

Enchanted Items, Explanation of: Ring, Sleep

Area of Effect: 10 space (50') diameter.

Avoidance-roll: Yes, for others: Vs. "Magical".

Charges: 1-6 (roll 1-D6).

Command word(s): Nei'el (Aldarian Elf for: Sleep).

Damage: None.

Duration: Up to 5,760 turns (8 hours).

Effect time: 1 turn

Explanation: Upon speaking the "Command word" aloud, this ring will emanate a strong field of soothing energy that will cause all creatures within "Range of item" to fall into a catatonic sleep. Even allies and friends will be effected by this ring's powerful sedative-like wizardry.

Hand movement: None.

Healing: None.

History: This ring was devised by the Aldarian Elves. Nothing more is known.

Immunities: Sleepless creatures are not effected by this magic.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Sleep Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,200 + 200 W.G. per charge. (the ring is also valued as an O.V.I.).