

Ring, Illusion:

While this ring's enchantment is in effect, there will be a 1 in 6 chance your foe will mistake one of its own allies for you (roll 1-D6: a 1 will indicate the illusion will attempt to divert your foe away from you to its own ally).

To see through the illusion, your foe must roll a 15+ on a D20. Check for this chance each time your foe strikes at you. This ring can be used once per battle, and has a duration of 1-D4 turns.