

# Potions, Explanation of: Cold Protection

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-4 (roll 1-D4).

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: When this potion is imbibed, the effects will protect the drinker from 200 points of cold damage for 24 Hrs.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected.

Invoke time: None.

Liquid color: Yellow.

Liquid texture: Smooth like oil.

Liquid taste: Water (very cold liquid).

Liquid smell: Water.

Maximum adjustment: None.

Notes: None.

Preparation: Drink potion before coming into contact with cold.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 500 White-gold per dose.