

# Enchanted Items, Explanation of: Ring, Healing

Area of Effect: Wearer only.

Avoidance-roll: None. If victim of injuries does not wish to be healed, Healing energies will not work.

Charges: 1-4 (roll 1-D4).

Command word(s): Arial Anarias (this is the name of the Jahtha of healing).

Damage: None.

Duration: 1 turn (healing is permanent).

Effect time: 1 turn.

Explanation: When worn and activated, this ring will heal its wearer of the following infirmities:

- (1) Blindness.
- (2) Blood-loss.
- (3) Broken bones.
- (4) Deafness.
- (5) Dumbness.
- (6) Flesh damage (acid, cold, electricity, fire, weapon, spell).
- (7) Shock.
- (8) Sprains (twists and hard falls).
- (9) Stun.
- (10) Poison.

To activate its healing ability, the wearer must invoke the Jahtha of Healing, Arial Anarias, speaking her name aloud, or in thought.

Hand movement: None.

Healing: See: "Explanation of Enchanted Item".

History: It is only known that the Jahtha, Arial Anarias, has given this power to the earth, for the benefit of her servants.

Immunities: Only Animal, Enchanted, and Monster types can be effected by the power of this ring.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Healing Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 800 W.G. per charge (the ring is also valued as an O.V.I.).