

Enchanted Items, Explanation of: Ring, Distortion

Area of Effect: See: "Explanation of Enchanted Item".

Avoidance-roll: None.

Charges: 1-10 (roll 1-D10).

Command word(s): Akara shu ku kree nor (Kithrin Dwarf for: Find me if you can).

Damage: None.

Duration: One full battle.

Effect time: Instant.

Explanation: When worn this most-valued ring will cause eleven illusional images of the wearer to appear all around, shifting and weaving through themselves and the real wearer of the ring. This will confuse an opponent as to which is its real foe, and which is not.

The images will attack when the wearer attacks, shifting and bending all around.

The character using this ring will be transported from one image to another each turn, never staying in the same place twice (do not check for a miss-transport).

When an enemy attacks the wearer of this ring, it must roll to strike as normal. The wearer of the ring will then be able to dodge, block, or parry, as normal. If any of the wearers defensive maneuvers fail, a twelve sided die is rolled out of the sight of the player. Once the die is rolled, the player must call out a number: If the player picks the number that the G.M. has rolled, he or she is hit.

The other illusions are not effected by any form of attack and will stay with the wearer for one full battle.

The distortions attack as the wearer does, so as to confuse the enemy. These distortions do no damage.

With every turn, the wearer will transport to another distortion, trading places with the one he or she is currently within. The power of the ring helps against an opponent figuring out where the wearer is currently located.

Note: Creatures with X-Ray, Infra-Red, and Ultra-Vision will be able to detect the wearer of this ring. The distortion effect will not fool this type of opponent.

Hand movement: None.

Healing: Stops the effects of disease (See: "Explanation of Enchanted Item").

History: It is known only that the Kithrin Dwarves invented this powerful ring.

Immunities: This ring will only effect Animal and Monster type creatures (race types are animal).

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Distortion Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per charge. (the ring is also valued as an O.V.I.).