

# Potions, Explanation of: Voice of Hearing

**Area of Effect:** Imbiber and all others within eyeshot of the imbiber of the potion.

**Avoidance-roll:** None.

**Doses:** 1-D6

**Damage:** None.

**Duration:** 1 hour (720 turns).

**Effect time:** Instant.

**Explanation:** The effects of this potion will enable the drinker to communicate to others at long distances, though the one to be communicated with must be in visual sight, meaning the drinker of the potion needs to recognize who he or she is talking to. See: "Range" to know the distance you can talk to another without raising your voice.

When the imbiber speaks to another at a great range, the other can hear as if someone is right in front of them talking. The other CANNOT speak back in the same fashion unless he or she has also imbibed a dose of Voice of Hearing.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** None.

**Invoke time:** None.

**Liquid color:** Gray-white.

**Liquid texture:** Like water.

**Liquid taste:** Like pepper. This liquid is a bit spicy.

**Liquid smell:** Like pepper.

**Maximum adjustment:** None.

**Notes:** None.

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

**Range:** Imbiber's awareness x 4 spaces. If the target of this potion is within range, this will indicate that the target of the potion's power is distinguishable.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 100 white-gold per dose.