

# Potions, Explanation of: Intangibility

**Area of Effect:** Imbiber only.

**Avoidance-roll:** None.

**Doses:** 1-D6

**Damage:** None.

**Duration:** 5-D6 +5 hours.

**Effect time:** Instant, though it takes one full turn to drink a dose.

**Explanation:** When this potion is imbibed, the drinker will become intangible as is the nature of a spirit, or a shadow, for the "Duration".

The imbiber can walk through solid walls of stone, earth, crystal and ice; anything that is solid (even other people).

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Animated, Gaseous and Mind creatures cannot use this potion. Dead creatures which are intangible, like spirits, living shadows, and like creatures, cannot use this potion.

**Invoke time:** Not applicable.

**Liquid color:** Clear-white.

**Liquid texture:** Like water.

**Liquid taste:** None.

**Liquid smell:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Preparation:** Drink the potion.

**Range:** Imbiber only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Spirit weapons can cause harm to the imbiber of this potion as normal.

**Value:** 50,000 white-gold per dose.