

# Potions, Explanation of: Race Change

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: When imbibed, this potion will actually change the drinker into a random race-type.

Roll on "Races, Random Determination of:" in the R Section of the Basic Rules Book.

Question: Is this change permanent?

Answer: Yes (until you drink another Race Change potion and change again). The "Potion Stop" Potion will not have any effect on this change, for it is real.

Question: If you are human, and you roll up human as a change, do you roll over, or is the potion wasted?

Answer: Roll over.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Immunity to magic only.

Invoke time: None.

Liquid color: Blood-red

Liquid texture: Thick like honey.

Liquid taste: Fleshy taste (like raw meat).

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation:

Range: Imbiber only.

Resting time: 1 hour.

Special: None.

Susceptibilities: None.

Value: 35,000 White-gold.