

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.