

Potions, Explanation of: Repulsiveness

Area of Effect: Anything within the “Range of effect”.

Avoidance-roll: None.

Doses: 1-6 (roll 1-D6).

Damage: None.

Duration: Up to 12 turns, yet no less than 3.

Effect time: 1 turn.

Explanation: When this potion is swallowed all creatures within three spaces out, all the way around you will be held at bay.

The following are the adjustments that this potion’s power will cause:

Hurled projectiles have a 70% chance (31+ roll) of going astray, not striking the imbiber.

Thrown weapons have a 80% chance (21+ roll) of going astray, not striking the imbiber.

Creatures using a hand-held weapon to strike must make a successful avoidance-roll Vs. “Paralysis”, or miss.

All damage inflicted upon imbiber of potion will be decreased by 75% (damage from strike x .25 =).

Any creature that attempts to near (step within the “Area of effect”) must pit its strength against the power of the potion (the potion’s repulsiveness will be considered at x2 the imbiber’s strength).

For every turn that a creature stays within the “Area of effect”, it must pit its strength against the imbiber or be repulsed out of the “Area of effect”.

Hand movement: Hold hands out in front, as is in rejection of an enemy.

Healing: None.

History: Unknown.

Immunities: Spirits are not effected.

Invoke time: None.

Liquid color: Yellow-red

Liquid texture: Soft pulp-like liquid.

Liquid taste: Extremely bitter.

Liquid smell: Like crushed cactus.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of Repulsiveness Potion.

Range: Imbiber only.

Resting time: 3 turns.

Special: None.

Susceptibilities: None.

Value: 1,500 White-gold per dose.