Potions, Explanation of: True Life

Area of Effect: Imbiber of the True Life Potion, or the one it is poured onto.

Avoidance-roll: None.

Doses: 1.

Damage: None.

Duration: Permanent.

Effect time: 12 turns (one minute).

Explanation: When this potion is imbibed, a character will have an extra life. This means if a character dies, while under the influence of this potion, on the next turn, he or she will come back to life and regain consciousness with all wounds and infirmities cured, escaping from the eternal clutches of death.

Normally, when a character (or sentient being) comes back to life there will be a 30% chance (71+ roll) that "Death" will come to attempt to reclaim that character. The Death will have to be defeated to stay in the living plane. The power of this potion will bypass this Dithinoth check.

The power of this potion will not work if there is a weapon still in the body of the wearer, or is in the process of being digested. This sounds rather morbid, yet it is the way this powerful magic works. This power has an intelligence of its own, and will not bring its wearer back to life if all that will happen is immediate death. Another restriction to bringing back the deceased with this potion, is that the corpse cannot be over 72 hours dead. A decomposed body cannot be raised. There is no exception to this rule.

Hand movement: None.

Healing: The dead is brought to life.

History: Unknown.

Immunities: Half-living creatures (Undeads) are not effected by this powerful magic. Animated creatures are also immune as well.

Invoke time: Not applicable.

Liquid color: Silver.

Liquid texture: Mercury.

Liquid taste: Snow.

Liquid smell: Fresh, wholesome, pure. It cannot be explained any other way.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Drink the True Life Potion before death, or pour it on the body of the slain.

Range: Imbiber of the True Life Potion, or the one it is poured onto.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000,000 White-gold.