

Alchemy

Modification-point cost: 8

Note: This cost is merely for the basic study of Alchemy. After purchasing Alchemy, each recipe will also cost modification-points, and will be listed in each recipe.

Alchemy is the study of changing an element into something of lesser value, into a higher value. By alchemy, one can mix two ingredients together to create something specific in design and usage. When alchemy is applied as a skill, one can create something of value out of a lesser valued thing. In short, alchemy is the study of what occurs, or what is created, when certain elements are blended together.

While Alchemy can be a more difficult and sometimes dangerous skill to pursue, it can also be quite useful. The following are the ingredients that can be mixed together to create something.

Each recipe will cost modification-points to use:

Ash, Abomination

Used as a component to create the potion, "Explosion".

Only an Alchemist can prepare Abomination Ash to be enchanted for use to mix and prepare the Explosion Potion.

Modification-point cost: 6

Training Time: 2 weeks (14 days).

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

For every point of Intelligence above 35, the training time will be reduced by one day (minimum 7 days to train).

For every point of Intelligence below 25, the training time will be increased by one day.

Training Cost: 700 white-gold per day of training.

Area of effect: One use of Abomination Ash can create 10 Explosion 10 potions. If all the ash is placed into one single Explosion Potion, it will create an Explosion 100 potion. See: "Potion, Explosion" in the Potions Section of the Treasure Book.

Attempts to locate per 24 hours: 1. See: "Chance to obtain reagent successfully" (below). Also, if the Abomination is located, the ash will be found also.

Chance to obtain reagent successfully: 100% (if located, this ash is easily collected).

Chance to locate: See: "Attempts to locate per 24 hours" (above).

Classification: Powder.

Cross-Mixing Warnings: None known at this time.

Description of Reagent: Black-ash that forms on the outer body of the Abomination.

Effect time: 1 hour and 50 seconds once this ash has been properly prepared.

Reagent Location: Found upon the surface of the Abomination, and at time upon the ground in the regions in which this creature is encountered.

Related Alchemy: None.

Master Alchemist notes: None.

Measurement: Three generous pinches between the thumb and forefinger = 1 use.

Preparation / Effects: Once a potion is created, an enchanter must cast the spell of "Enchant" upon the bottle. The Enchanter needs to do nothing more than simply cast the spell upon the bottle to be finished. After this is done, the potion will need to be heated in fire for 10 turns (50 seconds) and then set aside to cool for 1 hour. After this is accomplished, the explosion potion will be ready to use.

WARNING: If this potion is heated for less than 10 turns (50 seconds), it will be ruined and worthless. For every turn heated beyond 10 turns (50 seconds) there will be a cumulative 10% chance of it exploding. It is wise to follow preparation instructions to the letter when preparing this most volatile of potions.

Uses found: 1-D6 upon an Abomination, or upon the ground.

Value: 200 white-gold per use. This is for Abomination Ash only. Any added mixtures can create a more valued result.

Dust, Inninoth

Used as a component to cast the necromancer spell, "Darklace".
Only an Alchemist can successfully obtain this dust.

Modification-point cost: 8

Training Time: 6 weeks (42 days).

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

For every point of Intelligence above 30, 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: 1,000 white-gold per day of training.

Area of effect: None if used for a Necromancer spell component.

Attempts to locate per 24 hours: Not applicable. The Inninoth Skeleton must be located, and the dust which adheres to the skeletal structure must be scraped off.

Chance to obtain reagent successfully: A successful avoidance-roll vs. "Intelligence" (no luck can be used).

Chance to locate: If an Inninoth Skeleton is located, so will the Inninoth Dust be found.

Classification: Powder.

Cross-Mixing Warnings: None known at this time.

Description of Reagent: Black-powder that forms on the outer skeletal surface of Undead Inninoth Skeletons.

Effect time: Not applicable.

Reagent Location: Found upon the bone surface of the Inninoth Skeleton, an undead skeleton.

Related Alchemy: Lichin Drawl.

Master Alchemist notes: Concerning the value of this rare dust: I am very pleased to report that necromancers will most always pay a much higher price for this dust.

Measurement: A single pinch between the thumb and forefinger = 1 use.

Preparation / Effects: Inninoth Dust: A Necromancer must take a pinch of Inninoth Dust and rub it between the hands before casting the spell of "Darklace".

Inninoth Dust and Lichin Drawl: Another more dangerous recipe to concoct is to mix a pinch of Inninoth Dust and Lichin Drawl together. If used in conjunction with Lichin Drawl, it will create an acid that will cause 1-D10 x6 damage to living and non-living matter. Lichen Drawl alone will only cause 3-D10 damage. This damage is instant.

Uses found: 4-D6 upon the source on which it grows (Inninoth Skeleton bone).

Value: 5,000 white-gold per use. This is for Inninoth Dust only. Any added mixtures can create a more valued result.

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, Inninoh.

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.

Simnar

Used for countering the poison of the Nashuri Dog, which dwells within jungles. Only an Alchemist can successfully obtain and mix this root/leaf concoction.

Modification-point cost: 5

Training Time: 2 weeks (14 days).

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

For every point of Intelligence above 30, the training time will be reduced by one day (minimum 3 days to train).

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

Training Cost: 100 white-gold per day of training.

Area of effect: One creature. If a creature has been poisoned 1 time, one application must be used. If poisoned 5 times, 5 applications must be used, or the healing process will be less (Discretion of the G.M.).

Attempts to locate per 24 hours: 6

Chance to obtain reagent successfully: Automatic success if the Ulimarr Tree is located.

Chance to locate: A successful avoidance-roll vs. "Awareness" (no luck can be used).

Classification: Tree (leaves and root is used).

Cross-Mixing Warnings: None known at this time.

Description of Reagent: Watery green paste. The paste has long thin strands of fibers that run through it).

Effect time: 1-D4 +1 turns.

Reagent Location: Jungle. The Ulimarr is a tree.

Related Alchemy: None known at this time.

Master Alchemist notes: Studies using a variety of poisons derived from creatures and organic plant life (especially from the jungle region) have been simulated. In conclusion, it is been noted that Simnar has no positive healing qualities with other poisons.

Measurement: Enough volume to fill a chicken egg.

Preparation / Effects: Cut a finger-sized section of the very end of an Ulimarr Tree Root. The root must remain moist. Note that it will bleed a clear, watery, liquid that will be combined with the green pulp of a crushed leaf section of the same tree. This is called Simnar. It must be eaten.

Simnar permanently decreases the poison effects of the Nashuri Jungle Dog by 20-70% (roll 1-D6 +1 x 10).

Uses found: 1 mature Ulimarr Tree can be harvested for an average of 3,000 uses. But if the leaf and root dry out, the healing effect is negated. If Simnar is created and sealed in a non-corruptible container (like glass or crystal), it's potency will remain indefinitely.

Value: 15 white-gold per use. This is for Simnar. Any added mixtures can create a more valued result.