

Lichin Drawl

Used as a corrosive agent to burn living and non-living matter (excluding crystal, glass, krakkin-steel).

Only an Alchemist can successfully obtain and apply this gel.

Modification-point cost: 9

Training Time: 5 weeks (35 days).

Training note: This is an averaged time to complete the full training for the extraction and application of Lichin Drawl. However, the training time can vary according to the student's intelligence as follows:

For every point of Intelligence above 28, the training time will be reduced by one day (minimum 7 days to train).

For every point of Intelligence below 20, the training time will be increased by one day.

Training Cost: 900 white-gold per day of training.

Area of effect: This corrosive gel can be applied to a hinge, lock, krakkin-steel weapon, etc., adding acid-damage when making contact with a target.

Attempts to locate per 24 hours: Not applicable. The Korlich must be located, and its saliva gland removed.

Chance to obtain reagent successfully: A successful avoidance-roll vs. "Dexterity" and "Intelligence" (two chances to succeed). No luck can be used.

Chance to locate: If a Korlich is located, so will the Lichin Drawl be found.

Classification: Gel.

Cross-Mixing Warnings: None known at this time.

Description of Reagent: Yellow, bile-like, gel.

Effect time: Instant.

Reagent Location: Found within the saliva glands located at the back of the bottom jaw, two inches below the surface. There are two such glands at opposite sides of the jaw.

Related Alchemy: Dust, InninOTH.

Master Alchemist notes: None at present.

Measurement: 1oz = 1 use.

Preparation / Effects: This corrosive gel can be applied to a hinge, lock, krakkin-steel weapon, etc., adding acid-damage when making contact with a target / 3-D10 acidic damage. This damage is instant.

Uses found: 3-D6 within each Korlich saliva gland.

Value: 2,500 white-gold per use. This is for Korlich Lichin Drawl only. Any added mixtures can create a more valued result.