

Potions, Explanation of: Lightning bolt

Area of Effect: As the Elemental Magician spell: "Lightning-Bolt".

Avoidance-roll: None.

Doses: 1-D6

Damage: 1-D12 +1 per 2 levels of the imbiber.

Duration: Instant.

Effect time: Instant.

Explanation: Upon speaking the "Command word(s)", the imbiber can cast a bolt of lightning as if he or she is an Elemental Magician casting the spell. The imbiber must roll to strike his or her opponent to successfully strike a target. There are bonuses as follows:

Target is not wearing metallic armor and/or carrying metallic items: +60 to the offensive roll.

Target is wearing metallic armor and/or carrying metallic items: +80 to the offensive roll.

All rulings, unless stated otherwise in this ruling, will be as the Elemental Magician spell: "Lightning-Bolt".

Hand movement: Yes: Point ring at intended target.

Healing: None.

History: Sardakk Elf sorcerers have harnessed the energies of lightning. How this has been accomplished is unknown, but it is one of the most remarkable feats accomplished in the history of Utaemia.

Immunities: Lightning using creatures are not effected by this potion's power.

Invoke time: Instant.

Liquid color: Yellow.

Liquid texture: Water-like.

Liquid taste: Water.

Liquid smell: Strong sulfuric.

Maximum adjustment: None.

Notes: An attack roll of 01-09 will always indicate a miss (with the exception of targets wearing or holding any type of metallic items). If metallic items are on target, only an attack roll of 01-02 will indicate a miss.

Preparation: Drink one dose of Lightning-Bolt potion.

Range: 10 spaces (50') + 1 space (5') per 3 levels the wearer has advanced.

Resting time: As the resting time of the spell itself.

Special: None.

Susceptibilities: x2 damage will be inflicted on targets soaked in water.

Value: 20,000 white-gold per dose.