

THE REGENERATION POTION

Elixir of the Second Dawn



In the universe of BloodMoon, no one escapes the Curse.

Each night, when the clock strikes midnight, an ancient force descends upon those bound to the moon. Vampires, Lycans and Hybrids see their Vital Liquid slowly drained by this unseen power. Those who neglect their survival eventually fall.

When Vital Liquid reaches zero...
Vampires, Lycans and Hybrids become Destroyed,
Humans become Revenant.

And few return unchanged from such a state.

🌙 Nature of the Regeneration Potion

The Regeneration Potion is not a simple drink.
It is neither a ration nor an ordinary resource.

It is an ancient elixir, prepared through forgotten rites,
intended for those who have fallen to their lowest point.

Its power is unique:

- 📖 It instantly restores Vital Liquid to 100.
 - 👤 It returns a Destroyed or Revenant being to the state of Active.
 - ⚡ It grants +500 XP, a mark of rebirth wrested from the darkness.
- But such power comes at a price.

⚠️ A One-Use Artifact

The Regeneration Potion is one-shot.

Once consumed:

Its power is permanently dissipated.
The vial becomes empty.
It can never be used again.
Even if you obtain another vial bearing the same seal,
magic will recognize your soul.

This potion is not meant to be used lightly.
It is a second chance, not a habit.



How to Use It

Wear the potion in your hand.
Wait for its status to be verified.
Click on it.
Select Drink.
Let the magic perform its work.
If the vial is already empty, it will detach by itself.
Magic does not lie.

When to Use It?

The Regeneration Potion is designed for critical situations:

After being reduced to Destroyed.
When you have fallen into the Revenant state.
It is not a convenience.
It is a last resort.

Remember

The Curse strikes every night.
Hunger always returns.
The moon forgives nothing.

On BloodMoon, every night is a trial.
And every rebirth... is a privilege.

