

Potions, Explanation of: Key

Area of Effect: Imbiber and any locks he or she can identify and pick while the "Duration" is in effect.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 1 turn (5 seconds) x the level of the user.

Effect time: Instant.

Explanation: This potion will give the imbiber a +1-D10% chance at identifying and picking locks.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: None.

Invoke time: None.

Liquid color: Gray.

Liquid texture: Like water.

Liquid taste: Rusty.

Liquid smell: Rust.

Maximum adjustment: None.

Notes: None.

Preparation: Drink potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100 White-gold per dose.