

Potions, Explanation of: Water of Life

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 10 turns (50 seconds)

Explanation: The water from this potion will change the drinker to the prime in life and keep him or her their permanently. After drinking this potion, and after the "Effect time" has expired, a ninety year old human who drinks this potion will find himself, once again, in his prime (about 20 years old).

The drinker of this water will never age again . . . forever. This does not mean the one who drinks this water cannot become sick, or be wounded. It merely keeps one in the prime of life forever.

Hand movement: None.

Healing: None.

History: Some say the Fountain of Youth exists . . . others think it a myth . . . a fable. This water is taken from the Fountain of Youth; a well hidden from mankind deep in the jungles of some forgotten region.

Immunities: Animated, Dead, Gaseous, and Mind creatures cannot use and benefit from the Water of Life.

Invoke time: None.

Liquid color: Clear. When touched, what appears to be tiny silver runes will form about the finger, seemingly swimming through the liquid.

Liquid texture: Like water.

Liquid taste: None. Makes your mouth tingle. If you touch this liquid with your finger, the same feeling will be felt.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 5,000,000 white-gold.