

# Potions, Explanation of: Life

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

Avoidance-roll: None.

Doses: 1 dose.

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.

When a character 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.

If the character's fellow company members attempt to fight Death, Death will first attempt to slay the one it came for and then, if successful, turn on the rest of the company (but only those in the company who have actually struck Death). If one has not successfully struck Death, Death will not bother him, or her.

If Death has not come for a certain character, and that character is slain, Death will leave his or her body on the living plane. Death's only purpose is to bring the once dead back to death.

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: None.

Liquid color: Silver.

Liquid texture: Mercury.

Liquid taste: Snow.

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

Maximum adjustment: None.

Notes: None.

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

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

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100,000 White-gold.