

# Potions, Explanation of: Armor Heal

Area of Effect: One set of armor.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 1 turn (5 seconds).

Explanation: This potion is highly valued when adventurers are not in range of a blacksmith. This potion will also heal non-armor objects made of steel. This potion will not increase the damage points of a set of armor past its maximum.

Hand movement: None.

Healing: One set of armor or metallic item.

History: The Kithrin Dwarves developed this potion to quickly fix armoring. After realizing the more part of their race was gifted with the attracting of skirmishes, the military leaders petitioned their king that his personal magicians create a way to fix armors while in the battle field (as they realized that they had a chronic fighting habit).

Immunities: Only steel is susceptible to the power of this potion. Nothing else.

Invoke time: None.

Liquid color: Clear.

Liquid texture: Thinner than water (about twice as thin).

Liquid taste: Kerosine taste. If this potion is fully imbibed, the drinker will die in up to 24 hours. He or she will slip into a coma in up to 3 turns for the entire time. If one merely tastes this potion, an avoidance-roll Vs. "Poison" must be successful, or the following penalties will occur for up to 72 hours:

- (1) -40 to strike opponents.
- (2) P-50% movement (rounded up)
- (3) Unconsciousness for up to 24 hours. These effects will initiate in up to 10 turns.

If the avoidance-roll Vs. "Poison" is successful, the following penalties will occur for up to 36 hours:

- (1) -20 to strike opponents.
- (2) P-25% movement (rounded up)
- (3) Unconsciousness for up to 12 hours. These effects will initiate in up to 10 turns.

Liquid smell: None.

Maximum adjustment: None

Notes: None.

Preparation: Pour potion's contents onto armor, beginning at the head.

Range: One set of armor.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 75 white-gold.