

Potions

A potion is essentially a spell that affects a character when they drink it.

The game item for a potion is a small bottle of water. The player taking a sip of the water represents the character drinking the potion.

A spellcaster can cast any spell that they are able to cast that has a range of “touch” into a potion. The potion affects the character who drinks it as if the spell had been cast on them.

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