

Magical underground cavern with a spring at its center. If a person drinks from the spring, one random characteristic will permanently increase 1-D4 points.

One can drink from this spring 1-D6 times before he or she cannot no longer benefit from the magical effects.

Roll on the chart below to find out which characteristic will raise, each time the magic of this water effects the imbiber:

%Roll: Characteristic to be raised 1-D4 points:

01-11: Awareness

12-22: Charisma

23-33: Coordination

34-44: Constitution

45-55: Dexterity

56-66: Intelligence

67-77: Mental-strength

78-89: Strength

90-00: Wisdom