

Potions, Explanation of: Vengeance

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: 72 hours. Also, see: "Explanation"

Effect time: Instant.

Explanation: After this very powerful potion is imbibed, for 72 hours, if the drinker falls to a foe, he or she will be sustained with energy and life, enough to continue fighting, or attempting what he or she wishes, for 3 turns (15 seconds).

Even if death claims the drinker of this potion, he or she will carry on for 3 more turns (unless his or her body is completely annihilated -- this does not mean annihilation-strike, it means obliterated . . . no longer there).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Liquid color: Blood-red.

Liquid texture: Like blood.

Liquid taste: Like fire. The liquid of this potion is hot, but not enough to burn the mouth.

Liquid smell: Like fire.

Maximum adjustment: None.

Notes: None.

Preparation: Drink this potion.

Range: Imbiber only.

Resting time: 24 hours (if the imbiber is healed during the 3 turns (15 seconds) that he or she is being sustained by the power of this potion).

Special: None.

Susceptibilities: None.

Value: 175,000 white-gold.