

PAIN

Choose a body within line of sight as your target. Simply by willing it, you may now cause that body's bearer incredible pain. The terrible pain you cause will cripple the bearer for up to ten seconds; he or she will be unable to speak while in pain, and will be unable to drink potions or stop other player characters from drinking potions. You may cause your target excruciating pain a maximum of once per thirty seconds; you may continue to effectively cause pain even when your target is out of sight. Your ability to produce this effect ends only when you, or your target, dies.

SOUL

Choose a soul that exists anywhere in Heaven, Hell, or Earth as your target. You may now seat this soul in a body of your choice that is within line of sight.

LIFE

You are now immortal. You cannot sicken, age, or die from violence unless an effect specifically says that it kills you in spite of immortality. If you were already immortal, you now possess an additional "instance" of immortality.

DEATH

In exactly forty minutes, you will perish. This is true even if you are currently immortal. If you are currently possessed of multiple instances of immortality, you immediately lose one of them; the others remain unaffected.

SIGHT

Choose two vials, empty or full. You now know the effect of the potions that are or were contained within each vial so chosen. However, you feel an irresistible compulsion to identify and announce the effects of those two potions to everyone else in your presence.

GIFT

Pick an empty vial. You may now refill that vial with the potion it previously contained.

WHITE MOUSE

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