

# Potions, Explanation of: Oxygen-Point

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: When this potion is consumed, the imbiber will permanently gain oxygen-points (O.P.). The amount of oxygen-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 oxygen-points:

<u>%Roll</u>	<u>O.P. increase:</u>	<u>Value:</u>
01-78	+10	10,000 W.G.
77-84	+15	15,000 W.G.
85-90	+20	20,000 W.G.
91-94	+25	25,000 W.G.
95-97	+30	30,000 W.G.
98-99	+35	35,000 W.G.
00	+40	40,000 W.G.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not be effected by this potion's power.

Invoke time: None.

Liquid color: Blue.

Liquid texture: Water-like.

Liquid taste: Slightly like honey.

Liquid smell: Wet, green, grass.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the Oxygen-Point Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation of Potion".