

# Enchanted Items, Explanation of: Amulet, Invisibility

Area of Effect: Wearer only

Avoidance-roll: None.

Charges: 1-4 (roll 1 D-4).

Command word(s): None.

Damage: None.

Duration: 3 hours.

Effect time: 3 turns. Wearer will slowly fade over the course of 3 turns after a charge is expended from the amulet.

Explanation: If a charge is expended from this amulet, its wearer will become almost completely invisible to the naked eye. When under the effects of this amulet's enchantment, the wearer will be harder to see. Only a successful avoidance-roll Vs. "Awareness, " will enable a person or creature detect the wearer (this avoidance-roll can be attempted once per turn, an once successful, does not have to be rolled for again). Even then the visual will be vague and distorted.

All attackers will have the following adjustments to strike the wearer of this amulet:

If avoidance-roll was successful	-30	If avoidance-roll was unsuccessful	-60
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Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Wearer must be wearing the amulet.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 8,000 W.G.