

Potions, Explanation of: Battle-Curse

Area of Effect: Any foe fighting the imbiber of this potion.

Avoidance-roll: Yes v.s “magic”.

Doses: 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 opponents (for the duration of its magic):

- (1) -23 to strike drinker of potion.
- (2) -23 on all defensive and avoidance-rolls (but not receding below 10).

Hand movement: None.

Healing: None.

History: The Kithrin Dwarves developed this potion to quickly overcome enemies in combat.

Immunities: Only humanoid Monster types can use this potion (race types are considered “Monster”).

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-Curse potion

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100 White-gold per dose.