

# Potions, Explanation of: X

**Area of Effect:** One creature of the imbiber's choice.

**Avoidance-roll:** Pit Mental-strength vs. the Mental-strength of your opponent (single roll).

**Doses:** 1-D6

**Damage:** Death. See: "Explanation".

Even if a creature resists the death magic of this potion's power, it will still be struck for 2-D10 +2 x the drinker's level and must make a successful avoidance-roll vs. "Stun" or forfeit the next 1-D4 offensive turns and be at ½ movement (rounded down) for the duration of the stun.

**Duration:** Permanent.

**Effect time:** 1 turn (5 seconds)

**Explanation:** When this very powerful potion is imbibed, the drinker will point at the creature that he or she wishes to slay and pit his or her mental-strength against that creature. If the drinker of the potion wins, the creature will die.

**Hand movement:** Point at the creature you wish to effect.

**Healing:** None.

**History:** Unknown.

**Immunities:** Animated, Gaseous, and Mind creatures cannot use this potion.

**Invoke time:** None.

**Liquid color:** White, like the appearance of brilliant lightning flashing in a darkened sky.

**Liquid texture:** Like water.

**Liquid taste:** Like water.

**Liquid smell:** Like burning sulphur.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Drink the potion.

**Range:** Imbiber only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 400,000 white-gold.