

Potions, Explanation of: Necromancy

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: See: "Explanation"

Effect time: 1 turn (5 seconds)

Explanation: This potion will give the imbiber 300 expendable modification-points to invoke and/or cast ANY necromancer adventurer abilities and spells. Once the 300 modification-points are used up, the potion's effects will be gone.

No prerequisites are needed to invoke or cast these abilities and spells.

Hand movement: As ability invoked, or spell cast.

Healing: As ability invoked, or spell cast.

History: Unknown

Immunities: As ability invoked, or spell cast.

Invoke time: As ability invoked, or spell cast. The imbiber of this potion must follow the rulings on casting spells and invoking abilities.

Liquid color: Green.

Liquid texture: Mercury.

Liquid taste: Earthen.

Liquid smell: Like bones ancient, sun-bleached, bones.

Maximum adjustment: None.

Notes: Note that this potion will stay in effect until all temporary modification-points have been expended.

Preparation: Drink potion.

Range: As ability invoked, or spell cast.

Resting time: As ability invoked, or spell cast.

Special: As ability invoked, or spell cast.

Susceptibilities: As ability invoked, or spell cast.

Value: 80,000 white-gold