

Potions, Explanation of: Gallantry

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6 doses.

Damage: None.

Duration: 1 turn (5 seconds) per level of the imbiber.

Effect time: 1 turn (5 seconds)

Explanation: By drinking this potion, the following adjustments will occur for the drinker:

1. Arcane Might: Ability and Spell-failure chances cut by 50% (rounded).
Even the spell-failure chance for a caster wearing certain armors will be cut in half.
2. Durability: 1 damage-reduction per 7 levels advanced.
3. Fearless: 1% fear-immunity per level advanced.
4. Heroism: Only half damage will taken from physical attacks.
5. Reflexes: +1 to defense and offense per level advanced.
6. Regeneration: 1-D4 +1 per 10 levels advanced
7. Will of Soul: +1 to all avoidance-rolls per 2 levels advanced.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead and Organic creatures are not effected by the power of this potion.

Invoke time: None.

Liquid color: Red.

Liquid texture: Water-like.

Liquid taste: Water, with a hint of blood.

Liquid smell: Metal.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the Gallantry potion.

Range: Imbiber only.

Resting time: None.

Special: When the effects of this potion wears off, there will be a 1% chance that the imbiber will gain one level permanently.

Susceptibilities: If the imbiber of this potion gains a level, after the "Duration" has worn off (see: "Special"), there will be a 50% chance of also permanently losing 1 point from all of his or her characteristics.

If 1 point from all characteristics is lost, there will be a 50% chance of the imbiber gaining yet one more level (with no side effects).

Value: 50,000 White-gold per dose.