

Enchanted Items, Explanation of: Ring, Life

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1 use.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: 3 turns.

Explanation: When worn this ring has the ultimate power to raise the dead back to life.

The wearer of this ring, if killed, will come back to life upon the beginning of the next turn, escaping death's clutches. This ring will not work if there is a weapon still in the body of the wearer, or is in the process of being digested. This sounds rather morbid, yet it is the way this powerful item works. This ring has an intelligence of its own, and will not bring its wearer back to life if all that will happen is immediate death.

When a character comes back to life there will be a 30% chance (71+ roll) that "Dithinoth" will come to attempt to reclaim that character. "See Creatures book"

Another restriction to bringing back the deceased with this device, is that the wearer cannot be dead for over 72 hours. A decomposed body cannot be raised.

Hand movement: None.

Healing: The dead is brought to life.

History: Unknown.

Immunities: Half-living creatures (Undeads) are not effected by this powerful magic. Animated creatures are also immune as well.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Life Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100,000 W.G. (the ring is also valued as an O.V.I.).