

Enchanted Items, Explanation of: Ring, Lightning-Bolt

Area of Effect: As the Elemental Magician spell: "Lightning-Bolt".

Avoidance-roll: None.

Charges: 1-D10

Command word(s): Shrakka (Sardakk Elf for: Lightning).

Damage: 1-D12 +1 per 2 levels of the wearer of the ring.

Duration: Instant.

Effect time: Instant.

Explanation: Upon speaking the "Command word(s)", the wearer of this ring can cast a bolt of lightning at his or her enemy. The bolt comes from the ring itself. The wearer must roll to strike his or her opponent to successfully strike a target. There are bonuses as follows:

Target is not wearing metallic armor and/or carrying metallic items: +60 to the offensive roll.

Target is wearing metallic armor and/or carrying metallic items: +80 to the offensive roll.

All rulings, unless stated otherwise in this ruling, will be as the Elemental Magician spell: "Lightning-Bolt".

Hand movement: Yes: Point ring at intended target.

Healing: None.

History: Sardakk Elf sorcerers have harnessed the energies of lightning. How this has been accomplished is unknown, but it is one of the most remarkable feats accomplished in the history of Utaemia.

Immunities: Lightning using creatures are not effected by this ring's power.

Invoke time: Instant.

Maximum adjustment: None.

Notes: An attack roll of 01-09 will always indicate a miss (with the exception of targets wearing or holding any type of metallic items). If metallic items are on target, only an attack roll of 01-02 will indicate a miss.

Preparation: Must be wearing Lightning-Bolt Ring.

Range: 10 spaces (50') + 1 space (5') per 3 levels the wearer has advanced.

Resting time: None.

Special: None.

Susceptibilities: x2 damage will be inflicted on targets soaked in water.

Value: 200,000 white-gold.