

Potions, Explanation of: Kill Drive

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1 dose.

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

Duration: 20 turns.

Effect time: 3 turns.

Explanation: When this potion is imbibed it will cause an unavoidable berserker, attack mode to grip the imbiber.

Once taken, the one who drinks this potion will attack anything and everything that moves. See the following information for battle bonuses while under the influence of this potion:

- (1) +30 to strike an enemy.
- (2) Each strike will be a Maximum Strike (best of three rolls for damage).
- (3) Each strike will do x2 damage.
- (4) Imbiber will be at x2 speed.

This is a dangerous potion to use, due to the fact that the imbiber will not recognize friend from foe. It is best used when all else has failed and a character stands alone against many foes.

After the "Duration of magic", the drinker must successfully make an avoidance-roll Vs. "Death", or die instantly.

If the avoidance-roll is successful, he or she will lose consciousness, not to be awakened for up to 10 days time.

Hand movement: None.

Healing: None.

History: The Kithrin Dwarves made this horrible concoction so that a soul survivor of a battle could cause as much damage to an enemy as possible before dying.

Immunities: Animated, Dead, and Undead creatures are not effected.

Invoke time: None.

Liquid color: Red.

Liquid texture: Like blood.

Liquid taste: Blood and spice.

Liquid smell: Sweat.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the Kill-Drive Potion.

Range: Imbiber only.

Resting time: 24 hours.

Special: None.

Susceptibilities: None.

Value: 1,000 White-gold.