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<p>Cure Disease - Rank 4 This potion allows the User to counter such things as leprosy, consumption, rabies, lycanthropy, plagues, and so on, cleansing the target of most common diseases. The Elders of the event will determine the exact effectiveness of this potion.</p>	<p>Neutralize Poison - Rank 5 This Potion allows the User to neutralize the effects of most poisons and toxins. The Elders of the event will determine the exact effectiveness of this potion.</p>
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<p>Protection from Fire - Rank 7 This potion allows the user to protect any creature from one heat or fire-based attack. When a protection spell is cast, it encompasses all of that player's gear. This spell does not negate the area effect of a green weapon; in other words, only the target is protected. This potion does not hinder the use of any other magic. Protection from Fire remains in effect after death for up to 12 minutes; that is to say, if the player is resurrected or Animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. Only one protection may be in effect at any time; for example, a player with Protection from Fire may not have Protection from Ice cast on the shield he is wielding. Two or more Protection spells negate each other. The Elders of an event will determine the exact effectiveness of the potion on NPCs and/or monsters.</p>	<p>Stoneskin - Rank 6 This Potion allows the User to take one hit from any damage type, physical or magical, except green damage. A Player may only have one Stoneskin in effect at any given time. This spell is cancelled upon the User's death. Stoneskin may be used in conjunction with the Bracers of Defense; in this situation, any hits taken are first deducted from the Bracers of Defense and then from the User's Stoneskin. The elders of an event will determine the exact effectiveness of this potion on NPCs and/or Monsters.</p>
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<p>Cure Serious Wounds - Rank 5 This Potion allows the User to cure all light wounds, up to all four limbs, on the recipient. This potion has no effect on weapons, shields, or armor. The Elders of an event will determine the exact effectiveness of this potion on NPCs and/or monsters.</p>	<p>Cure Mortal Wounds - Rank 7 This Potion allows the User to cure anyone who is mortally wounded. This potion has no effect on weapons, shields, or armor. This potion also heals any lesser wounds. The Elders of an event will determine the exact effectiveness of this potion on NPCs and/or monsters.</p>
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<p>Growth - Rank 7 This Potion causes any one man-sized creature to grow in size and mass to that of a giant. Any player within 30' of an enlarged creature must get on their knees to show the growth. This spell does nothing but increase the size of the creature; the creature gains no other bonuses and its attacks are normal for the creature's weapon type. The Elders of an event will determine the exact effectiveness of the potion on NPCs and/or monsters.</p>	<p>Gaseous Form - Rank 8 This Potion allows the target, and all items on his person, to become 'gaseous' and cannot be harmed through physical attacks; only the spells Fireball, Ice Storm (Maelstrom could be used in this instance), and Lightning Bolt may cause damage to him, however the Gaseous Form spell would still remain in effect as long as the caster is not dead, or the spell dispelled. The target must don a white hood to complete the spell. While in Gaseous Form, the target may not speak, touch anything, or affect the physical world in any way or the spell is broken. While in this form, the target may pass through small openings such as under doors, cracks in walls, and keyholes. Spells may not be cast while in Gaseous Form. The Elders of an event will determine the exact effectiveness of the potion on NPCs and/or monsters.</p>
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