

Potions, Explanation of: Fog

Area of Effect: 1,000 spaces (5,000') out from the imbiber in all directions.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: 8 hours. (G.M.: Winds will disrupt this potion's effect (your decision).

Effect time: Instant.

Explanation: When this potion is set in motion, a heavy, natural looking, fog will flow outward in all directions from the ground upon where the potion bottle is. This fog is so thick and heavy that visual sight will be hindered to one-half a person's vision (rounded down). Even the one who uses the potion is susceptible to its power. This effect is an excellent tool for concealing and passing through undetected.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected.

Invoke time: None.

Liquid color: White mist. If bottle is opened, the effects will launch.

Liquid texture: Fog.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Open or throw Fog Potion, breaking the bottle.

Range: Fog will flow outward, engulfing the "Area of effect" within 20 minutes.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 250 White-gold.