

Potions, Explanation of: Electric Water

Area of Effect: Wherever Electric Water is poured.

Avoidance-roll: None.

Doses: 1 dose.

Damage: Up to 30, yet no less than 10, in all areas of the body.

Duration: Permanent.

Effect time: Instant

Explanation: When poured onto, or into, something it will become charged highly with a current of electricity, unseen, even in the dark.

Hand movement: None.

Healing: None.

History: Unknown.

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

Invoke time: None.

Liquid color: Water-like.

Liquid texture: Water-like.

Liquid taste: Electricity (potion will discharge if one tastes it).

Liquid smell: Water-like.

Maximum adjustment: None.

Notes: None.

Preparation: Pour Electric-Water potion onto or into something.

Range: Wherever Electric Water is poured.

Resting time: None.

Special: None.

Susceptibilities: If caught by the effects of this potion while in water, a maximum strike will occur.

Value: 2,000 White-gold