

# Potions, Explanation of: Purification

Area of Effect: 10 square feet (it must cover the entire surface).

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 1 turn.

Explanation: This potion will purify the area of 10 square feet, making it clean. It will attack sickness and disease if imbibed, killing all bacteria and viruses in up to 72 hours. It is excellent for cleansing an open wound. If poured into water, this potion will purify an area of 10 cubic feet of liquid (note that “square” feet and “Cubic” feet are separately used).

10 Square feet = 10' square feet of surface.

10 Cubic feet = 10'x10'x10' area (not just the surface).

Hand movement: None.

Healing: Kills all sickness and disease, purifying the area it is poured upon.

History: Although it is known only that a great Healer created this potion, it is a fact that it was designed by a Healer.

Immunities: Organic plant creatures and dead plants are not effected.

Invoke time: None.

Liquid color: Clear.

Liquid texture: Water-like.

Liquid taste: Mildly sweet.

Liquid smell: Sugar water.

Maximum adjustment: None.

Notes: None.

Preparation: Pour the Purification Potion upon that which is unclean.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100 White-gold.