

Potions, Explanation of: Healing

Area of Effect: Imbiber only.

Avoidance-roll: None. If person or creature does not wish to be healed, this potion will not work.

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

Damage: None.

Duration: Permanent.

Effect time: 1 turn

Explanation: This potion will heal up flesh damage caused by abrasions, cuts, punctures, etc. It does not have the virtue of healing fire, acid, cold, and other types of wounds. This potion will heal up multiple wounds at the same time (only roll once for the healing of wounds). Roll on the following chart to see the potion's healing potency:

| <u>%Roll</u> | <u>Healing potency</u> | <u>Value:</u> |
|--------------|------------------------|--------------------|
| 01-05 | Healing 11 | 110 W.G. per dose. |
| 06-10 | Healing 12 | 120 W.G. per dose. |
| 11-15 | Healing 13 | 130 W.G. per dose. |
| 16-20 | Healing 14 | 140 W.G. per dose. |
| 21-25 | Healing 15 | 150 W.G. per dose. |
| 26-30 | Healing 16 | 160 W.G. per dose. |
| 31-35 | Healing 17 | 170 W.G. per dose. |
| 36-40 | Healing 18 | 180 W.G. per dose. |
| 41-45 | Healing 19 | 190 W.G. per dose. |
| 46-50 | Healing 20 | 200 W.G. per dose. |
| 51-55 | Healing 21 | 210 W.G. per dose. |
| 56-60 | Healing 22 | 220 W.G. per dose. |
| 61-65 | Healing 23 | 230 W.G. per dose. |
| 66-70 | Healing 24 | 240 W.G. per dose. |
| 71-75 | Healing 25 | 250 W.G. per dose. |
| 76-80 | Healing 26 | 260 W.G. per dose. |
| 81-85 | Healing 27 | 270 W.G. per dose. |
| 86-90 | Healing 28 | 280 W.G. per dose. |
| 91-95 | Healing 29 | 290 W.G. per dose. |
| 96-00 | Healing 30 | 300 W.G. per dose. |

Example:

If a character is wounded in the arm and the leg, this potion will heal both wounds at the same time. If the potion is a Healing 10, the character will heal 10 points of damage in both the arm and leg.

Hand movement: None.

Healing: See: "Explanation of Potion".

History: Great Healers of the world create and sell these potions. It is a booming market.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected by this potion.

Invoke time: None.

Liquid color: White.

Liquid texture: Oil-like

Liquid taste: Sweet, like honey.

Liquid smell: Honey fragrance.

Maximum adjustment: None.

Notes: None.

Preparation: Injured must drink from this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation of Potion".