

Potions, Explanation of: Death

Area of Effect: Imbiber only.

Avoidance-roll: Yes. Vs. “Death”.

Doses: 1 dose.

Damage: Death, or no damages at all.

Duration: Instant. Once in effect, the potion is dissolved into the system. This means that if the imbiber's avoidance-roll Vs. “Death” is successful, no further effects will follow.

Effect time: 12 turns.

Explanation: One who imbibes this potion will die if the avoidance-roll Vs. “Death” is not successful. The effects of this potion can be deluded into water, mixed into food, etc. The effects are still the same.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected.

Invoke time: None.

Liquid color: Black liquid.

Liquid texture: Like water

Liquid taste: Like water.

Liquid smell: Like water (it is possible that horses can sense this potion in water)

Maximum adjustment: None.

Notes: None.

Preparation: Drink Death potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 50,000 White-gold.