

Potions, Explanation of: Charming

Area of Effect: One person or creature.

Avoidance-roll: Yes: Vs. “Mental-Attack”. See also: “Explanation of Potion”.

Doses: 1-4 (roll 1-d4).

Damage: None.

Duration: Permanent. Victim of spell can avoid Vs. “Mental Attack” once per moon.

Effect time: When imbiber of a Charm Potion desires the Charm effect to begin. Imbiber cannot hold this magic effect for more than 24 Hrs. If he or she does, the effect will turn inward, causing the Charm to take hold of the imbiber, forcing him or her to make a successful avoidance-roll Vs. “Mental Attack”, or be self-charmed.

This self-charm will cause the imbiber to think very highly of him or herself, always craving his or her reflection (for the “Duration of magic”). This can be quite hilarious or annoying. The self-charmed are always fond of mirrors.

Explanation: When this potion is imbibed, it will give the drinker the power to charm, or bring under loyal control, one person or creature. If this is accomplished, utter control will be gained over the person or creature as far as would any very loyal friend.

If the command, “Slay yourself”, is given, the person or creature will do it if an avoid Vs. “Mental Attack” fails (with every strike against itself) a person or creature will be entitled to an avoidance-roll Vs. “Mental Attack” (to break free of the charm).

Persons or creatures that can communicate will give information, valuables may be “borrowed”, or the charge to, “leave” can be demanded (but the person or creature must understand what is being said, or that person or creature will sojourn with, and admire, the drinker of this potion until its effects wear off).

Hand movement: None.

Healing: None.

History: The Vosk Elves invented this power potion. No other information in known.

Immunities: Animated, Dead, Organic, and Undead creatures (excluding vampires) are not effected.

Invoke time: None.

Liquid color: Mix of white and yellow.

Liquid texture: Water-like.

Liquid taste: Sugar

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the Charming potion.

Range: Targeted person or creature must be well within hearing and visual sight.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 600 White-gold per dose.