

Potions, Explanation of: Infra-Red-Vision

Area of Effect: 2spaces (10') x your awareness.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 120 turns (10 minutes)

Effect time: Instant, though it takes one full turn to drink a dose.

Explanation: Infra-Red-Vision will enable the drinker to detect objects and creatures that have a form of body-heat. Visually, heat radiating targets will appear yellow-orange, to orange-red. Yellow is the coolest and red being the hottest.

This potion does not help to see in the dark.

Any person, creature, or thing that is below body temperature and colder will appear light to dark-blue; darker blue being the colder manifestation of Infra-Red-Vision. At night the cooler manifestations of color are not possible to see. In the daylight hours the blues and reds will stand out in dazzling variations.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Creatures or objects retaining no body-heat will not be detected.

Animated, Gaseous and Mind creatures cannot use this potion. Dead creatures which are intangible, like spirits, living shadows, and like creatures, cannot use this potion.

Invoke time: Not applicable.

Liquid color: Clear-white.

Liquid texture: Like water.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: 10 turns (50 seconds)

Special: None.

Susceptibilities: None.

Value: 7,000 white-gold per dose.