

Potions, Explanation of: Hone

Area of Effect: One weapon.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: When this potion is poured over a weapon, that weapon will gain a permanent bonus damage adjustment as follows (roll once on the following chart):

% Roll: Damage adjustment:

01-46: +1

47-56: +2

57-65: +3

66-73: +4

74-80: +5

81-86: +6

87-91: +7

92-95: +8

96-98: +9

99-00: +10

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Liquid color: Silver.

Liquid texture: Thinner than water.

Liquid taste: Ash.

Liquid smell: Burnt wood.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Pour this potion upon a weapon.

Range: One weapon only.

Resting time: None.

Special: This potion can only be used on a weapon one time only (ever).

Susceptibilities: None.

Value: 10,000 white-gold per + damage increase.