

Ring, Regeneration:

Wearer's Life-points will heal each turn. Roll on the following chart to find out the power of this Regeneration Ring:

%Roll: Life-points regenerated per turn while wearing this ring:

01-85: 1-D4	Reagent cost per battle: 2 Blood Stones.
86-90: 1-D6	Reagent cost per battle: 3 Blood Stones.
91-94: 1-D8	Reagent cost per battle: 4 Blood Stones.
95-97: 1-D10	Reagent cost per battle: 5 Blood Stones.
98-99: 1-D12	Reagent cost per battle: 6 Blood Stones.
00: 1-D20	Reagent cost per battle: 7 Blood Stones.

Special: This ring will have a 75% chance of bringing its wearer back from the dead (at a Reagent cost of 10 Bloodstones 60 gold value each time a life is restored).