

# Potions, Explanation of: Knowledge

Area of Effect: Imbiber only.

Avoidance-roll: Yes: Vs. "Intelligence". Help note: x2 your character's Intelligence will be the % chance to succeed. See: "Percentage rolls, Understanding" in the P section of the Basic Rules Book.

Doses: 1 dose.

Damage: None.

Duration: Instant.

Effect time: This is strictly up to the G.M.

Explanation: When this potion is imbibed, the imbiber will be edified by knowledge. The imbiber will gain the knowledge of one thing, whatever it may be. If the imbiber does not kneel and say, "Jahtha", this potion will have the same effect as drinking a mug of water. But the thing that a character wishes to know must be in plain view (if it is an event, it does not have to be in plain view).

Hand movement: None.

Healing: None.

History: Unknown. It has been suggested by wise men in the world that if this potion comes into a person's hands, the gods are trying to tell him or her something.

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

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: Kneel and then drink the Knowledge Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 10,000 White-gold.