

Enchanted Items, Explanation of: Amulet, Aquatic

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: When this Amulet is worn, it will enable its wearer to breath water (salt or fresh).

Hand movement: None.

Healing: None.

History: The Magicians of the Mer created this Amulet.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Amulet must be worn against skin.

Range: Wearer only

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,200 W.G.