

Potions, Explanation of: Mental Vulnerability

Area of Effect: Imbiber only.

Avoidance-roll: Yes: Vs. "Mental-attack". Due to this potion being consumed, the imbiber cannot use luck to succeed against this avoidance-roll.

Doses: 1-D6

Damage: None. See: "Explanation"

Duration: 3 hours.

Effect time: 3 turns (15 seconds)

Explanation: When this potion is consumed the imbiber's avoidance-roll vs. "Mental-attack" will be cut in half (rounded down). If pitting mental-strength vs. mental-strength, the imbiber's mental-strength will be cut in half (rounded down).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Liquid color: Clear.

Liquid texture: As water.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: None.

Special: The one who drinks this potion, whether it be as is, or mixed into a drink, will not know that he or she has failed or succeeded the avoidance-roll. The G.M. will roll this for the player (the player will not know).

Susceptibilities: None.

Value: 13,000 white-gold per dose.