

# Potions, Explanation of: Flying

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D4

Damage: None.

Duration: 3 hours.

Effect time: 1 turn.

Explanation: If a dose of this potion is taken, the person who drinks it will be able to fly.

At the end of the 3 hours the Flying Potion will end, giving a 10 turn (50 second) warning.

will lower its wearer safely, and in time, to the ground.

The speed at which a character can fly is x3 his or her normal movement.

Hand movement: None.

Healing: None.

History: The Aldarian Elves created this potion. They use it mainly in scouting out the sky regions above their homes in the trees.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected.

Invoke time: None.

Liquid color: Black.

Liquid texture: Smooth, like oil.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of Flying Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 200 White-gold per dose.