

# Arrow, Of The Mark

Area of Effect: Target

Avoidance-roll: None.

Charges: Permanently enchanted arrow. 5-30 (roll 5 D-6) will be found.

Command word(s): None.

Damage: Normal arrow damage.

Duration: Not applicable.

Effect time: Not applicable.

Explanation: This is a normal enough looking arrow, yet the wielder will gain a +60 to strike a target, whether it is moving or stationary.

This arrow will never strike an ally accidentally, nor will an attack roll of 01-04 be anything other than a mere miss.

Hand movement: None.

Healing: None.

History: The Gleighdor race devised this most useful enchanted weapon for greater skill in hunting during flight.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the bow it is shot from.

Resting time: None.

Special: None.

Susceptibilities:

Value: Arrow value + 750 W.G. per Rank + 3,000 W.G. ea.