

Enchanted Items, Explanation of: Ring, Shadow

Area of Effect: 10 space diameter (50').

Avoidance-roll: None.

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

Command word(s): Kanikit (Shallant for: Shadow).

Damage: None.

Duration: 3 hours.

Effect time: 1 turn.

Explanation: When worn this ring, upon the "Command word", will cause an engulfing shadow to cover the wearer.

The ability of this ring will give all within the shadows (if they are quiet and their scent is not discovered) a chance of not being detected. If a passing enemy would normally need a successful avoidance-roll Vs. "Awareness, Normal", he or she would need to make a successful avoidance-roll Vs. "Awareness, Difficult" to detect the wearer of the ring.

G.M.: Make rulings upon this ring as you see fit to enforce (depending on how the player plays the situation). The ring must be used before an encounter happens or it will not work. Undeads and some creatures can see through darkness; This ring will not work against such. The shadow that surrounds the wearer does not move with him or her.

Hand movement: None.

Healing: None.

History: This ring was crafted by Shallant spell-casters for the use of thieving (though this "fact" cannot be proven).

Immunities: The abilities of Night and Infra-red Vision can see through this shadowy guise.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Shadow Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 400 + 50 per charge (the ring is also valued as an O.V.I.).