

# Enchanted Items, Explanation of: Hat Lurion's

Area of Effect: Entire region the wearer is within.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: Permanent as long as a person wears this hat.

Effect time: 1 hour. It takes 1 hour for the effects to wear off as well.

Explanation: When wearing this hat, there will double the current encounter checks per day. If the wearer of this hat is in a region in which there is one encounter check per day, roll for two encounter checks, per day, instead. When this hat is worn, an immediate encounter check will be done by the G.M. after one hour of wearing it.

Encountered creatures will attack the wearer of this hat first.

Hand movement: None.

Healing: None.

History: Unknown. It is suspected that the ShaQual Dwarves invented this item to provoke fights.

Immunities: Only biological creatures can benefit from the wearing of this hat.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Lurion's Hat.

Range: Entire region the wearer is within.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per charge.