

Potions, Explanation of: Invisibility

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 3 hours.

Effect time: 1 turn (5 seconds)

Explanation: When this potion is imbibed, the drinker will become totally invisible to the naked eye. If the invisible attacks, or touches another, the invisibility will partially fail, giving attackers the chance to strike (-60 to strike and -60 to defense against the invisible).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Gaseous, Mind, Organic and Undead creatures are not effected by the power of this potion, nor are they susceptible to its effects (meaning they can see through the invisibility).

Invoke time: Not applicable.

Liquid color: None. You can even see water, but the liquid from this potion is invisible.

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: None.

Special: None.

Susceptibilities: Certain visions will reveal the invisible (i.e., infra-red-vision and ultra-vision).

Value: 12,000 white-gold per dose.