

Potions, Explanation of: Spell-Point Regeneration

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-6 (roll 1-D6).

Damage: None.

Duration: Permanent

Effect time: 1 turn.

Explanation: When one dose of this potion is imbibed, spell-points will be fully restored upon the beginning of the next turn.

Hand movement: None.

Healing: None.

History: The great magician Zarr devised this potion for the quick regeneration of spell-points and the return of the spell-casters power.

Immunities: Animated, Dead, Organic, and Undead creatures are cannot use this potion.

Invoke time: None.

Liquid color: White.

Liquid texture: Thin oil-like.

Liquid taste: None.

Liquid smell: Metallic.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the Spell-Point Regeneration Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: Spell-casters can only benefit from the effects of this potion.

Value: 250 White-gold per dose.