

Potions, Explanation of: Opening

Area of Effect: One door, window, trap door, chest-lock, etc. (But drinker of potion must know it is there).

Avoidance-roll: None.

Doses: 1-10 (roll 1-D10).

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When a dose of this potion is imbibed, the drinker will have the power to magically cause one portcullis to open. This potion will not stop traps from being set off though, nor protect the imbiber from those types of snares.

Hand movement: Point at portcullis after imbibing a dose of Opening Potion.

Healing: None.

History: Shallants created this potion. It is suspected that this devious race brooded over the making of this potion for many years, until they got it right. This potion is just like them; sneaks.

Immunities: Magical, or magically sealed doors, windows, trap doors, chest-locks, etc. are immune.

Invoke time: None.

Liquid color: Brown

Liquid texture: x2 thinner than water.

Liquid taste: Wood-like

Liquid smell: Forest-like.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the Opening Potion.

Range: 6 spaces (30').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 50 White-gold per dose.