

# Enchanted Items, Explanation of: Capsule, Awareness

**Area of Effect:** The one who swallows the Awareness Capsule.

**Avoidance-roll:** None.

**Charges:** 1-D20

**Command word(s):** None.

**Damage:** None.

**Duration:** 24 hours.

**Effect time:** 3 turns (15 seconds).

**Explanation:** When an Awareness Capsule is swallowed, your awareness will increase 1-D10 x10 points for the "Duration".

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Only Animal, Enchanted and Monster classed creatures can benefit from this item.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** Avoidance-roll vs. "Awareness", and Awareness Check, will never be more than 91% chance. If either of two are at maximum chance, you will have two rolls to succeed instead of the normal one roll (but only for the awareness roll that is at maximum chance).

**Preparation:** Awareness Capsule must be swallowed.

**Range:** The one who swallows the Awareness Capsule.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 1,500 white-gold. per Awareness Capsule.