

Potions, Explanation of: Reveal

Area of Effect: One person, creature, or as many items as the caster's intelligence \div 4 (rounded down).

Avoidance-roll: None.

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

Damage: None.

Duration: 10 minutes.

Effect time: Instant.

Explanation: If one dose of a Reveal Potion is imbibed, it will inform the drinker of the following:

- (1) It will reveal all properties and information about any 10 treasure items, and how to use those items. Reveal will not discover if an item is blessed or cursed, and the items must be touched.
- (2) Reveal the complete information of one creature which is in sight of the imbiber.
- (3) Give an accurate count of coins in a pile, but will not give the precise number of pennies, silver, white, yellow, or black gold present. It will only tell how many coins are present as a whole. If all the coin-types are separated, this spell is great for counting quickly.

It will not tell the imbiber the mental, physical, or spiritual status of another creature, unless he or she is a Druid or Healer.

Hand movement: Two hands must touch person, creature, a

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Liquid color: Silver.

Liquid texture: Smooth like sifted pear juice.

Liquid taste: None.

Liquid smell: Like crushed cactus.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of Reveal Potion.

Range: Touch

Resting time: 1 turn.

Special: None.

Susceptibilities: None.

Value: 380 White-gold per dose.