

Ring, Submersion:

The wearer of the Submersion Ring can breath water, just as a fish.

The following are the abilities you will have while wearing the Submersion Ring:

Cold of the deep:	As were the designers intentions, this ring will shield its wearer from deep, NATURALLY bitter-cold water. Natural cold effects are greatly reduced while wearing this ring. By wearing this ring, you are not immune to bitter-cold waters, you are just not effected by such an affect. History:	The enchantments woven into this ring were designed by the Mer and Siren races in hopes of bringing trusted comrades and allies into the Oceana.
Cold-Reduction:	1-D6 Example:	When a blast of damaging cold hits the wearer of the Submersion Ring, roll a D6 die. The result of the roll will negate that much cold damage.
Pressure of the deep:	Its wearer will be unaffected by the NATURAL pressures of deep waters (i.e., oceans, seas, lakes, etc.).	
Water breathing:	Filling your lungs with water is as healthy as filling them with air. Note: The turn after this ring is removed from your finger, and each turn thereafter, you will lose ½ your current life-points (rounded down). Because your lungs are filled with water, you will instantly begin drowning on the turn after taking the ring off while submerged. This ring does not supply oxygen to its wearer, but rather, by its enchantments, it possible to breath water without drowning (think of it as liquid oxygen).	