

Potion of Lightning

- Immediately after drinking this consumable (standard action), the imbiber must open his/her mouth wide and exhale.
- A lightning bolt will shoot out of the imbibers mouth. Select a target within 90', that's where the stroke of the bolt begins.
- The bolt is 6 inches wide and 30 feet long, and it extends in a straight line beyond the target point up to 30 more feet.
- If the bolt encounters a wall beyond the target, the remainder of the bolt will reflect back in a random direction (away from the wall).
- The bolt causes 1d6+20 electrical damage. There is no reflex save against this bolt; instead, the imbiber must 'aim' the bolt, making a 'To Hit' roll as if firing a missile weapon (using normal modifiers - No STR modifier is permitted in to hit roll).
- The intended target may reduce the damage by making a fortitude save against a DC = damage indicated. A successful save will reduce the damage by 10.
- After striking (or missing) the intended target, the bolt will continue to affect additional targets behind the intended target.
- Subsequent targets (behind the intended target) take 20 points of damage unless a reflex save is made against a DC of 18. If the save is made the damage is halved.
- If the bolt is reflected back, the backstroke will cause 20 damage (unless a reflex save to negate is made against DC of 18).

Item Level: 12th; Body Slot: – (held); Caster Level: 9th; Aura: Moderate (DC 16) Evocation; Activation: Standard (manipulation)

Weight(lb.): 1

Value(gp): 600