

Potions, Explanation of: Gem

Area of Effect: The thing this potion is poured on.

Avoidance-roll: None, if poured on non-living matter. Yes: Vs. “Magic Item” if poured on a living creature.

Doses: 1 dose.

Damage: If this potion is imbibed it will eventually kill the drinker, for it will harden the stomach to gem and surrounding organs (including lungs, kidneys, intestines, etc.).

Duration: Permanent.

Effect time: 10 turns.

Explanation: When this potion is poured on something, it will change the matter equal to 300 scale size volume to a random gem mineral. Roll on the following chart for the gem-type of this potion:

<u>%Roll</u>	<u>Gem types:</u>	<u>Value of potion</u>
01-20	Amethyst	80 W.G. per scale size object created.
21-35	Diamond	150 W.G. per scale size object created.
36-47	Emerald	300 W.G. per scale size object created.
48-60	Jade	100 W.G. per scale size object created.
61-70	Pearl	300 W.G. per scale size object created.
71-75	Ruby	600 W.G. per scale size object created.
76-00	Sapphire	80 W.G. per scale size object created.

Hand movement: None.

Healing: None.

History: The Sha’Qual mages created this potion.

Immunities: Intangible and Gaseous creatures are not effected by the power of this potion.

Invoke time: None.

Liquid color: The color of the gem rolled up in the “Explanation” of this potion.

Liquid texture: x2 thinner than water.

Liquid taste: Glass-like taste.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Pour Gem Potion on something.

Range: The thing this potion is poured on.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: “Explanation”.