

Potions, Explanation of: X-Ray Vision

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-6 (roll 1-D6).

Damage: None.

Duration: As long as the imbiber concentrates, the effects will continue. After 10 minutes the effects will give the imbiber a headache (which will intensify. Finally an avoidance-roll Vs. "Vision" must be successful, or loss of control will occur.

Effect time: 1 turn.

Explanation: When a dose of this potion is imbibed, the drinker will be able to see through walls, chests, objects, stone, people, etc. How far through objects the wearer wishes to see through, is up to him or her.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Lead cannot be seen through in any thickness.

Invoke time: None.

Liquid color: Clear

Liquid texture: Water-like.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of X-Ray Vision Potion.

Range: 12 spaces (60').

Resting time: 1 turn per 1 minute of the activation of the potion's magic.

Special: None.

Susceptibilities: None.

Value: 300 White-gold per dose.