

# Potions, Explanation of: Oblivion

**Area of Effect:** Imbiber only.

**Avoidance-roll:** None.

**Doses:** 1

**Damage:** See: "Explanation"

**Duration:** Instant.

**Effect time:** The power of this potion can be kept dormant within the imbiber for up to 5 turns (25 seconds), yet on the 6th turn, the power of this potion must be released, or the imbiber will be targeted.

**Explanation:** After imbibing this potion, the drinker can target 1 creature per 5 levels advanced. When the power of this potion is released upon a creature it must make a successful avoidance-roll vs. "Magic", or be struck with 1-D100 x5 damage.

**Hand movement:** The imbiber must point at each creature to be affected.

**Healing:** See: "Special"

**History:** Unknown.

**Immunities:** None.

**Invoke time:** See: "Effect time".

**Liquid color:** Violet

**Liquid texture:** Like water.

**Liquid taste:** Like electricity. This potion will slightly shock the drinker (yet not enough to keep him or her from drinking it).

**Liquid smell:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Drink one dose of the potion.

**Range:** Imbiber only.

**Resting time:** 3 turns (15 seconds)

**Special:** Any creature that drinks this potion, who has the ability of healing in any degree, can heal (instead of damage) 1 creature per 5 levels advanced. When the power of this potion is released upon a creature it will be healed for 1-D100 x5 damage in all areas of the body.

**Susceptibilities:** None.

**Value:** 35,000 white-gold per dose.