

# Potions, Explanation of: Journey's End

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 find him or herself at home, or in a safe place. The nature and power of this potion is so incredible, it will even whisk the drinker to a familiar and safe place . . . even from within a distant dimension or plane.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Gaseous and Mind creatures are not effected by the power of this potion.

Invoke time: Not applicable.

Liquid color: Yellow

Liquid texture: Like water.

Liquid taste: None.

Liquid smell: Like apple-wood smoke.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: 24 hours. During the resting time, there will be a -50 penalty to all that you do with a 50% chance of ability and spell failure. If two doses of "Energy" (a potion) are imbibed, these penalties will no longer be enforced.

Special: None.

Susceptibilities: None.

Value: 18,000 white-gold.