

# Potions, Explanation of: Spell-Point

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent

Effect time: 10 turns.

Explanation: When this potion is consumed, the imbiber will permanently gain spell-points (S.P.). The amount of spell-points that will be gained depends upon the power of the potion. Roll on the following chart for the increase this potion will raise a character's spell-points:

<u>%Roll</u>	<u>S.P. increase</u>
01-78	+3
77-84	+5
85-90	+7
91-94	+9
95-97	+12
98-99	+15
00	+18

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are cannot use this potion.

Invoke time: None.

Liquid color: White.

Liquid texture: Thin oil-like.

Liquid taste: Snow.

Liquid smell: Unnatural, almost as if magic has a smell to it.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the Spell-Point Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 White-gold per S.P.