

Arrow, Flare

Area of Effect: One full target

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) arrows will be found. One use per arrow. when this arrow is shot from a bow it will burst into a brilliant flame when it is either 300' in the air, or when it comes into contact with any object. The arrow is no good after it has been shot.

Command word(s): None.

Damage: If this arrow strikes a target it will cause 1-100 points of burn damage (roll 1 D-100) in 2-5 areas of the body (roll 1 D-4 +1). All areas burned will be connected to the strike area.

Duration: 720 turns (one hour).

Effect time: Instant.

Explanation: The Flare Arrow has whitish-yellow runes etched into its surface. If shot into the air, once it reaches 300' it will flare brilliantly, shedding light down upon an area of 100 spaces (out from the flare-point) all the way around (a total of 205 space globular light effect).

If this arrow is shot and strikes a target less than 300' away, it will cause normal arrow damage and will flare (as stated above) within the targeted, causing burn damage.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: Fire-dwelling creatures take only ½ damage, and Fire-using creatures take no damage from the flame-burst of this enchanted weapon (although they are susceptible to the physical damage of the arrow itself).

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: Cold-dwelling creatures take x2 damage, and cold-using creatures take x3 damage from the flare-burst of this enchanted weapon.

Value: Arrow value + 750 W.G. per Rank + 500 W.G. ea.