

Potions, Explanation of: Temporary Zoom

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 24 hours.

Effect time: 1 turn (5 seconds).

Explanation: When a dose of this potion is imbibed, the drinker will become temporarily zoomed, meaning that when a threatening situation occurs, he or she will gain two turns instead of the normal one turn, becoming zoomed at x2 speed for the "Duration" of the potion's effect.

The power of this potion will NOT increase the imbiber's Coordination and Dexterity, but will simply allow an extra turn.

A person will ONLY be zoomed in battle and life threatening, urgent, situations.

If a person dies and is brought back to life, the Zoom effect will be lost.

See: "Special".

Hand movement: None.

Healing: None.

History: Unknown. It is suspected that the Jahtha's created this powerful potion.

Immunities: Animated, Dead, Enchanted, and Undead creatures are not effected by the power of this potion.

Invoke time: Not applicable.

Liquid color: Gray.

Liquid texture: Water-like.

Liquid taste: Water with a slight ashen taste.

Liquid smell: Charcoal.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the Temporary Zoom Potion.

Range: Imbiber only.

Resting time: None.

Special: The imbiber will age 1 year for using this potion, but only if he or she becomes zoomed during the "Duration" of its effect.

Susceptibilities: None.

Value: 1,800 White-gold per does.