

Potions, Explanation of: Tracking

Area of Effect: Imbiber.

Avoidance-roll: None.

Doses: 1-D6

Damage: Not applicable.

Duration: 24 hours.

Effect time: 1 turn (5 seconds).

Explanation: This potion works exactly as the Forest-Knight Adventurer Ability, "Tracking". See all details for this potion's ruling in that ability.

Hand movement: Drink a dose of the potion.

Healing: Not applicable.

History: Unknown.

Immunities: Not applicable, but See: "Special".

Invoke time: Not applicable.

Liquid color: Pine-green.

Liquid texture: Like water.

Liquid taste: Bitter.

Liquid smell: Crushed fresh pine needles.

Maximum adjustment: See: "Explanation".

Notes: None.

Preparation: Drink 1 dose of this potion.

Range: See: "Explanation".

Resting time: None.

Special: A Forest-Knight who possesses the ability, "Tracking" will have 2 chanced to track successfully (instead of the normal one chance).

Susceptibilities: Not applicable.

Value: 1,300 White-gold per does.