

# Potions, Explanation of: Judgement

Area of Effect: Imbiber only.

Avoidance-roll: Yes: vs. "Faith" (no luck may be used).

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: 1 hour (720 turns).

**Explanation:** After drinking this potion, the imbiber must wait to be judged of the Jahthas. If judged worthy, a Divine Favor, any single one, may be granted the imbiber permanently.

To be judged worthy, and be granted one Divine Favor, the imbiber must make a successful avoidance-roll vs. "Faith" and the Divine Favor will be granted him or her (the G.M. will pick the divine favor; it must be one that coincides with his or her character).

If judged unworthy to receive a Divine Favor, the imbiber will be stripped of one Divine Favor (randomly choose it). If he or she has no Divine Favors, nothing will happen, and the potion will be wasted.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only character types / classes can use this potion.

Invoke time: Not applicable.

Liquid color: Clear.

Liquid texture: Like water.

Liquid taste: Like water.

Liquid smell: None.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Drink the potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 45,000 white-gold