

# Potions, Explanation of: Transport

Area of Effect: 1space (5') + all the spaces surrounding that space.

Avoidance-roll: None.

Doses: 1-4 (roll 1-D4).

Damage: None. See: "Explanation of Potion".

Duration: 1 turn.

Effect time: 10 turns.

Explanation: This spell will take non-living provisional type items with the caster to a location that he or she has been to before. The caster CANNOT transport ANYTHING to a place he or she has not been too. There is no exception to this ruling.

Living creatures cannot be transported by the power of this spell. If a creature has been placed within an item, like a box, or a magical storing device, that item will be left behind.

If an item has sentient intelligence of its own, this spell will NOT send it.

When a dose has been imbibed, there will be a 01% chance (a roll of 01 on the dice) that a miss-transport will occur, severely wounding or killing all who are effected by this powerful magic. All persons and/or creatures being transported must be checked for. If an 01 is rolled, roll on the following chart:

<u>%Roll</u>	<u>Result of bad transport</u>
01-08	Head is transported into something, severing it.
09-13	Neck is transported into something, severing it.
14-23	Chest is transported into something, severing it.
24-30	Abdomen is transported into something, severing it.
31-34	Left-Hand is transported into something, severing it.
35-40	Left-Arm is transported into something, severing it.
41-44	Right-Hand is transported into something, severing it.
45-50	Right-Arm is transported into something, severing it.
51-61	Hip is transported into something, severing it.
62-69	Left-Leg is transported into something, severing it.
70-74	Left-Foot is transported into something, severing it.
75-82	Right-Leg is transported into something, severing it.
83-87	Right-Foot is transported into something, severing it.
88-00	Back is transported into something, severing it.

Note: If immediate death does not occur then there is a chance that other players can devise a way to save their comrade. Let them try. It is up to the G.M. if they will succeed or not.

Note: Question: Can I Transport a body with this spell? Answer: If it is more than three days since death, yes.

Hand movement: None.

Healing: None.

History: Kithrin Dwarves crafted this potion. Nothing more is known.

Immunities: Magic-resistant items must be checked for unless they are in a Storing Sack, Ring, Bag, etc. Living creatures other than the caster and sentient items (or an item that can think for itself and / or communicate independently).

Invoke time: None.

Liquid color: Flesh-pink.

Liquid texture: Water-like.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of Transport Potion.

Range: Imbiber only.

Resting time: 1 turn per 10 miles of transport.

Special: To transport items, the caster must have previously touched each and every piece (a bag of salt needs only to be handled, not the salt itself).

There will be an 01% chance that a miss-transport will occur. If this happens, go to the Treasure Book and look up the Enchanted Item: "Ring, Transport" for rulings and specifics on miss-transport.

Susceptibilities: None.

Value: 500 White-gold per dose