

Potions, Explanation of: Transformation

Area of Effect: Imbiber.

Avoidance-roll: None.

Doses: 1-D6

Damage: Not applicable.

Duration: 7 days per does imbibed. If 3 doses are imbibed, the duration will be 21 days.

Effect time: 3 turns (15 seconds).

Explanation: This potion will transform its drinker into any class of creature imaginable (with the exception of Jahthas, Jahthein, Kazar, and all one of a kind creatures. All doses within the same potion will transform the imbiber into the same creature. In other words, there are no mixed creatures in the same potion. Roll on, "[Regions, Random determination of:](#)" in the Basic Rules Book to know the region and the setting you will roll up the random creature you will transform into when a dose of this potion is imbibed.

The imbiber will have the natural abilities of the creature he or she has changed into.

Hand movement: Drink a dose of the potion.

Healing: Not applicable.

History: Unknown.

Immunities: All classes of creature can benefit from the power of this potion IF that creature can ingest it.

Invoke time: Not applicable.

Liquid color: Black.

Liquid texture: Like water.

Liquid taste: Licorice.

Liquid smell: Licorice.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Drink 1 dose of this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 7,500 White-gold per does.