

Potions, Explanation of: Quickness

Area of Effect: Wearer only.

Avoidance-roll: After the effects of this potion have worn off the imbiber must make a successful avoidance-roll vs. "Stun", or be stunned for 1-D6 turns.

Doses: 1-D4

Command word(s): None.

Damage: Imbiber will age 6 months x the quickness of the potion after the effects have worn off.

Duration: 30 turns.

Effect time: 1 turn (5 seconds)

Explanation: Upon the "Command word(s)" spoken, and one dose of the potion imbibed, the power of this potion will cause its imbiber to speed up (become faster). Roll on the following chart to find out the power of the Quickness Potion discovered:

<u>%Roll: Quickness level:</u>	<u>Effects:</u>	<u>Chance of heart attack after the "Duration" has expired:</u>
01-60: Quickness 1	x2 speed (2 turns in one).	5%
61-80: Quickness 2	x3 speed (3 turns in one).	10%
81-90: Quickness 3	x4 speed (4 turns in one).	15%
91-97: Quickness 4	x5 speed (5 turns in one).	20%
98-00: Quickness 5	x6 speed (6 turns in one).	25%

Note: After the duration of the quickness expires, the imbiber may have a fatal heart attack (see: "Chance of heart attack after the "Duration" has expired:" (above).

The time it takes for a heart attack = 1 full turn (5 seconds). If a player wishes to counter this deadly side effect, he or she must roll initiative against the G.M., who gets a +81 added to his or her initiative dice-roll. If the player wins the initiative roll, he or she may do something which will heal him or herself.

Hand movement: None.

Healing: None.

History: It is suspected this potion, just as the quickness ring, and the power which is recklessly harnessed within it, was devised by powerful Shallant Enchanters. Upon inquire, they bluntly denied anything to do with this dangerous potion.

Immunities: None. If this potion is used by non-living creatures (i.e., Dithinoth, animated, organic, etc.) the deadly side effects of this ring will destroy these types of creatures as well.

Invoke time: None.

Liquid color: Silver.

Liquid texture: Mercury-like.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one does of the Quickness Potion.

Range: Imbiber only.

Resting time: Imbiber must rest for 1 turn (5 seconds) x the quickness of the potion after the effects have worn off.

Special: None.

Susceptibilities: None.

Value: Per does: Quickness 1 (150 white-gold), Quickness 2 (300 white-gold), Quickness 3 (600 white-gold), Quickness 4 (1,200 white-gold), Quickness 5 (2,400 white-gold).