

Potions, Explanation of: Non-Presence

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 1 hour (720 turns).

Effect time: Instant.

Explanation: When this potion is consumed the imbiber will gain a +1% to hide and sneak without being detected per 5 levels advanced.

See: "Special"

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Liquid color: Black.

Liquid texture: As water.

Liquid taste: Like cured leather.

Liquid smell: Like cured leather.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the potion.

Range: Imbiber only.

Resting time: None.

Special: If a character has sneaking and hiding abilities, he or she will gain a +1% to hide and sneak without being detected per 4 levels advanced.

Susceptibilities: None.

Value: 300 white-gold per dose.