

Potions, Explanation of: Silence

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 3 hours.

Effect time: 3 turns (15 seconds)

Explanation: The Silence Potion is handy item for sneaking and surprise attacks. When the effect of this potion is in effect, the imbiber will be silenced. He or she will not be able to make a sound. But if the silenced person steps on dry leaves, or slips on loose gravel, noise will be made (yet only at 10% of the normal).

G.M.: Remember that some creatures have a keen sense of smell, so determine if the wearer is sniffed out and discovered (how this will be done will be completely up to you). The Silence Potion can be used in many different ways by the players, yet must be done logically, and within the bounds of the game.

Hand movement: None.

Healing: None.

History: It is supposed that the Aldarian Elf race invented this potion, along with other items of silence.

Immunities: None.

Invoke time: Not applicable.

Liquid color: Clear, like water.

Liquid texture: Like water.

Liquid taste: Like water.

Liquid smell: Like a sea-wind.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 800 white-gold per dose.