

Shimmering waterfall.

Read to the players:

You see a waterfall of shimmering water before you. The water seems to have a light of its own. There is a large rock ledge that extends out at the base of the waterfall.

Explanation:

One who passes through, or stands beneath the Shimmering waterfall must make an avoidance-roll vs. "Mental-attack". If the avoidance-roll is successful, he or she will permanently gain a +1 movement while swimming. If the avoidance-roll fails, nothing will happen.

Note:

Until this result is rolled again, in a separate Secret in the Wilderness, the same person or creature cannot benefit from standing, or passing through, this waterfall again.