

Enchanted Items, Explanation of: Ring, Transport

Area of Effect: 3 spaces (15') diameter.

Avoidance-roll: None.

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

Command word(s): Grish shu sundra (Kithrin Dwarf for: Take me away).

Damage: None. See "Explanation of Enchanted Item".

Duration: 1 turn.

Effect time: 10 turns (50 seconds).

Explanation: When the "Command word" is spoken, or thought, this ring will transport its wearer to any location of his or her choice, considering the wearer has been there (the area the wearer can be transported to can actually be a 10 space distance to the spot he or she had been previously). If another is occupying a space within the "Area of effect", he or she will become caught up in the magic, transported with the wearer. This means that up to six persons or creatures can be taken with the wearer of the Transport Ring. More can be taken if bunched and huddled together. Enemies can also be carried away. There will be a 01% chance (a roll of 01 on the dice) that a miss-transport will occur (roll on the following chart if this happens), All persons and/or creatures being transported must be checked for:

Chart #1

<u>%Roll</u>	<u>Result of miss-transport</u>	
01-10	Special	Roll on Chart #2
11-70	To high	Roll on Chart #3
71-00	To low or obstacle in path	Roll on Chart #4

Chart #2

<u>%Roll</u>	<u>Special:</u>
01-90	Taken to random area of the world (discretion of G.M.) instead of desired location).
91-99	This transport has succeeded as if nothing has gone wrong, but the magic of this transport has flawed somehow, causing the one transported to transport at random times in the future. There will be no further checks for miss-transport for this person in the future (unless transport is preformed by means of magic or some item of magic). Transport will occur randomly (up to every 360 days). Any persons within the "Area of effect" will be caught up in the magic and transported as well (check miss-transport for those taken).
00	Transporter is cursed, causing any one thing to be transported to a random area of the world (both hands must be touching simultaneous). This only applies to objects, living or non-living, that can be effected. The "Area of effect" = 3 space (15') diameter.

Chart #3

Too high:

Destination desired is correct; but too high. Roll on the following chart to see how high transport missed its mark:

<u>%Roll</u>	<u>Result:</u>
01-10	1-10' to high
11-20	1-20' to high
21-30	1-30' to high
31-40	2-40' to high
41-50	Up to 50'
51-60	Up to 60'
61-70	Up to 70'
71-80	Up to 80'
81-90	Up to 90'

Any avoidance-rolls, like "Coordination" or "Fall", that must be rolled to see if any injuries of slips occur will be strictly up to the G.M.

Chart #4

<u>%Roll</u>	<u>Too low or obstacle in path:</u>
01-08	Head is transported into something.
09-13	Neck is transported into something.
14-23	Chest is transported into something.
24-30	Abdomen is transported into something.
31-34	Left-Hand is transported into something.
35-40	Left-Arm is transported into something.
41-44	Right-Hand is transported into something.
45-50	Right-Arm is transported into something.
51-61	Hip is transported into something.
62-69	Left-Leg is transported into something.
70-74	Left-Foot is transported into something.
75-82	Right-Leg is transported into something.
83-87	Right-Foot is transported into something.
88-00	Back is transported into something.

Damages will be strictly left up to the discretion of the G.M.

Hand movement: Wearer must rub the ring with the thumb of the same hand ring is upon.

Healing: None.

History: Kithrin Dwarves fabricated this most precious of treasure items. Nothing more is known.

Immunities: Magic-resistant items must be checked for unless they are in a magical Storing item. Magic-resistant items upon the caster do not need to be checked for (as the magic is coming from the wearer of the magic-resistant item(s)).

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Transport Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 100,000 + 88,500 W.G. per charge (the ring is also valued as an O.V.I.).