

# Potions, Explanation of: Energy

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-6 (roll 1-D6).

Damage: None.

Duration: 3 hours.

Effect time: 1 turn.

Explanation: When a dose is imbibed from this potion, an almost euphoric energy will fill the wearer. This is a magical potency that will consume all weariness and fatigue. If, while under the effects of this potion, the wearer falls victim to a drain attack (from an Undead), this energy will fail. The one who imbibed this potion will be protected, yet the expended magic of the potion's power will be spent (another dose of this potion must be swallowed again before protection will be given).

This potion will also negate all the exhaustion effects of characteristic draining creatures, items, and spells, etc.

Hand movement: None.

Healing: None.

History: Sardakk Elves crafted this potion for their witches who stand guard upon the Tower of The Guard in the Wastelands. These potions are highly needed by spell-casters in danger of continual confrontations.

Immunities: Animated and Enchanted creatures cannot use this item.

Invoke time: None.

Liquid color: Yellow (fluorescent).

Liquid texture: Water-like (smooth).

Liquid taste: Mild electricity and metal mixed.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must drink Energy Potion.

Range: Imbiber only.

Resting time: 10 minutes after after duration.

Special: None.

Susceptibilities: None.

Value: 5,000 White-gold per dose.