

Potions, Explanation of: Harmony

Area of Effect: Imbiber and one other type of creature (can be multiples of the same type of creature).

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 1 moon (30 days).

Effect time: 10 turns (50 seconds). See: "Susceptibilities"

Explanation: When this potion is imbibed, and after the "Effect time" has expired, the creature, or creatures, will simply deem the imbiber as a trusted friend.

If the imbiber of the potion willingly or unwillingly does anything that directly break trust, or leads to betrayal, in any way, shape, or form, the effects of the potion will break. If this happens, the imbiber of the Harmony Potion can never drink the Harmony Potion again, and have it work on the same creature, or creatures.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated creatures are not effected by the power of this potion.

Excluding animal and monster class creatures, this potion will only work on creatures which are equal or lower level than the imbiber.

Invoke time: Not applicable.

Liquid color: White.

Liquid texture: Water.

Liquid taste: Honey.

Liquid smell: Sweet.

Maximum adjustment: As "Duration"

Notes: If the imbiber of this potion risks his or her life for the effected creature(s), the "Duration" is permanent with no chance of breaking its effects if an involuntary betrayal occurs.

Preparation: Merely drink the potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: With animal class creatures, the "Effect time" of this potion will be 3 turns (15 seconds)

Value: 12,000 white-gold