

Potions, Explanation of: Undead Healing

Area of Effect: Imbiber only. Only Undead can drink this potion and benefit from its healing.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: Permanent.

Effect time: 1 turn (5 seconds)

Explanation: This potion will heal an Undead of flesh damage caused by abrasions, cuts, punctures, etc. It does not have the virtue of healing Undead of fire, acid, cold, and other types of wounds. This potion will heal up multiple wounds at the same time (only roll once for the healing of wounds). Roll on the following chart to see the potion's Undead Healing potency:

% Roll: Undead Healing potency: Value:

01-05: Healing 11	110 W.G. per dose.
06-10: Healing 12	120 W.G. per dose.
11-15: Healing 13	130 W.G. per dose.
16-20: Healing 14	140 W.G. per dose.
21-25: Healing 15	150 W.G. per dose.
26-30: Healing 16	160 W.G. per dose.
31-35: Healing 17	170 W.G. per dose.
36-40: Healing 18	180 W.G. per dose.
41-45: Healing 19	190 W.G. per dose.
46-50: Healing 20	200 W.G. per dose.
51-55: Healing 21	210 W.G. per dose.
56-60: Healing 22	220 W.G. per dose.
61-65: Healing 23	230 W.G. per dose.
66-70: Healing 24	240 W.G. per dose.
71-75: Healing 25	250 W.G. per dose.
76-80: Healing 26	260 W.G. per dose.
81-85: Healing 27	270 W.G. per dose.
86-90: Healing 28	280 W.G. per dose.
91-95: Healing 29	290 W.G. per dose.
96-00: Healing 30	300 W.G. per dose.

Example:

If an Undead is wounded in the arm and the leg, this potion will heal both wounds at the same time. If the potion is an Undead Healing 10, the Undead will heal 10 points of damage in both the arm and leg.

Hand movement: None.

Healing: See: "Explanation of Potion".

History: Great Healers, with the adept skills in Necromancy, create these potions.

Immunities: Only Undead are effected by this potion.

Invoke time: None.

Liquid color: Black with a gray swirl that writhes through it constantly.

Liquid texture: Oil-like

Liquid taste: Like rotten flesh.

Liquid smell: Like a rotting carcass.

Maximum adjustment: None.

Notes: None.

Preparation: Injured Undead must drink from this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation of Potion".