

# Potions, Explanation of: Release

Area of Effect: One person, creature, or object.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 3 turns (a faint light will begin to engulf that which was altered).

Explanation: When this potion is poured over someone, or something, it will release it from any unnatural effects that might be placed upon it such as being turned to stone; being imprisoned within something by magic; a curse; a spell; etc., etc. It is up to the G.M. the extent thereof.

Hand movement: None.

Healing: Changes a creature, or object, back to its natural state.

History: Unknown.

Immunities: None.

Invoke time: None.

Liquid color: White.

Liquid texture: Water-like.

Liquid taste: Water.

Liquid smell: Rock.

Maximum adjustment: None.

Notes: None.

Preparation: Pour Release Potion onto anything turned to other than its natural self.

Range: One person, creature, or object.

Resting time: 24 hours for the changed person, creature, or object.

Special: None.

Susceptibilities: None.

Value: 4,500 White-gold.