

# 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.