

# Potions, Explanation of: Mental Vulnerability

**Area of Effect:** Imbiber only.

**Avoidance-roll:** Yes: Vs. "Mental-attack". Due to this potion being consumed, the imbiber cannot use luck to succeed against this avoidance-roll.

**Doses:** 1-D6

**Damage:** None. See: "Explanation"

**Duration:** 3 hours.

**Effect time:** 3 turns (15 seconds)

**Explanation:** When this potion is consumed the imbiber's avoidance-roll vs. "Mental-attack" will be cut in half (rounded down). If pitting mental-strength vs. mental-strength, the imbiber's mental-strength will be cut in half (rounded down).

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** None.

**Invoke time:** Not applicable.

**Liquid color:** Clear.

**Liquid texture:** As water.

**Liquid taste:** None.

**Liquid smell:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Drink the potion.

**Range:** Imbiber only.

**Resting time:** None.

**Special:** The one who drinks this potion, whether it be as is, or mixed into a drink, will not know that he or she has failed or succeeded the avoidance-roll. The G.M. will roll this for the player (the player will not know).

**Susceptibilities:** None.

**Value:** 13,000 white-gold per dose.