

Potions, Explanation of: Tracer

Area of Effect: One weapon.

Avoidance-roll: None.

Doses: 1-D10

Damage: Roll on the following chart to know the power of the Tracer damage effect:

%Roll: Tracer damage:

01-65: 1-D4 x3

66-74: 1-D6 x3

75-82: 1-D8 x3

83-89: 1-D10 x3

90-95: 1-D12 x3

96-00: 1-D20 x3

Duration: 72 hours.

Effect time: 1 turn (5 seconds).

Explanation: When a dose of this potion is poured onto a weapon, that weapon will become temporarily enchanted with three exact duplicate ghost-like weapons that will follow after it as it is moved, swung, thrown, etc. If the weapon strikes, so will the other three tracer duplicates, causing additional damage according to the strength of the Tracer Potion you have. **Example:** I strike a door for 27 points of damage. My tracer damage total is 14 (7 + 4 + 3). My total damage is 27 + 14 = 41 points.

Hand movement: None.

Healing: None.

History: The Veleighen Enchantress, Vashuris was the one who discovered how to harness the power of certain organic elements to create this fantastic potion. She has never released the secret of its making to any other. Know that if you hold this potion in your hand, so has Vashuris (which should not be a comforting thought).

Immunities: This potion will do nothing when poured upon living, or half-living, physical matter.

Invoke time: Not applicable.

Liquid color: Ghost-like white.

Liquid texture: Heavy fog.

Liquid taste: None.

Liquid smell: None.

Maximum adjustment: 1-20 x3.

Notes: None.

Preparation: Pour one dose of this potion onto any non-living item to create the Tracer effect.

Range: Non-living item (i.e., weapon, rock, door, stick, etc.).

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: 2,700 White-gold per does.