

# Enchanted Items, Explanation of: Ring, X-Ray

**Area of Effect:** 2 spaces (10'). Any object which the wearer of the ring looks upon. The distance that an object can be seen through is 10', no further. This means that an object can be seen through if it does not exceed 10' in thickness.

**Avoidance-roll:** None.

**Charges:** 1-6 (roll 1-D6).

**Command word(s):** None.

**Damage:** None.

**Duration:** As long as the wearer of the X-Ray Ring concentrates, the effects will continue. After 10 minutes the effects will give the wearer a headache (which will intensify. Finally an avoidance-roll Vs. "Awareness" must be successful, or loss of control will occur.

**Effect time:** 1turn (5 seconds).

**Explanation:** When this ring is activated, the wearer will be able to see through walls, chests, objects, stone, people, etc.

How far through objects the wearer wishes to see through, is up to him or her, yet not exceeding the "Range of effect".

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Must be wearing X-Ray Ring.

**Range:** Wearer only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 5,000 + 300 W.G. per charge (the ring is also valued as an O.V.I.).