

# Enchanted Items, Explanation of: Ring, Light

Area of Effect: 16 square radius from wearer.

Avoidance-roll: None.

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

Command word(s): Lukka (ShaQual Dwarf for: Light).

Damage: None.

Duration: 8 hours.

Effect time: 1 turn.

Explanation: When a charge from this ring is expended, a light will emanate from the stone atop the ring, lighting up an area of 16 spaces out all the way around the wearer of this ring. When this ring illuminates, it becomes warm to the touch.

Hand movement: None.

Healing: None.

History: ShaQual Dwarven magicians invented this item as they delved deeply into the earth. At times, as minors excavate rock and earth, pockets of gas would be released, either dowsing lanterns, or causing them to ignite.

Dwarven magicians prepared the Light Ring for those dwarves who were at the foremost of the dig, keeping them safer from these gasses.

Immunities: Areas which have a magical darkness will clash with this magical light, nullifying both.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Light Ring.

Range: None.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 300 + 25 W.G. per charge (the ring is also valued as an O.V.I.).