

Enchanted Items, Explanation of: Hat, Vanishing

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1 time use.

Command word(s): Once placed upon the head, the Vanishing Hat is gone forever.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When the Vanishing Hat is placed upon the head, the wearer will vanish into thin air as if transported by magic. Roll on the following chart to get an idea of where the wearer will be whisked away to:

%Roll Specifics for Vanishing Hat:

01-25 Wearer is taken and placed upon another continent at the discretion of the G.M.

26-50 Wearer is taken to the furthest reaches within the heavens above and placed on an unknown planet. Consider this as the end of the wearer's adventure unless he or she can somehow manage to get back.

51-75 Wearer becomes intangible and invisible, being put into a catatonic slumber for 1,000 years. Wearer will not age, hunger or thirst during this time frame.

76-00 Wearer is banished into the Spirit Plane (the EverDark).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only resistance to magic can withstand this power (see: "Resistances" in the R section of the Basic Rules Book).

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Vanishing Hat.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Negotiable.