

Potions, Explanation of: Xeric

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 24 hours. See: "Note"

Effect time: 3 turns (15 seconds)

Explanation: This potion will enable the drinker to adapt to harsh desert conditions, thus the drinker will not have to have shade, nor drink any more water than is normal for him or her.

Hand movement: None.

Healing: None.

History: The Ultarian shamans devised this potion for outsiders who would trade and barter with them. It seems the histories of the Ultarian races suggest they lost too many potential allies and partners of trade to their desert homeland, which occurrence was alarming to them.

Immunities: Animated, Gaseous, and Mind creatures cannot use this potion.

Invoke time: None.

Liquid color: Sandy-yellow.

Liquid texture: Like water, with a stringy pulp in it.

Liquid taste: Bitter, like drinking the mashed up pulp of a barrel cactus.

Liquid smell: Like a chopped open cactus.

Maximum adjustment: None.

Notes: This potion must be shook up before drinking, or it will be difficult to get the pulp out of the container (thus lowering the "Duration" of its effects to 12 hours).

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100 white-gold per dose.