

# Potions, Explanation of: Invincibility

**Area of Effect:** Imbiber only.

**Avoidance-roll:** None.

**Doses:** 1-D6

**Damage:** None.

**Duration:** 5-D6 +5 turns.

**Effect time:** Instant, though it takes one full turn to drink a dose.

**Explanation:** When this potion is imbibed, the drinker will become 91% invincible to all forms of physical attack.

When struck, roll your % dice; a roll of 10+ = no damage taken (roll for each strike against you).

Any enchanted effects that do other than physical damage will be taken. Remember, this is ONLY against physical damage.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Animated, Gaseous and Mind creatures cannot use this potion. Dead creatures which are intangible, like spirits, cannot use this potion. Living shadows, and like creatures, cannot use this potion.

**Invoke time:** Not applicable.

**Liquid color:** Black liquid with a silver sheen to it.

**Liquid texture:** Like water.

**Liquid taste:** Steel.

**Liquid smell:** Like molten steel, yet it is not hot.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Preparation:** Drink the potion.

**Range:** Imbiber only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Weapons with the enchantment of the "Omen" will not be hindered by this potion's power.

**Value:** 25,000 white-gold per dose.