

# Potions, Explanation of: Junction

**Area of Effect:** Imbiber and up to nine other spell-casters within 30 spaces (150').

**Avoidance-roll:** None.

**Doses:** 1

**Damage:** None.

**Duration:** For the casting of one single spell, no matter the casting time. After drinking this potion, a spell must be cast within 1 hour (720 turns), or it will be wasted.

**Effect time:** For the casting of one single spell, no matter the casting time.

**Explanation:** This potion will enable the one who drinks it to link with all other caster within the "Area of Effect".

The other casters will be able to feed spell-points into the casting of a single spell of the imbiber's choosing (meaning, the other casters merely give of their energy (spell-points)).

The other most significant thing about this potion is that the imbiber can use and cast the spell of any other spell-caster in the "Area of Effect" (if they are willing participants).

**Hand movement:** None.

**Healing:** None.

**History:** It is only known that Yorlon, one of the greatest casters ever, devised this potion.

**Immunities:** Only a spell-caster can successfully use this potion. If a non-caster drinks this potion, it will have no effect and will be wasted.

**Invoke time:** None.

**Liquid color:** Clear.

**Liquid texture:** Like water.

**Liquid taste:** Like water, with a tinge of electricity to it.

**Liquid smell:** Sulphuric smell.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Preparation:** Drink the potion.

**Range:** Imbiber only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 65,000 white-gold