

# Trollwares - Hag's Breath

(Wayne Imlach)

This magical substance takes the appearance of a fine, bright crimson sand.

When mixed with water, the sand creates a noxious red fog that quickly billows out to cover an area 20m across. The fog irritates the eyes, and visibility is reduced to almost nothing within (treat as darkness). Any living creature breathing the fumes is subject to a **MAGICAL ATTACK** of 24 that causes the victim to fall into a sorcerous slumber. Those afflicted can only be awakened with a *Dispel Magic* of at least 9 MP or the kiss of a mere-hag.

**Mere-trolls** are immune to the magical effects of the fog.

If suddenly engulfed by the fog, characters may roll equal to or under their Reflexes to catch their breath and hold it for as many rounds as their Strength score.

In an enclosed space, the fog will dissipate after 3d6 rounds. If outside, it clears after 2d6 rounds, or 1d6 rounds if there is a strong breeze.

The bright red appearance and bitter taste of the substance makes it unsuitable as a poison, but anyone ingesting the dry powder would be subject to its effects immediately.

Hag's breath is created by drying the blood of a **mere-troll** until only fine crystals remain. If such a creature were able to be caught and bled dry, an alchemist may be able to create 3 such items from the extracted liquid.

A **mere-hag** may possess several quantities stored in fragile clay pots or loosely bound leather pouches, slowly created over many years from her own bloody vomit.

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