

# Enchanted Items, Explanation of: Hat Invisibility

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1-4 (roll 1-D4).

Command word(s): None.

Damage: None.

Duration: 3 hours.

Effect time: 3 turns. Wearer will slowly fade over the course of 3 turns.

Explanation: If a charge is expended from this hat, its wearer will become almost completely invisible to the naked eye. When under the effects of this hat'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 hat:

If avoidance-roll was successful -30

If avoidance-roll was unsuccessful -60

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Invisibility Hat.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 8,000 W.G. per charge.