

# Enchanted Items, Explanation of: Amulet, Oxygen

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1-6 (roll 1 D-6).

Command word(s): None.

Damage: None.

Duration: 24 hours.

Effect time: 3 turns.

Explanation: When the Oxygen Amulet is used, the person touching it will not have to breath for the “Duration of magic”. He or she can simply not breath, or breath as desired. If two or more persons are in contact with the Amulet, the “Duration of magic” will be divided between them evenly.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not be effected by this Amulets power.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Wearer of Amulet must have the it touching directly to his or her skin until the charge has been expended. Then the Amulet can be put away, given to another to use, etc.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 25 W.G. per charge (the necklace is then considered as an O.V.I.).