

Enchanted Items, Explanation of: Capsule, Plethora

Area of Effect: Character who eats Plethora Pill.

Avoidance-roll: None.

Charges: 1 use per capsule. 1-6 found (roll 1 D-6).

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: The following chart will determine the effects of a Plethora Capsule when swallowed:

%Roll Effect of the plethora Capsule swallowed:

01-20 Awareness: Character's awareness is heightened to maximum chance for up to 90 days.
Roll on the following chart for the length of time character will retain this ability:

<u>%Roll</u>	<u>Period of time:</u>
01-78	30 days.
79-84	60 days.
85-90	90 days.
91-94	120 days.
95-97	150 days.
98-99	180 days.
00	Permanent.

Note: If already at maximum chance, two rolls to succeed will be given instead of the normal one.

21-30 Characteristic: Random characteristic increases permanently. Roll on chart #1 to see which characteristic will raise, then chart #2 to see how many points:

Chart #1

<u>%Roll</u>	<u>Characteristic:</u>	<u>Value per point</u>
01-11	Awareness	9,000 White-gold.
12-22	Charisma	4,000 White-gold
23-33	Constitution	5,000 White-gold
34-44	Coordination	5,000 White-gold.
45-56	Dexterity	5,000 White-gold.
57-67	Intelligence	9,000 White-gold.
68-78	Mental Strength	12,000 White-gold.
79-89	Strength	3,000 White-gold
90-00	Wisdom	9,000 White-gold.

Chart #2

<u>%Roll</u>	<u>Characteristic:</u>
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

31-40 Damage-Points: Increase 1-100 points in each area of the body permanently, yet no less than 33.

41-60 Healing: Ability to heal self or another, is gained. This ability can be used 3 times per day. This ability will heal physical wounds (i.e., flesh damage and broken bones). Roll on the following chart for the length of time character will retain this ability (Also: Along with this ability, character can also heal self or other as does an Elixir potion, yet only two times):

<u>%Roll</u>	<u>Period of time:</u>
01-78	30 days.
79-84	60 days.
85-90	90 days.
91-94	120 days.
95-97	150 days.

98-99 180 days.
00 Permanent.

61-70 **Knowledge:** The next time character needs to know something, the power of this item will give him or her the knowledge on the subject (this will happen in a dream).

71-75 **Life:** (do not let the player know about this). Player can wish life into another by stating it openly during playing time (he or she must be in contact with the dead while wishing it). Remember: The player cannot know this. If player's character is killed by unnatural causes, he or she will come back to life (See: "Dithinoth" in the Creatures Book).

76-80 **Magica:** Can understand the writings of all types of magic. If it is a spell-caster that has gained this ability, roll again. Roll on the following chart for the length of time character will retain this ability:

<u>%Roll</u>	<u>Period of time:</u>
01-78	30 days.
79-84	60 days.
85-90	90 days.
91-94	120 days.
95-97	150 days.
98-99	180 days.
00	Permanent.

81-85 **Prayer:** Next time the character prays, his or her petition will be heard and answered.

86-90 **Quickness:** Character is at double speed when danger presents itself, as the Enchanted Item, "Zoom Stone". Roll on the following chart for the length of time character will retain this ability (character will incur no side effects (as is the case with most quickness and speed enhancing items while under the influence of this magic):

<u>%Roll</u>	<u>Period of time:</u>
01-78	30 days.
79-84	60 days.
85-90	90 days.
91-94	120 days.
95-97	150 days.
98-99	180 days.
00	Permanent.

91-95 **Vision:** Roll on chart #1 to see which vision ability character will have, then chart #2 to see how long it will last:

Chart #1

<u>%Roll</u>	<u>Vision types:</u>
01-10	Astral-sight (can see into the world of spirits).
11-15	Infra-red-vision
16-35	Feel-sight
36-55	Far-sight
56-90	Night-vision
91-92	Ultra-vision
93-00	X-Ray-vision

Chart #2

<u>%Roll</u>	<u>Vision types:</u>
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01-78	Up to 30 days.
79-84	Up to 60 days.
85-90	Up to 90 days.
91-94	Up to 120 days.
95-97	Up to 150 days.
98-99	Up to 180 days.
00	Permanent.

96-00 **Wish:** Next time the character wishes something, it will happen, considering he or she defeats the wish's resistance. **See:** Wish in the **W** section of the Basic Rules Book for details and rulings.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Plethora Capsule must be swallowed.

Range: Character who swallows capsule

Resting time: None.

Special: None.

Susceptibilities: None.

Value: G.M.s Discretion.