

# Potions, Explanation of: Append

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: up to 6 doses

Damage: None.

Duration: Permanent until another potion is imbibed.

Effect time: 1 turn (5 seconds).

Explanation: While under the effects of a potion, a dose of this potion can be drank, allowing another type of potion to be utilized at the same time.

Most of the time, when a potion is imbibed, and then another is used also, side effects can occur, causing undesirable things to happen. By drinking a dose of this potion between doses of another potion, the imbiber can initialize multiple powers from two or more different types of potions (without the side effects).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Liquid color: Clear with a silver tint.

Liquid texture: Thinner than water (about twice as thin).

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None

Notes: None.

Preparation: Drink one dose of Append potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 50 white-gold per dose.