

# Potions, Explanation of: Direction

Area of Effect: Imbiber only.

Avoidance-roll: Yes: Avoidance-roll vs. “Awareness”

Doses: 1-D6

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When a dose of this potion is imbibed, the drinker will know which way is true north if he or she successfully makes an Avoidance-roll vs. “Awareness”, in which no luck can be used.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: If the drinker of this potion is stunned, has a head wound, even if only 1 point of damage has been taken to the head, or is under any condition that has the side effects of dizziness in any way, this potion will not work.

Invoke time: Not applicable.

Liquid color: Black.

Liquid texture: As water.

Liquid taste: None.

Liquid smell: Fresh air.

Maximum adjustment: None.

Notes: None.

Preparation: None. Merely drink 1 dose.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 25 white-gold per dose.