

Potions, Explanation of: Shielding

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: Upon imbibing a dose of this potion, an invisible, flexible, field of magic will be released to protect its wearer. This magic will cover the imbiber as if he or she had donned a set of plate armoring.

Roll on the following chart to see the durability of the Shielding Potion:

%Roll: Durability of Shielding Potion:

01-48: As gage-steel plate armoring.

49-58: As shank-steel plate armoring.

59-67: As krakkin-steel plate armoring.

68-75: As Earthen-steel plate armoring.

76-82: As Admontanium-steel plate armoring.

83-88: As Krannik-steel plate armoring.

89-93: As Starr-steel plate armoring.

94-97: As Mystical-steel plate armoring.

98-00: As Koar-steel plate armoring.

Each type of shielding will also have a certain number of damage-points which must be damaged through before the imbiber is actually wounded. Once damage-points reach zero in any one of the areas it is protecting, the entire effects of the potion will be negated.

%Roll: Durability of Shielding Potion:

Gage-steel plate:	400
Shank-steel plate:	600
Krakkin-steel plate:	800
Earthen-steel plate armoring:	1,000
Admontanium-steel plate armoring:	1,200
Krannik-steel plate armoring:	1,400
Starr-steel plate armoring:	1,600
Mystical-steel plate armoring:	1,800
Koar-steel plate armoring:	2,000

See: "Armory Book" for details on the "Special Abilities" of each type of steel plate armor.

Hand movement: Drink one does of this potion.

Healing: None.

History: The Vosk Elves originated the Shielding Ring. The Vosk Elf Border Guards all have at least on of these rings to defend themselves with.

Immunities: None.

Invoke time: None.

Liquid color: Yellow.

Liquid texture: Water-like.

Liquid taste: Tart, like a strong lemon.

Liquid smell: Lemon.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of Shielding Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: This potion does not protect against Emotion, Mind and Spiritual attacks.

Value: The value of this potion depends upon the durability of the shielding it provides as follows:

Gage-steel plate:	400 white-gold per dose.
Shank-steel plate:	800 white-gold per dose.
Krakk-in-steel plate:	1,200 white-gold per dose.
Earthen-steel plate armoring:	1,600 white-gold per dose.
Admontanium-steel plate armoring:	2,000 white-gold per dose.
Krannik-steel plate armoring:	2,400 white-gold per dose.
Starr-steel plate armoring:	2,800 white-gold per dose.
Mystical-steel plate armoring:	3,200 white-gold per dose.
Koar-steel plate armoring:	3,600 white-gold per dose.