

# Potions, Explanation of: Potion Stop

Area of Effect: Imbiber only.

Avoidance-roll: None.

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

Damage: None.

Duration: Permanent.

Effect time: 1 turn.

Explanation: When this potion is swallowed it will stop all effects of a potion already in effect.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected by this potion.

Invoke time: None.

Liquid color: Green.

Liquid texture: Water-like.

Liquid taste: Mildly bitter.

Liquid smell: Grasslands.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the Potion Stop Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 10 White-gold per dose.