

# Potions, Explanation of: Plane Travel

**Area of Effect:** 1space (5') + the next ring of spaces surrounding that space.

**Avoidance-roll:** See: "Resting time"

**Doses:** 1-D6

**Damage:** None.

**Duration:** 1 hour (720 turns). During Plane Travel, all who travel will have no presence of mind during the duration. It will be as if a very short period of time has elapsed.

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

**Explanation:** When a dose of this potion is imbibed, the drinker and any creatures and non-fixed objects within the "Area of Effect" will be taken to the plane. Thus, loose soils, packs, creatures, etc., will be magically whisked away into the plane in which the potion was created for.

Roll on the following chart to see what plane this potion will take you to:

%Roll: Plane Potion type:

01-33: Seven Havens

34-67: Spirit

68-00: Underworld

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** None.

**Invoke time:** Not applicable.

**Liquid color:** Rainbow hue of slowly swirling colors, tinged with a sheen of gold.

**Liquid texture:** As water.

**Liquid taste:** Water.

**Liquid smell:** Water.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** None. Merely drink 1 dose.

**Range:** Imbiber only. One must drink this potion, though the effects will grip all surrounding him or her with an incredible power.

**Resting time:** The imbiber of the potion must rest for 24 hours, in which time there will be a penalty of -30 to defense and offense. Abilities and Spell-casting, will have a 50% chance to fail.

**Special:** None.

**Susceptibilities:** None.

**Value:** 80,000 white-gold per dose.