

Potions, Explanation of: Wortal's Spell Potion

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 1 turn (5 seconds)

Explanation: When this potion is imbibed, the drinker will permanently gain one random spell to cast once per day (without having to use spell-points). No prerequisites are necessary to cast this spell, but if the spell calls for certain preparations, the imbiber must do it (like spell components, or the ritualistic setting up and casting of the spell, etc.).

To roll up the spell this potion holds, see: "[Spell-casters, Random Determination of:](#)" in the S section of the Basic Rules Book. After you have determined the caster type, go to, "Scrolls and Spell-Runes" in the Treasure Book and look up the caster and roll for the spell, starting on "Chart #C" (the adventurer spells -- not the Seekers).

Hand movement: None.

Healing: None.

History: Wortal was one of the great magicians, who studied as an apprentice under the order of Yorlon. He delved deeply into surpassing the magical barriers that naturally challenged mankind, often times breaking those boundaries.

Immunities: Animated, Gaseous, and Mind creatures cannot use and benefit from this potion.

Invoke time: None.

Liquid color: Gray-brown.

Liquid texture: Like water.

Liquid taste: Unknown taste that cannot be described.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink a dose of this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100,000 white-gold.