

Elixir of purity

- A plum flavored liquor with magical properties. The unknown brewer of this elixir was likely skilled as a Purifier of the Hallowed Doctrine (see HH pages 108-113). This potion is contained within a crystal decanter. The stopper is sealed with bees wax and a metal clamp to prevent accidental exposure to air and spillage. The decanter has mundane value of 5gp.
- A person must drink the entire content of the potion to receive the benefit described here. Drinking a potion is a standard action which provokes an attack of opportunity.
- Drinking this potion will cleanse the imbiber of up to 3 points of corruption and/or depravity. For a total of 6 points (reduction in corruption and/or depravity is allowed in any combination which totals 6 points. (i.e. 3 points corruption and 3 points depravity, or 4 points of depravity and 2 points of corruption or 6 points of corruption, etc).
- Unwilling creatures can attempt to resist the cleansing nature of the potion with a save vs DC of 20. If the creature is trying to resist the cleansing of corruption, he/she must make a Fort save. If the creature is trying to resist the cleansing of depravity, he/she must make a Will save. If he/she is trying to resist both then two saves are permitted.
- The purifying power of this elixir is great enough to lower a persons corruption and/or depravity score down to a lower taint category.
- Creatures that are innately tainted are unaffected by the consumption of this potion.

Item Level: Body Slot: Caster Level: Aura: Activation: on the index card

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Weight(lb.): 2

Value(gp):2,500