

Potions, Explanation of: Condition

Area of Effect: 20 spaces (100') out all around the drinker of the potion.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 20 turns (100 seconds)

Effect time: Instant.

Explanation: When this potion is imbibed, the drinker will know the physical condition of all allies within the “Area of Effect”.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: The physical condition of Animated, Dead, Gaseous creatures are less, or not effected by the power of the potion.

Undead can be effected, but the potion’s ability will have a 50% immunity, meaning there will be a 50% chance if an undead is within the “Area of Effect”, the imbiber will not know what its physical condition is.

Invoke time: Not applicable.

Liquid color: Blood-red.

Liquid texture: As human blood.

Liquid taste: Sweet, like sugar.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: None. Merely drink 1 dose of the Condition Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 50 white-gold per dose.