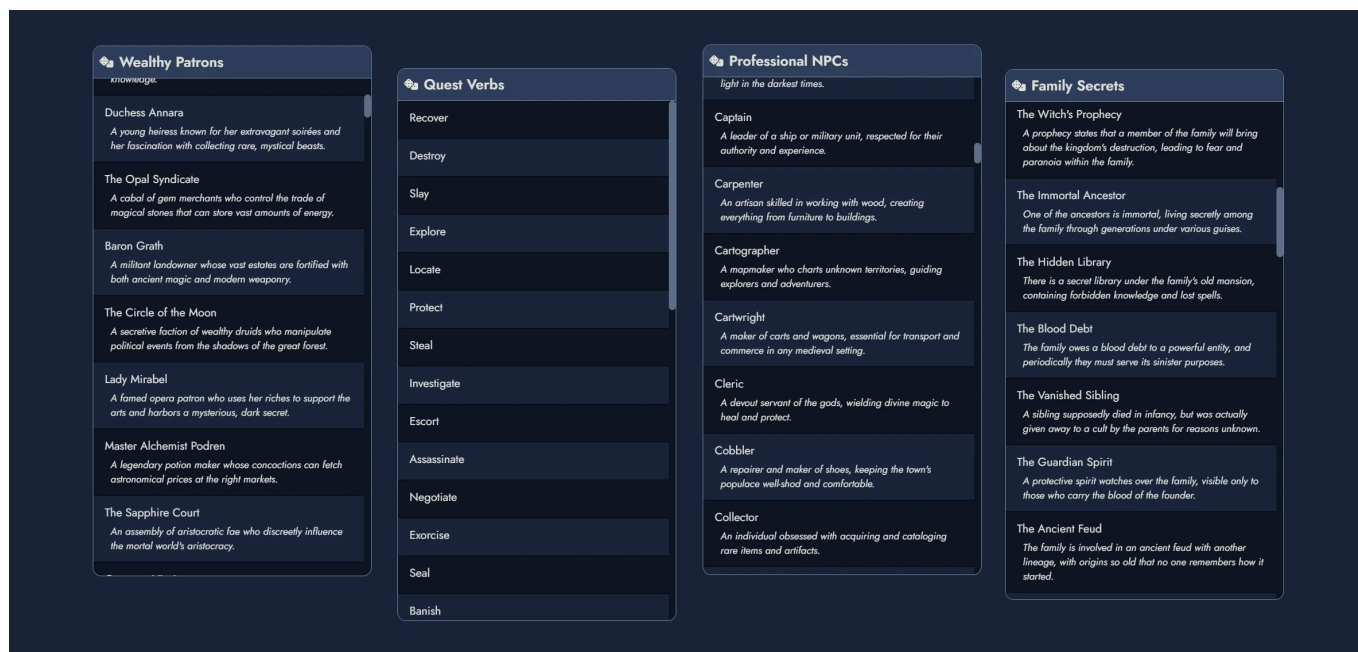
Random Tables

Random Tables

Last update: November 17th 2024


The application features a wide array of **Random Tables** covering various topics, and creating your own is simple. Each **Random Table** consists of a collection of themed entries, along with optional descriptions and visuals.


Random Tables are always accessible in the **Library**, where you can browse their content and make random rolls. Additionally, they can be linked to **Nodes**, transforming the **Node** into a **Random Node** with a “roll” function. You can roll for a new result at any time or manually select one from the table, updating the **Node**’s content (and visual, if applicable) with the chosen entry.

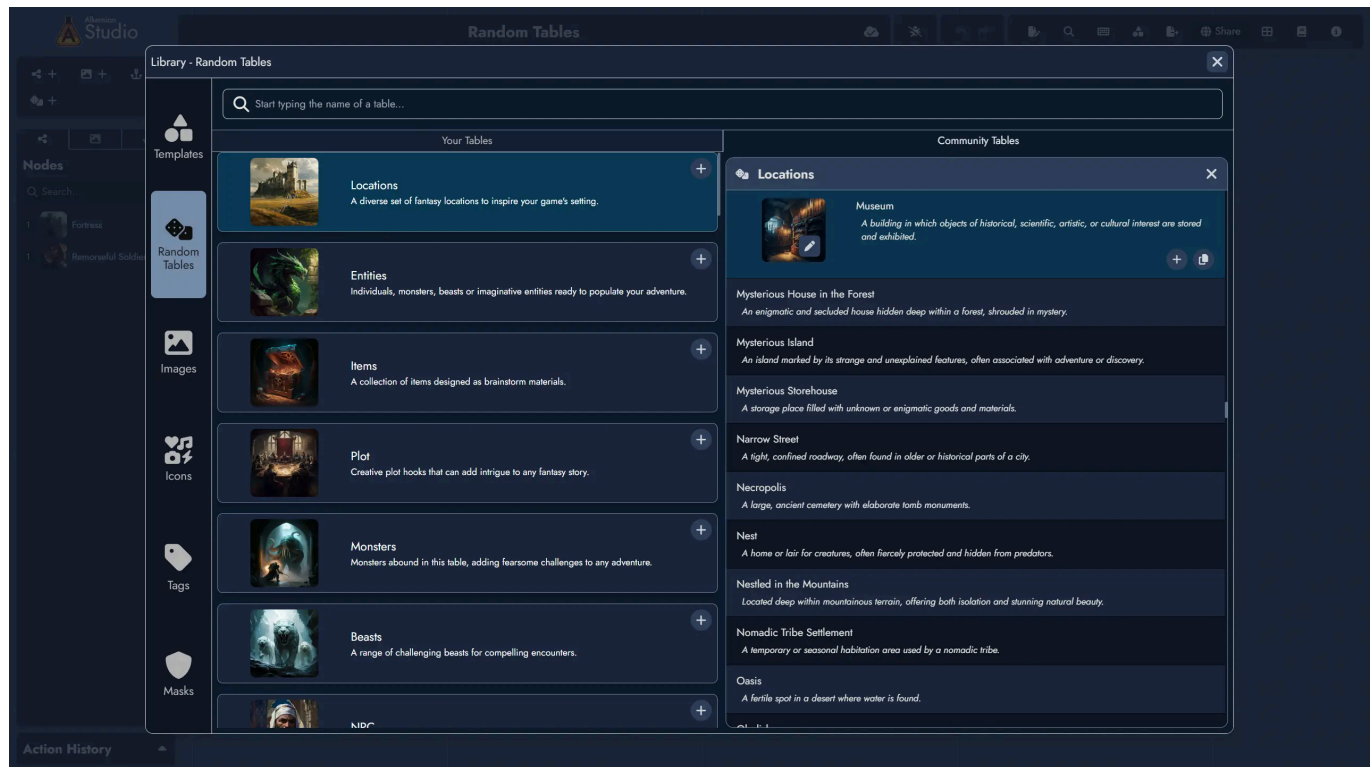


Using Random Tables


You can find **Random Tables** in the Library. Clicking on a **Random Table** opens a detailed panel displaying its contents, along with a “roll”  button to select a **Random Item** from the table.

Selecting a **Random Item** gives you the option to create a new **Node** containing the item’s content by clicking the add  button. The dialog window also allows you to link this new **Node** to the selected **Random Table**, making it a **Random Node**.

Some **Random Items** include multiple visuals. In such cases you can use the “picture select”  button to change the one you see.



Random Nodes

Random Nodes are **Nodes** linked to a **Random Table**. They function like regular **Nodes** but include an additional “roll”  button. Rolling a **Random Node** replaces its content with a randomly selected item from the linked table.

It's important to note that rolling a **Random Node** completely replaces its content with the selected **Random Item**. If you've made changes to the **Node's** content, the application will ask for confirmation before rolling, preventing accidental overwrites. Additionally, after rolling, you can undo the action using the undo button or the **ctrl** + **z** shortcut.

You can create a **Random Node** by linking a **Node** to a **Random Table**.

This can be done using the  **Add Random Table** from several places in the application:

- In the context menu of any of its **Tokens** on the **Board**.

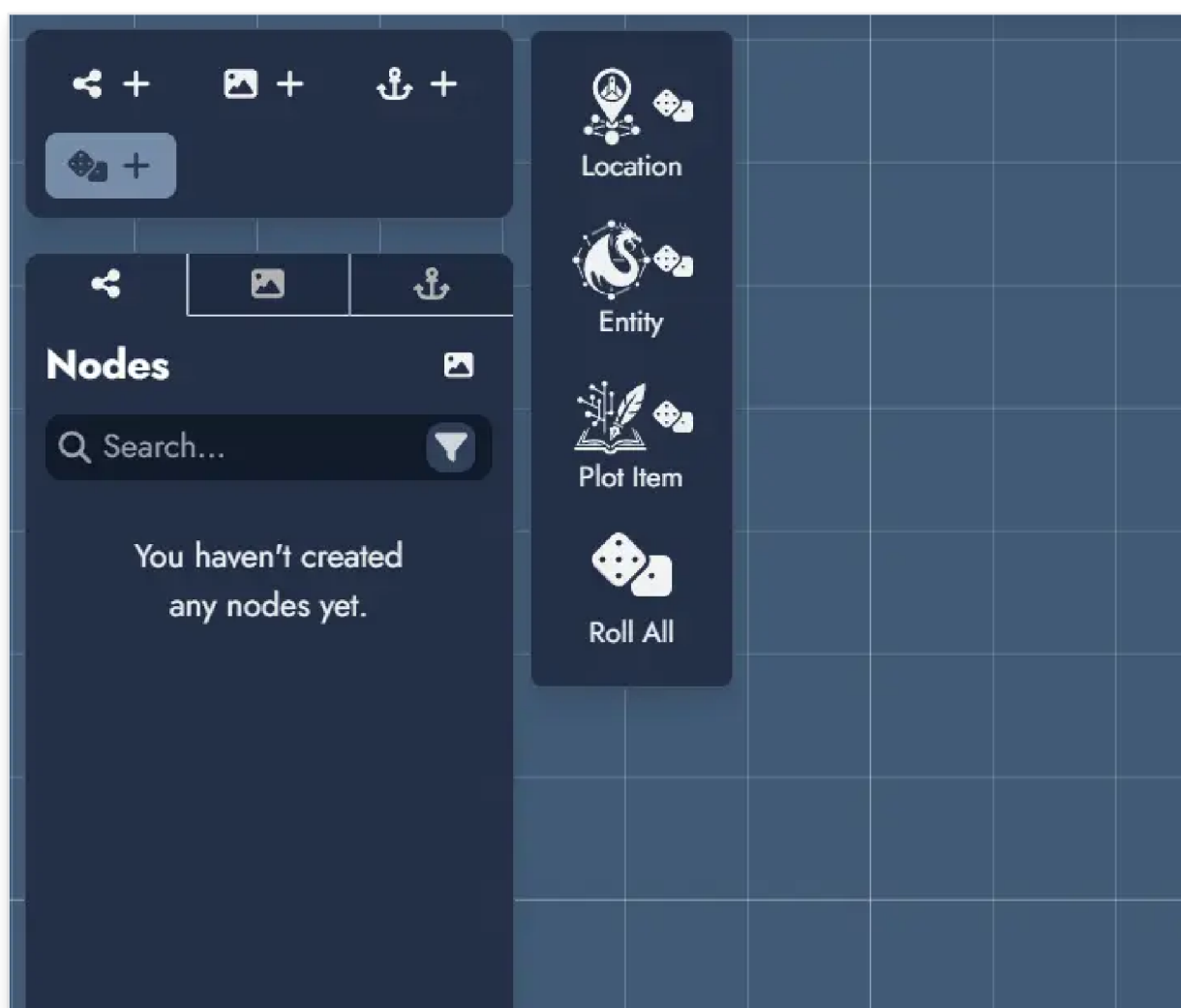
- In the **Node's** context menu, available in the **Board's Node Tree** or the **Editor's Content Tree**.

- In the Random tab of the Node information panel within the Editor.

- In the Node Details floating window available from any of its Tokens on the Board.

Another easy way to create generic **Random Nodes** is to use the “Random Nodes” toolbar on the **Board**. This toolbar includes buttons for creating thematic **Random Nodes**, each pre-linked to a **Random Table** with an immediate roll result. Once created, these **Random Nodes** can still be fully customized.

The **Random Nodes** toolbar also includes a “Roll All”  button, allowing you to roll all **Random Nodes** on the **Board** at once.




Creating or Editing a Random Table

To create a new Random Table, go to the **“Your Tables”** tab in the Random Tables section of the Library and click the **+ Create a Random Table** button.

This opens the Random Table editor, where you can set the table’s name and optionally select a visual. A valid Random Table requires at least two Random Items, which you can add using the button on the right.

Each Random Item must have a name. You can also add a visual and a description if desired. Once you’ve finished editing, click **Save** to create the new Random Table.

The same editor can be used to modify any Random Table you’ve created. Simply locate the table in your Library and click the Edit  button.

Please note that the built-in **Random Tables** provided by Alkemion Studio cannot be edited.




Templates

Last update: July 15th 2025

Templates are versatile building blocks designed to facilitate your creation process in Alkemion Studio. They can be as broad as an entire **Module** or as focused as a single **Node**, with anything in between. Whether it's a bustling village with pre-defined locations and NPCs or a set of treasures for players to uncover throughout an adventure, **Templates** make it easy to reuse, adapt, and remix content.

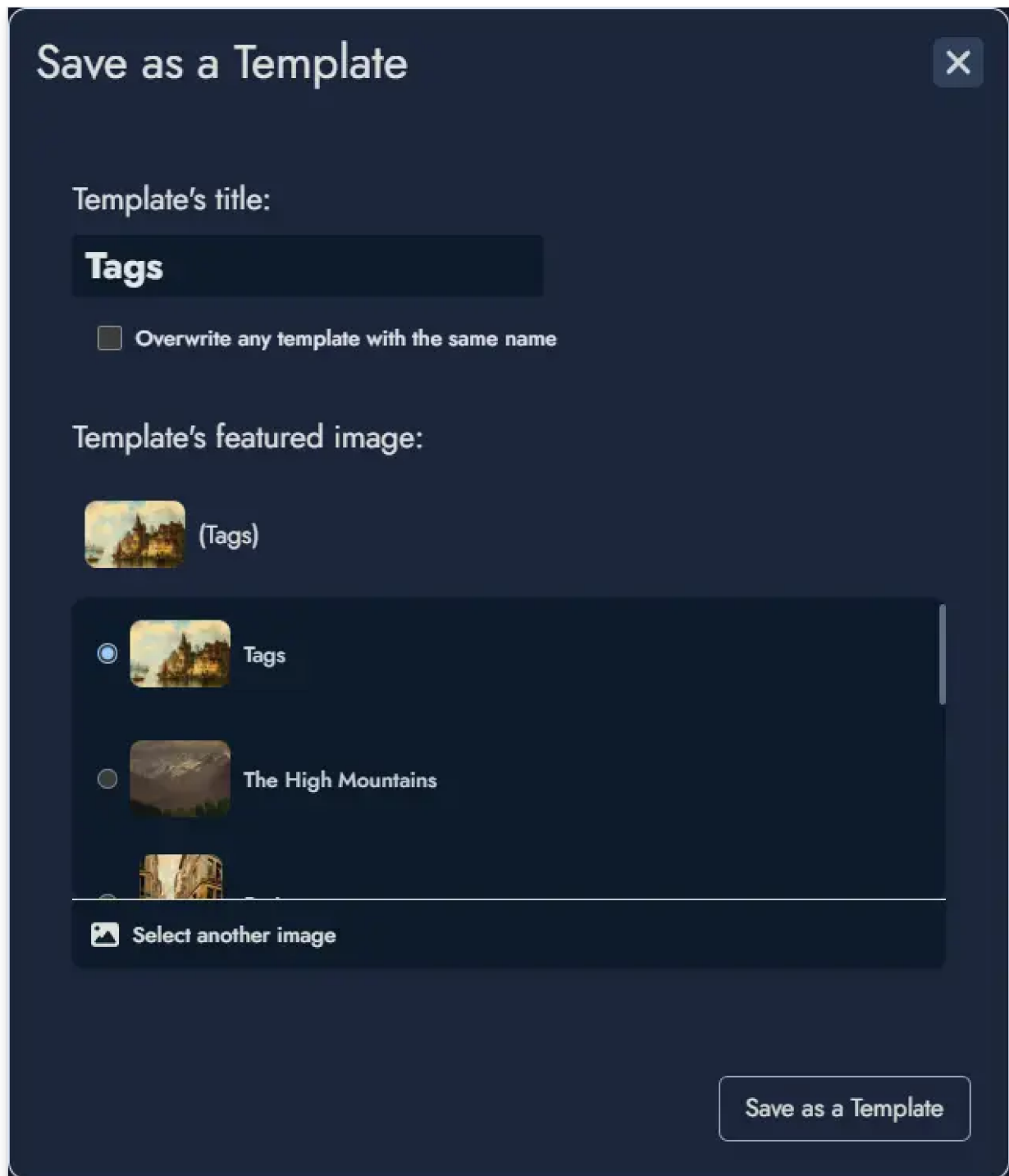
Exporting a Module as a Template

To turn an entire **Module** into a **Template**:

- 1) From the **Lobby**, open the **Module** you want to export as a **Template**.
- 2) Use the "Save as a Template"  button from the top toolbar. In the options dialog, you can name the **Template** and select a **Featured Image**.

Note: You cannot have two **Templates** with the same name. If you try to export using an existing **Template** name, you'll need to check "Overwrite any template with the same name" to replace the previous version.

- 3) Click "Save as a Template," and your **Template** will be available in your **Library** immediately.



Creating a Template from a Selection

To create a **Template** from a selection of assets:

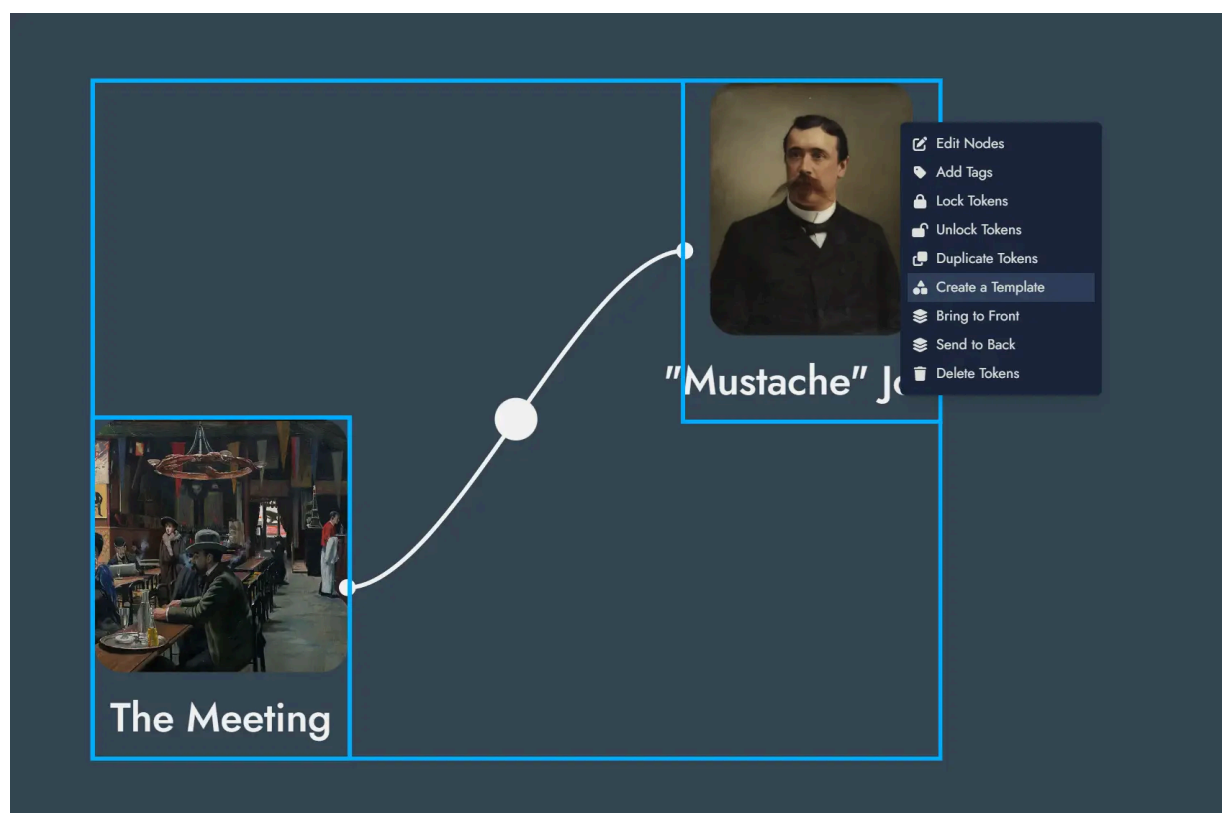
- 1) **Select the Assets:** On the **Board**, select the specific **Tokens** you want to include in the **Template**. This can include **Node Tokens**, **Widgets**, or **Anchor Tokens**. The application will automatically include the associated assets, **Random Tables**, and any relevant **Links**.

Note: Locked elements cannot be selected. Make sure to unlock any assets you'd like to include in the **Template**.

2) **Choose Export Selection:** After selecting, click on *Export Selection to Template*.

3) **Name and Save:** Enter a name for your new **Template** and save it.

This **Template** can now be imported into any **Module**.



Starting a New Module from a Template


Templates make it easy to start a new **Module** with predefined content:

In the **Lobby**, select "New Module" and choose a **Template** from your **Library**.

A new **Module** will be created with all elements contained in the **Template**.

Importing a Template into a Module

Integrating an existing **Template** into a current **Module** is simple and adds flexibility to your design process:

- 1) **Open the Module:** From the Lobby, open the **Module** where you want to import the **Template**.
- 2) **Access the Templates Library:** Open the **Library** (via the  button in the top toolbar, from the mobile menu, or with the shortcut **Ctrl** + **L**) and go to the “**Tags**” tab. Select any available **Template**.
- 3) **Position the Placeholder:** After selection, a placeholder representing the **Template’s** size appears on the **Board**. Place it where you want the **Template** content to be imported. You can click the Placeholder’s close button anytime to cancel the import operation.
- 4) **Confirm the Import:** Once you’re satisfied with the placement, confirm the import to integrate the **Template’s Nodes** and other assets into your current **Module**.

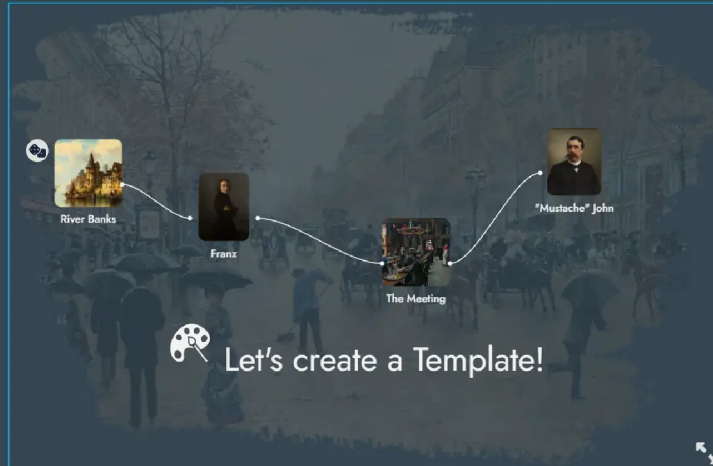




Nodes

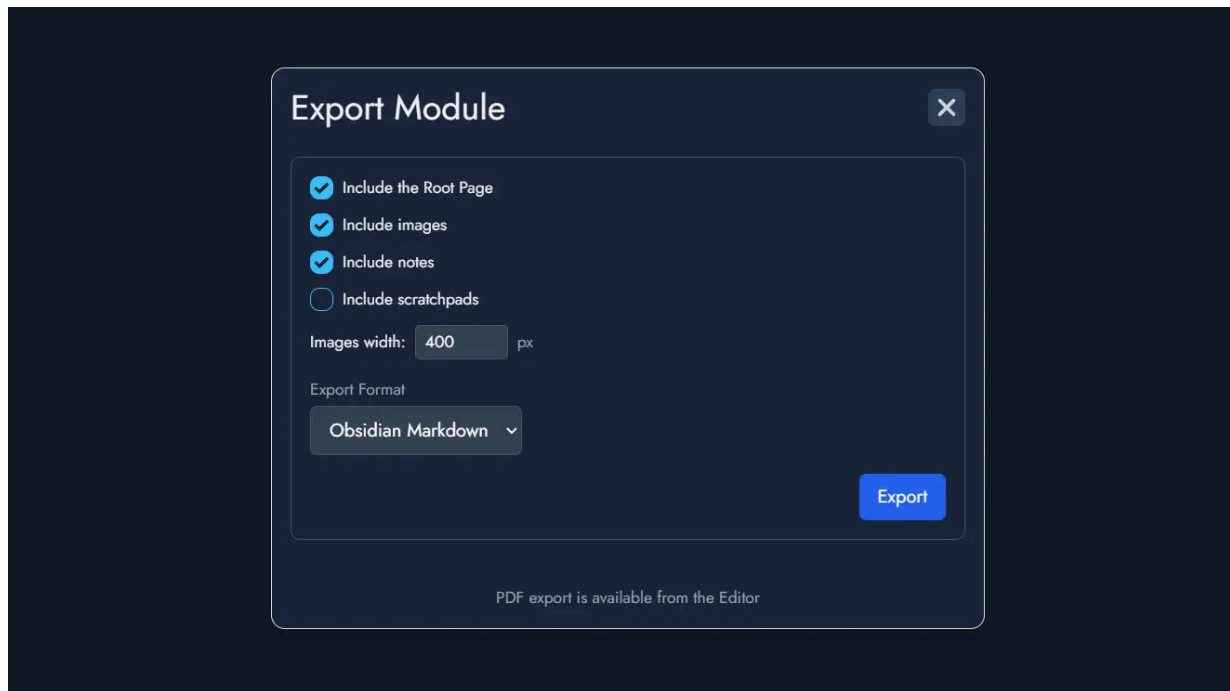
Search...


- 1 The Artist
- 1 River Banks
- 1 "Mustache" John
- 1 The Meeting
- 1 Franz
- 1 River Banks
- 1 "Mustache" John
- 1 The Meeting
- 1 Franz



Exporting

Last update: July 15th 2025



The Exporting feature allows you to export your Module in various formats. To access it, click the "Export"  button located in the Board's toolbar. This will open the "Export Module" window, where you can choose from the available export options and customize what to include:

Include the Root Page: Exports the top-level page from the Editor.

Include images: Embeds the images used in your Module.

Include notes: Includes Node-specific notes in the export.

Include scratchpads: Adds Module-wide notes from the Module Panel (optional).

Images width: Sets the default width (in pixels) for exported images.

Export format: Choose between different file formats:


Obsidian Markdown: Optimized for direct integration into an Obsidian vault.

Markdown: A clean Markdown format suitable for most text editors.

HTML: A raw HTML file that can be opened in browsers or HTML editors.

Plain Text: A simple text version of your Module.

When you're ready, click the **Export** button to download a ZIP archive containing your exported content.


NB: Exporting the Module as an Alkemon Studio Template can be done with a dedicated  button in the top toolbar, right next to the Export button.

Print/PDF Preview


The Print/PDF Preview feature allows you to review how your Module will appear when printed or exported as a PDF. It opens a modal with two panels: the left panel displays the Editor with your Nodes, and the right panel shows the page layout with page breaks.

The right preview panel can be zoomed in or out to adjust the display for your convenience.

Preview Panel: When activated, this panel shows a visual representation of your Module's content divided into pages. The display updates automatically as you modify the content.

Page Breaks: You can manually insert page breaks using the dedicated button  Page Break in the toolbar or adjust page breaks by dragging them in the left Editor panel.

Content Control: Only Nodes visible in the Editable Page will be included in the preview. You can toggle Node visibility using the Content Tree in the Editor.

Export Options: Once satisfied with the layout, use the print  button to open your browser's print settings and either print the module or save it as a PDF.



Note: This section of the documentation is currently under development and will be updated with more comprehensive information soon. Check back regularly for the latest updates and enhancements. Thank you for your understanding!

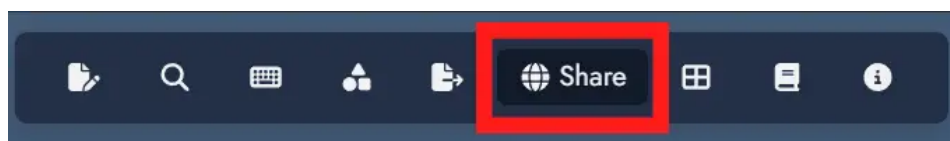
Sharing

Sharing

Last update: November 7th 2024

The **Sharing** feature in Alkemion Studio allows you to share your **Module** with others in a read-only format. This ensures that your content remains untouched while still allowing others to explore your work. More advanced sharing permissions will be added later on.

To access sharing options, click the “Share” button located in the Board’s toolbar. This will open the “Share” window, where you can customize the sharing settings.



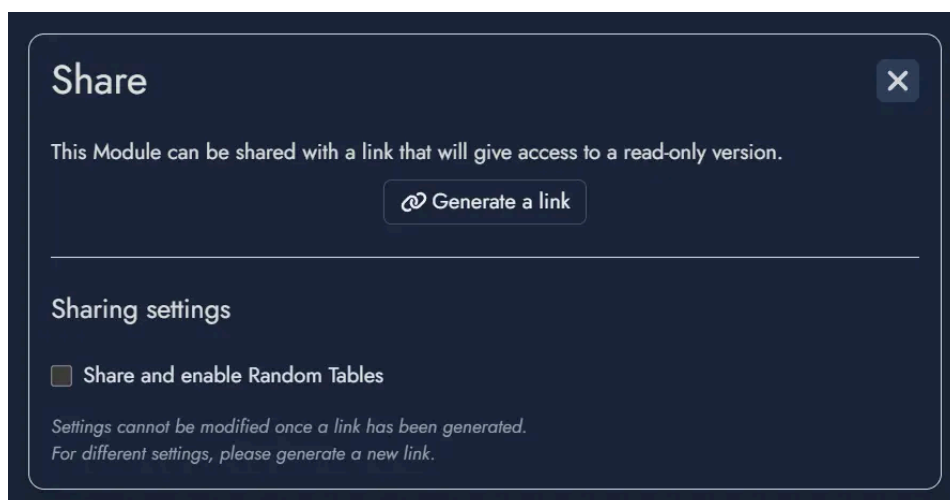
Generating a Shareable Link

Once the “Share” window is open, it will either display the active shareable link if it exists, or you’ll see a message inviting you to create one.

To generate a shareable link:

Click the “Generate a link” button.

A URL link will be provided that you can copy and share with anyone. This link allows recipients to open a read-only version of your **Module**.



Sharing Settings

Under the “*Generate a link*” button, you will find the “*Sharing settings*” section, which provides additional customization options. Currently, there is a checkbox option:

Share and enable Random Tables: When selected, this allows users who open the shared **Board** to roll any **Random Nodes** and view **Random Tables** linked to the Module. The **Board** remains read-only, so results from rolls will not be saved when the shared **Board** is reloaded.

Important Note: Once a link is generated, the sharing settings cannot be modified. If you wish to change these settings, you will need to generate a new link, which will invalidate the previous one.

Experience of Viewing a Shared Board

A shared **Board** is displayed exactly as it was at the time of its last save, including the camera position and zoom level. This ensures that the viewer’s first impression aligns with your intended presentation.

The shared **Board** features the same user interface as a regular **Board** but with restricted functionality. Viewers can navigate the **Board** and read the content of the Nodes but cannot make any modifications. If the “*Share and enable Random Tables*” option was activated, viewers can interact with **Random Tables** by rolling them; however, any results generated will not be retained upon refreshing or revisiting the link.

This straightforward sharing capability makes it easy to share session recaps or worldbuilding lore with other players, collaborate with others for feedback, or simply showcase and share your creative ideas with friends and fellow RPG enthusiasts. Future updates will introduce more nuanced permissions to allow for even greater flexibility and control when sharing your **Modules**.