

# Potions, Explanation of: Zombie

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 24 hours.

Explanation: This potion will change the living into a "living zombie". See: "Zombie" in the U section of the Creatures Book for details on living zombie. The Zombie can only be a "living zombie" for three days time. This potion will allow a living mortal, who drinks is willingly, to be a "living zombie" forever.

Hand movement: None.

Healing: None.

History: Unknown.

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

Invoke time: None.

Liquid color: Black.

Liquid texture: Like water.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 50,000 white-gold.