

Potions, Explanation of: Quake

Area of Effect: 15' radius (1 space and the next ring of spaces surrounding that space).

Avoidance-roll: None. See: "Immunities".

Doses: 1-D4

Damage: 1-D6 per two levels of the imbiber. See: "Explanation".

Duration: Instant.

Effect time: 1 turn (5 seconds).

Explanation: When this potion is swallowed, the imbiber will be able to create a tremor-like vibration of great power that will effect non-flesh matter (i.e., crystal, earth, steel, stone, wood, etc.). This power can be directed at any object desired within the "Range of effect". See: "Damage".

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Living organisms of all types are not effected. Only non-flesh matter is effected.

Invoke time: None.

Liquid color: Silver.

Liquid texture: Mercury-like.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: The effect of this potion can harm dead and undead class creatures, but an avoidance-roll vs. "Magic" will resist its effect.

Preparation: Drink the Quake Potion.

Range: 12 spaces (60').

Resting time: 1 turn (5 seconds).

Special: None.

Susceptibilities: The effects of this potion will inflict x2 damage on creatures made of crystal, gem, glass and ice material.

Value: 600 White-gold per dose.