

Potions, Explanation of: Battle-Master

Area of Effect: Imbiber and direct humanoid “Monster” opponent(s) of the drinker of this potion.

Avoidance-roll: See: “Explanation of Potion”.

Doses: 1-4 (roll 1-d4).

Damage: None.

Duration: One full battle (yet not exceeding 100 turns).

Effect time: 1 turn

Explanation: When a dose of this potion is consumed, the magical effects will cause the following effects upon the imbiber’s opponents if an avoidance roll v.s. “magic” is failed (for the duration of its magic):

- (1) +23 for drinker to strike an enemy.
- (2) +23 on all defensive and avoidance-rolls (but not exceeding the maximum chance).
- (3) -23 to strike drinker of potion.
- (4) -23 on all defensive and avoidance-rolls.

Hand movement: None.

Healing: None.

History: The Kithrin Dwarves developed this potion, combining the Battle-Bless and Battle-Curse potions together. There hope was to create the ultimate potion that would save them time on the battle field. They say that the battle field is for fighting, not drinking and waiting. Drinking and waiting is to be done in the inns, not on the battle field.

Immunities: Only the drinker and humanoid Monster types (character types are in this category (who are direct opponents) are effected by the power of this potion.

Invoke time: None.

Liquid color: Orange

Liquid texture: Water-like

Liquid taste: Metallic

Liquid smell: Sweet (like oranges).

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the Battle-Master potion

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 200 White-gold per dose.