

Potions, Explanation of: Obscurity

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 5-D6 turns.

Effect time: 1 turn (5 seconds) after drinking it (which takes 3 turns (15 seconds) to imbibe, due to the physical nature of the liquid).

Explanation: After this potion takes effect, when the imbiber is struck mentally, physically, or spiritually, a six-sided dice will be rolled. If a 1, 3, or a 5 is rolled, no effect will occur. The imbiber of the potion can even run through solid objects, or spells that are restricting or harmful if the 1,3, or 5 is rolled.

Also, when this potion is imbibed, there will be a 30% chance that, if the imbiber has developed enmity with any creature, or creatures, it will be forgotten.

See: "Special"

Hand movement: None.

Healing: None.

History: It is rumored that the Mystic Elves created this potion. That is all that is known on this subject.

Immunities: Animated, Dead, and Organic creatures are not be effected by this potion's power.

Invoke time: None.

Liquid color: Gray, like a mist.

Liquid texture: x10 thinner than water. This potion pours as if in slow motion. It's almost like a very thick mist pouring out of the potion bottle.

Liquid taste: Like rain.

Liquid smell: Like freshly fallen rain.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the potion.

Range: Imbiber only.

Resting time: None.

Special: When this potion is in effect, each time the 1,3, or 5 is rolled, there will be a 10% chance of the imbiber slipping quickly in and out of the Astral Plane. Each time this happens there will be a 10% chance of a Plane Gate opening up and bridging the two worlds. The Plane Gate will remain for 3-D10 days in which time there will be a 20% chance per day that 1-D4 -1 (0 to 3) astral creatures will be loosed into the world (or wherever the potion was imbibed).

The Plane Gate can be traveled through at will until it closes. In any case, there will be a 01% chance that the Plane Gate will become permanent.

If a dose of the Obscurity Potion is poured upon the ground in one spot, there will be a 25% chance of erecting a Plane Gate (as mentioned above).

Susceptibilities: None.

Value: 37,000 white-gold per dose.