

# Dust, Inninoth

Used as a component to cast the necromancer spell, "Darklace".

Only an Alchemist can successfully obtain this dust.

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**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.

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**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.