

Potions, Explanation of: Ultra-Vision

Area of Effect: 1space (5') out in all direction x imbiber's awareness.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 5-D6 turns.

Effect time: 1 turn (5 seconds)

Explanation: Ultra-Vision is all the psychic vision-based spells in one (feel-sight, night-vision, infra-red-vision and x-ray-vision). See these spells in the Adventurer Abilities (Psychic) for details and rulings on each (with the exceptions of "Duration" and "Area of Effect").

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Liquid color: Purple.

Liquid texture: Like water.

Liquid taste: Like water with a grape flavor to it.

Liquid smell: Like Boiled grapes.

Maximum adjustment: None.

Notes: None.

Preparation: Drink a dose of this potion.

Range: Imbiber only.

Resting time: 1 turn (5 seconds) x the number of turns Ultra-Vision is in effect.

Special: None.

Susceptibilities: None.

Value: 3,800 white-gold per dose.