

Enchanted Items, Explanation of: Ring, Zoom

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: One full battle or life threatening situation.

Effect time: 1 turn (5 seconds).

Explanation: When placed upon the finger, the Zoom Ring will cause its wearer to be a x2 speed if a situation occurs that is life threatening or, in any way, deadly to the wearer.

When the power of this ring comes to life, the wearer will become twice as fast, in every aspect, thus gaining two turns in one.

Needed preparation: For the ring to take effect, a hostile, or threatening, situation must present itself. The ring will automatically Zoom if trouble presents itself.

Damage: There is a risk in using this powerful item: Every time it is used it causes a rapid beating of the heart that has a 05% chance (a 96+ roll) of slaying the user. The only way the wearer can stop the ring from activating is to not wear it.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures cannot use this ring.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Zoom Ring.

Range: Wearer only.

Resting time: 1 turn for every 3 turns that zoom is in effect.

Special: None.

Susceptibilities: None.

Value: 3,000 W.G.