

# 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.

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**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.

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**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.

**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 (up to a 30% chance). It is wise to follow preparation instructions to the letter when preparing this most volatile of potions.

**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.

**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.