

# Potions, Explanation of: Trade-skill

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 1 hour (720 turns) in which time the drinker of the potion will receive mental images and thoughts on the trade-skill being mystically learned.

**Explanation:** Imbiber will learn one new trade-skill just by drinking this potion. The trade-skill will be random and will be known as if the imbiber had just learned the skill.

If a trade-skill needs prerequisites to learn, those prerequisites will also be learned.

Roll on the following list of trade-skills to see which one will be learned:

D-30

Roll: Trade-skill:

- 1: Alchemy
- 2: Artist
- 3: Baker
- 4: Blacksmith
- 5: Bower / Fletcher
- 6: Brewer
- 7: Carpentry
- 8: Cartography
- 9: Cook
- 10: Entertainer
- 11: Farmer
- 12: Fisherman
- 13: Gambler
- 14: Geological Studies
- 15: Herbalist
- 16: Hunter
- 17: Jeweler
- 18: Leather Worker
- 19: Lumberjack
- 20: Medic
- 21: Merchant / Trader
- 22: Miner
- 23: Potter
- 24: Riding
- 25: Sailor
- 26: Sewing
- 27: Spelunking
- 28: Stone Mason
- 29: Survivalist
- 30: Venomist

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Liquid color: White.

Liquid texture: Like water.

Liquid taste: Like flour with a tinge of sugar.

Liquid smell: Like freshly ground flour.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: 5 turns (25 seconds)

Special: None.

Susceptibilities: None.

Value: 10,000 white-gold.