

# Enchanted Items, Explanation of: Ring, Energy

Area of Effect: Wearer only.

Avoidance-roll: None.

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

Command word(s): Assahra (Sardakk Elf for: Energy).

Damage: None.

Duration: 3 Hours

Effect time: 1 turn.

Explanation: When a charge is expended from this ring, an almost euphoric energy will fill the wearer. This is a magical potency that will consume all weariness and fatigue. If this ring is activated, an energy will fill its wearer that will last for 3 hours. If, while the ring is activated, the wearer falls victim to a drain attack, the ring's energy will fail. The wearer will be protected, yet the expended charge will be spent (and must be reactivated again before protection will again be given).

This ring will also negate all the exhaustion effects of characteristic draining creatures, items, and spells.

Every time the ring protects its wearer against a drain attack, one charge will be permanently expended from the ring. The ring must be activated before such protection can be used.

Hand movement: None.

Healing: None.

History: Sardakk Elves crafted this item for their witches who stand guard upon the Tower of The Guard in the Wastelands. These rings are highly needed by spell-casters in danger of continual confrontations.

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

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Energy Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 + 100 W.G. per charge (the ring is also valued as an O.V.I.).