

# Potions, Explanation of: Xanshin Flesh

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 1 turn (5 seconds)

Explanation: This potion will cause the drinker's damage-points to be at x2 permanently. Whatever damage-point increase he or she will gain from then on will always be at x2 forever.

There is a price to pay for drinking this potion. The cursed part is that imbiber will develop a MINOR, yet chronic, health problem. This health problem will be completely up to the discretion of the Game Master.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Gaseous, and Mind creatures cannot use this potion.

Invoke time: None.

Liquid color: Gray.

Liquid texture: Like water.

Liquid taste: Like skunk water.

Liquid smell: Like Skunk water.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 200,000 white-gold.