

Enchanted Items, Explanation of: Ring, Slumber

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: If this ring is placed upon a finger, sleep will take the wearer. The wearer will not age while wearing this ring of staggering power, yet he or she will not be able to remove the ring. Another must remove the ring for the sleeper to revive him or her from this death-like slumber.

While wearing this ring, the wearer will dream vivid dreams, thinking that he or she has been taken away by wearing it. While under the effects of this ring's power, the dreams experienced will be real, yet only in the dream world. If the ring is taken off, consciousness will occur in 1-D10 turns. If placed back on the finger, the dreams will continue where the sleeper left off.

To others looking upon the sleeper, it will appear as if he or she is dead.

Hand movement: None.

Healing: None.

History: Some think that this ring was mass created and scattered over all the world as a joke by one of the evil Jahtha. In our inquiries, there has been journals discovered which tell of dreamer's who have found a way to bridge the gap between the world of dreams and the waking world. These journals tell of others being brought through into the waking world with the dreamer . . . though these journals could be merely the fantasies of over zealous minds.

Immunities: Sleepless creatures are not effected by this magic.

Invoke time: None.

Maximum adjustment: None.

Notes: While under the influence of this ring's power, the sleeper will not be effected by the effects of disease and sickness, nor from the deprivation of food and water.

Preparation: Must put on Slumber Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 65,000. (the ring is also valued as an O.V.I.).