

# Potions, Explanation of: Rank

Area of Effect: One weapon.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 3 turns (a shimmering yellow light will begin to course back and forth over the weapon).

Explanation: This potion is quite valuable as it will endow a non-magical weapon with magical properties (it will make the weapon magical). Roll on Chart #1 for the Rank increase this potion will magically endow a weapon with.

Roll on Chart #1 once for the rank of the Magic Weapon found:

Chart #1		Chart #2		Chart #3	
<u>%Roll</u>	<u>Rank:</u>	<u>%Roll</u>	<u>Rank:</u>	<u>%Roll</u>	<u>Rank:</u>
01-45	+1	01-35	+11	01-37	+21
46-55	+2	36-46	+12	38-48	+22
56-64	+3	47-56	+13	38-48	+22
65-72	+4	57-65	+14	49-58	+23
73-79	+5	66-73	+15	59-67	+24
80-85	+6	74-80	+16	68-75	+25
86-90	+7	81-86	+17	76-82	+26
91-94	+8	87-91	+18	83-88	+27
95-97	+9	92-95	+19	89-93	+28
98-99	+10	96-98	+20	94-97	+29
00	Roll on chart #2	99-00	Roll on chart #3	98-00	+30

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: The rank of enchanted and/or magical weapon can only be increased by a higher Rank Potion (it is NOT added to the existing rank of the weapon -- it merely replaces the lower rank with the higher).

Invoke time: None.

Liquid color: Clear-gray (sparkly).

Liquid texture: Water-like.

Liquid taste: None. If this potion is imbibed, nothing will happen and it will be wasted.

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Pour Rank Potion onto any non-magical weapon.

Range: One weapon.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 750 White-gold per rank.