

# Enchanted Items, Explanation of: Capsule, Siege

Area of Effect: Person who eats the Siege Capsule only.

Avoidance-roll: None.

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

Command word(s): None.

Damage: None.

Duration: See: "Explanation of Enchanted Item".

Effect time: 10 turns.

Explanation: When a Siege Capsule is swallowed, a person will not have to eat or drink for a certain period of time. Roll on the following chart to find out the length of time a Siege Capsule will last:

<u>%Roll</u>	<u>Length of time:</u>	<u>Value:</u>
01-65	7 days.	100 W.G.
66-73	1 fortnight.	200 W.G.
74-80	21 days.	300 W.G.
81-86	1 moon.	400 W.G.
87-91	2 moons.	800 W.G.
92-95	4 moons.	1,600 W.G.
96-98	8 moons.	3,600 W.G.
99-00	1 year.	5,200 W.G.

Note: Eating more than one Siege Capsule will increase the "Length of time" that food and water will not have to be taken.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures cannot use this item.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Siege Capsule must be swallowed.

Range: Person who eats the Siege Capsule only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation of Enchanted Item".