

Potions, Explanation of: Immortality (Lesser)

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: 1 year.

Effect time: Instant, though it takes one full turn to drink a dose.

Explanation: When this potion is imbibed, the drinker will not die for the "Duration" of the potion's effect.

Terrible wounds can be inflicted upon the drinker, yet he or she will yet live on (for the "Duration").

If the drinker of this potion is wounded for more than he or she has damage-points, unconsciousness will occur with the normal rate of healing (as if wounded normally).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Gaseous and Mind creatures cannot use this potion. Dead creatures which are intangible, like spirits, living shadows, and like creatures, cannot use this potion.

Invoke time: Not applicable.

Liquid color: Red.

Liquid texture: Like honey.

Liquid taste: Sweet, like nectar.

Liquid smell: Sweet, like sugar.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000,000 white-gold.