

Potions, Explanation of: Permanent

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 1 turn.

Explanation: For this potion to work, another potion must be imbibed before the Permanent Potion. Then the Permanent Potion can be swallowed. This will cause the first potion taken to be in effect permanently.

G.M.: There are a thousand rules that will go along with this. You must decide the final outcome of this potion. But remember, this will most always be to the benefit of the drinker. There are some instances that this potion could create problems, and even defeat, for a character. But you must discern this as best you can. Have fun!

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected by this potion.

Invoke time: None.

Liquid color: Silver.

Liquid texture: Blood.

Liquid taste: Metallic.

Liquid smell: Acrid

Maximum adjustment: None.

Notes: None.

Preparation: Drink the Permanent Potion directly after drinking any potion.

Range: Imbiber only.

Resting time: 24 hours.

Special: None.

Susceptibilities: None.

Value: 45,000 White-gold.