

# Potions, Explanation of: Class

Area of Effect: One set of armor, barding, Wardog armor, or clothing.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 3 turns (during which a shimmering yellow light will course back and forth over the armor).

Explanation: This potion is quite valuable as it will endow a non-magical set of armor with magical properties (it will make armoring magical). Roll on Chart #1 for the Class increase this potion will magically endow armor, barding, Wardog armor, or clothing with.

Chart #1		Chart #2		Chart #3	
<u>%Roll</u>	<u>Class:</u>	<u>%Roll</u>	<u>Class:</u>	<u>%Roll</u>	<u>Class:</u>
01-45	+1	01-35	+11	01-37	+21
46-55	+2	36-46	+12	38-48	+22
56-64	+3	47-56	+13	38-48	+22
65-72	+4	57-65	+14	49-58	+23
73-79	+5	66-73	+15	59-67	+24
80-85	+6	74-80	+16	68-75	+25
86-90	+7	81-86	+17	76-82	+26
91-94	+8	87-91	+18	83-88	+27
95-97	+9	92-95	+19	89-93	+28
98-99	+10	96-98	+20	94-97	+29
00	Roll on chart #2	99-00	Roll on chart #3	98-00	+30

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: The class of enchanted and/or magical armoring can only be increased by a higher Class Potion (it is NOT added to the existing class of the armor -- it merely replaces the lower class with the higher).

Invoke time: None.

Liquid color: Clear (sparkly).

Liquid texture: Water-like.

Liquid taste: None. If this potion is imbibed, nothing will happen and it will be wasted.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Pour Class Potion onto a set of non-magical armor, barding, Wardog armor, or clothing.

Range: One set of armor, barding, Wardog armor, or clothing.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 per class.