

Potions, Explanation of: Undead Status

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 72 hours.

Explanation: When this potion is imbibed, the drinker will begin to change from living to a living undead. He or she will not smell nor rot like most undead (unless slain). If, after the "Effect time" of this potion has expired, the imbiber is slain, he or she will become a ravenous undead (thus his or her character will become corrupted). A corrupted character can be played, but will be as the undead most characters hunt, rotting and terrible to be near.

One who drinks this potion can still carry on as a character type, but will most likely be shunned by any who come to the knowledge of what he or she is.

If slain after becoming a corrupted undead, that person can never be raised or brought back. There are very few magics that can undo such a curse.

Roll on the following chart to see what undead abilities will be given to the drinker of this potion:

%Roll: Undead abilities of the:

01-05: Black Raven
06-10: FearShade
11-15: Guardian Shadow
16-20: Morlokk
21-25: Mummy
26-30: Paridon
31-35: Shadow
36-40: Skeleton, Black
41-45: Skeleton, Chyru
46-50: Skeleton, Harrowlith
51-55: Skeleton, Red
56-60: Skeleton, White
61-65: Tombman
66-70: Undertaker
71-75: Vampire(see: "Special")
76-80: Walking Corpse
81-85: Warlock / Witch
86-90: Blood Wolf
91-95: Greater Wraith
96-00: Zombie

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only the living can use the power of this potion.

Invoke time: None.

Liquid color: Black.

Liquid texture: Like molasses.

Liquid taste: Like rotting flesh.

Liquid smell: Like rotting flesh.

Maximum adjustment: None.

Notes: None.

Preparation: Drink this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 75,000 white-gold.