

Potions, Explanation of: Undead Status

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 72 hours.

Explanation: When this potion is imbibed, the drinker will begin to change from living to a living undead. He or she will not smell nor rot like most undead (unless slain). If, after the "Effect time" of this potion has expired, the imbiber is slain, he or she will become a ravenous undead (thus his or her character will become corrupted). A corrupted character can be played, but will be as the undead most characters hunt, rotting and terrible to be near.

One who drinks this potion can still carry on as a character type, but will most likely be shunned by any who come to the knowledge of what he or she is.

If slain after becoming a corrupted undead, that person can never be raised or brought back. There are very few magics that can undo such a curse.

Roll on the following chart to see what undead abilities will be given to the drinker of this potion:

%Roll: Undead abilities of the:

01-05: Black Raven

06-10: FearShade

11-15: Guardian Shadow

16-20: Morlokk

21-25: Mummy

26-30: Paridon

31-35: Shadow

36-40: Skeleton, Black

41-45: Skeleton, Chyru

46-50: Skeleton, Harrowlith

51-55: Skeleton, Red

56-60: Skeleton, White

61-65: Tombman

66-70: Undertaker

71-75: Vampire(see: "Special")

76-80: Walking Corpse

81-85: Warlock / Witch

86-90: Blood Wolf

91-95: Greater Wraith

96-00: Zombie

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only the living can use the power of this potion.

Invoke time: None.

Liquid color: Black.

Liquid texture: Like molasses.

Liquid taste: Like rotting flesh.

Liquid smell: Like rotting flesh.

Maximum adjustment: None.

Notes: None.

Preparation: Drink this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 75,000 white-gold.