

Agreeabilitea

by DM Superelf

This is one of the many teas that must be drunk by another to be effective. Typically, the tea-preparer will encounter the target or "mark" in a non-combat situation, and have tea with him or her. The effect of this tea is to make the drinker susceptible to one *suggestion*, if it is spoken by the person that they are having tea with. Note that the suggestion must be delivered within the 1d4 turn time frame, but if it suggests a particular action, that act may be carried out at any time in the next 24 hours.

This tea is quite popular with geisyas, and also occasionally used by unscrupulous fortune tellers, politicians, and merchants.

XP Value: -

GP Value: 800

