

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.