

# Potions, Explanation of: Zeal

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: Instant.

Effect time: Instant.

**Explanation:** This potion will cause all Ability-points, Luck and Spell-points to regenerate to full instantly. It will also give an extra amount of Ability-points, Luck and Spell-points equal to your maximum. These points will be permanent until used. **Example:** If you have 45 ability-points, 60 Luck and 50 spell-points, this potion will bring them to full and give an extra 45 ability-points, 60 Luck and 50 spell-points over and above what you already have as extras to use. These extra points will never fade (they are permanent) until you use them.

Hand movement: None.

Healing: None.

History: None.

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

Invoke time: Not applicable.

Liquid color: Green.

Liquid texture: Like water.

Liquid taste: Like grass, with a bitter after taste.

Liquid smell: Bitter.

Maximum adjustment: None.

Notes: If more than one dose of this potion is used, the extra ability, luck and spell-points will stack, and will be permanent until you use them up.

Preparation: Drink one dose of this potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 8,000 white-gold per dose.