

Potions, Explanation of: Elixir

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

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 1 turn (5 seconds). Visible magic will course over the recipient of the Elixir.

Explanation: When this potion is drank it will relieve all forms of damage, diseases, broken bones, blindness, deafness, possession, severed limbs, infestations, etc., etc. It will relieve all infirmities.

Hand movement: None.

Healing: See: "Explanation of Potion".

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected.

Invoke time: None.

Liquid color: Crystal clear.

Liquid texture: Ten times thinner than water.

Liquid taste: Indescribable.

Liquid smell: Indescribable.

Maximum adjustment: None.

Notes: None.

Preparation: Drink Elixir Potion, or pour it onto self or other.

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

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 25,000 White-gold