

# Enchanted Items, Explanation of: Coin, Lucky

**Area of Effect:** The one who flips the coin.

**Avoidance-roll:** None.

**Charges:** One time use, whether you guess heads or tails correctly or not. Only one coin will be found.

**Command word(s):** None. Merely flip the coin.

**Damage:** Not applicable.

**Duration:** 10 turns (50 seconds).

**Effect time:** Instant.

**Explanation:** When this coin is flipped, you must choose heads or tails. If you guess what side the coin will land on, for the next 10 turns (50 seconds), you will be lucky.

**Lucky benefits:** Next strike against you will automatically miss (even if it is a sudden-death or annihilation-strike, you will win the next gamble, make the next jump, succeed at the next attempt to barter, etc. – It can be anything). See: "Notes".

**Hand movement:** Flip the coin (you must guess heads or tails before flipping the coin).

**Healing:** Not applicable.

**History:** Unknown.

**Immunities:** Enchantment-resistance and enchantment-immunities.

**Invoke time:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** This candle will not help someone automatically survive jumping off a 500' cliff, but will help by giving you with a successful Avoidance-roll vs. "Fall".

**Preparation:** Merely flip the coin and guess heads or tails correctly.

**Range:** The one who flips the coin.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 12,000 W.G.