

Decurium

The scent of Decurium gives you the chance to attract a specific desired creature.
Only an Alchemist can prepare Decurium.

Modification-point cost: 8

Area of effect: 3 leagues (9 miles).

Attempts to locate per 24 hours: Not applicable.

Chance to locate: See: Not applicable.

Chance to obtain reagent successfully: See: “Arctic Region Plants” for the chance to find both “Algid” and “Frigid Hexbane”.

Classification: Paste.

Cross-Mix warnings: None known at this time.

Description of Reagent: The mixture of both “Algid” and “Frigid Hexbane” in it’s cooked state becomes a black paste.

Effect time: As soon as the Decorium paste is spread onto a surface. See the last sentence in “Preparation / Effects”.

Master Alchemist notes: None.

Measurement: See: “Preparation / Effects”.

Preparation / Effects: Chop up and place 7 uses of the following into boiling water: “Algid” and “Frigid Hexbane”. Add the droppings of the creature you are attempting to attract. Boil until JUST BEFORE the steam turns to smoke, but do not let the contents burn, or it will foil the concoction. Spread the concoction out onto a surface and wait. There will be a 10-40% chance (roll 1-D4 x10) to attract the specific encounter in 1-D12 x2 hours.

Prerequisite(s): Trade-skill: “Geological Studies”.

Reagent Location: Not applicable. Algid and Frigid Hexbane need to be located, and are found in the arctics (Decurium is a product of the two in its cooked state).

Related Alchemy: None.

Training Cost: 100 white-gold.

Training Note: This is an averaged time to complete the full training for the recipe, “Decurium”. However, the training time can vary according to the student's intelligence as follows:

- For every point of Intelligence above 25, the training time will be reduced by one hour (minimum 1 hour to train).
- For every point of Intelligence below 18, the training time will be increased by one hour.

Training Time: 3 hours.

Uses found: Not applicable.

Value per use: 140 white-gold.