

# Potions, Explanation of: Warmth

**Area of Effect:** Imbiber only.

**Avoidance-roll:** None.

**Doses:** 1-D6

**Damage:** None.

**Duration:** 24 hours.

**Effect time:** 3 turns (15 seconds)

**Explanation:** When a dose of this potion is imbibed, the liquid will run down the throat, warming the insides of the drinker. This warmth will then spread steadily throughout the entire body until no cold can be felt. The effects of this potion will keep the imbiber comfortably warm.

It also gives a damage-reduction of 1 against cold attacks.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Animated, Gaseous, and Mind creatures cannot use and benefit from this potion.

**Invoke time:** None.

**Liquid color:** Orange-red.

**Liquid texture:** Like water.

**Liquid taste:** Charcoal.

**Liquid smell:** Like a campfire.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Drink a dose of this potion.

**Range:** Imbiber only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 200 white-gold per dose.