

# Potions, Explanation of: Damage Point

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: The one who drinks this potion will permanently gain up to a certain amount of damage-points (D.P.) to all areas of the body (add these to your character's damage-points). Roll on the following table to see how powerful this potion will be:

<u>%Roll</u>	<u>Added D.P.:</u>	<u>%Roll</u>	<u>Added D.P.:</u>
01-46	+5	81-86	+30
47-56	+10	87-91	+35
57-65	+15	92-95	+40
66-73	+20	96-98	+45
74-80	+25	99-00	+50

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Gaseous, Organic, and Undead creatures are not effected.

Invoke time: None.

Liquid color: Clear-gray liquid.

Liquid texture: Sticky, grayish liquid (this liquid is see through).

Liquid taste: As the morning mist on an ocean waterfront with a tinge of salt.

Liquid smell: Mildly like fresh meat.

Maximum adjustment: None.

Notes: None.

Preparation:

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 White-gold per damage-point gained.