Enchanted Items, Explanation of: Salve, Healing

Area of Effect: One infirmity. Multiple infirmities must be treated separately.

Avoidance-roll: None. If victim of injuries does not wish to be healed, Healing Salve will not work.

Charges: 1-100 (roll 1-D100).

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: This salve is found in a hand-sized container. It will magically heal wounds (as Healer spell-types listed to the right of the salve type). Roll on the following chart to determine the rarity of Healing Salve discovered:

%Roll	Healing Salve rarity:
01-50	Common
51-70	Uncommon
71-97	Rare
98-00	Legendary

Roll on the following charts to see what type of Healing Salve has been discovered:

%Roll	Common Healing Salve type:	Value:
01-25	Numb pain	30 White-gold per use
26-50	Purification	100 White-gold per use
51-75	Relieve Infection	25 White-gold per use
76-00	Relieve Swelling	50 White-gold per use

%Roll	Uncommon Healing Salve type:	
01-45	Healing	200 White-gold per use
46-70	Minor Restoration	250 White-gold per use
71-00	Speed Healing	150 White-gold per use

%Roll	Rare Healing Salve type:	
01-33	Heal Acid Burn	1,200 White-gold per use
34-67	Heal Fire Burn	1,200 White-gold per use
68-00	Heal Ice Burn	1,200 White-gold per use

%Roll	Legendary Healing Salve type:	
01-40	Elixir	15,000 White-gold per use
41-00	Regenerative Healing	10,000 White-gold per use

Hand movement: Only that the salve is applied to a wounded area.

Healing: As Healing Salve type.

History: This valuable item showed up during the Age of War. Its origin of this salve is of Healer make, that much is obvious, yet the initial creator is unknown.

Immunities: Only Animal, Enchanted, and Monster types can be effected by Healing Salve.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: As "Hand movement".

Range: As "Hand movement".
Resting time: None.
Special: None.
Susceptibilities: None.
Value: See: "Explanation of Enchanted Item" for salve value