

# Arrow, Acid

Area of Effect: As arrow. Also, See: “Damage”.

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) will be found. One use per arrow.

Command word(s): None.

Damage: 3-D10 acid damage.

After the initial strike damage, upon the next turn and the next three turns following, additional acid damage will be taken (3-D10, 2-D10, and finally 1-D10).

Duration: Instant.

Effect time: Instant.

Explanation: The Acid Arrow has milky-white runes etched into its surface. Once shot, the next object that it comes into contact with will be covered by Acid. Even if one point of damage is taken by this arrow, it will charge, burning the target it touches with searing acid.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: Acid-dwelling creatures take only ½ damage, and Acid-using creatures take no damage from the acid damage 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: Amphibians and snail/slug creatures = x3 damage.

Value: Arrow value + 75 W.G. per Rank + 1,000 W.G. ea.