

Enchanted Items, Explanation of: Ring, Quickness

Area of Effect: Wearer only.

Avoidance-roll: After the effects of this ring have worn off the wearer must make a successful avoidance-roll vs. "Stun", or be stunned for 1-D6 turns.

Charges: 1-D4

Command word(s): Rakkeen (Shallant for: Quick).

Damage: Wearer will age 6 months x the quickness of the ring after the effects have worn off.

Duration: 30 turns.

Effect time: 1 turn (5 seconds)

Explanation: Upon the "Command word(s)" spoken, the power of this ring will cause its wearer to speed up (become faster). Roll on the following chart to find out the power of the Quickness Ring discovered:

<u>%Roll: Quickness level:</u>	<u>Effects:</u>	<u>Chance of heart attack after the "Duration" has expired:</u>
01-60: Quickness 1	x2 speed (2 turns in one).	5%
61-80: Quickness 2	x3 speed (3 turns in one).	10%
81-90: Quickness 3	x4 speed (4 turns in one).	15%
91-97: Quickness 4	x5 speed (5 turns in one).	20%
98-00: Quickness 5	x6 speed (6 turns in one).	25%

Note: After the duration of the quickness expires, the wearer may have a fatal heart attack (see: "Chance of heart attack after the "Duration" has expired:" (above).

The time it takes for a heart attack = 1 full turn (5 seconds). If a player wishes to counter this deadly side effect, he or she must roll initiative against the G.M., who gets a +81 added to his or her initiative dice-roll. If the player wins the initiative roll, he or she may do something which will heal him or herself.

Hand movement: None.

Healing: None.

History: It is suspected this ring, and the power which is recklessly harnessed within it, was devised by powerful Shallant Enchanters. Upon inquire, they bluntly denied anything to do with this dangerous item.

Immunities: None. If this ring is used by non-living creatures (i.e., Dithinoth, animated, organic, etc.) the deadly side effects of this ring will destroy these types of creatures as well.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Quickness Ring.

Range: Wearer only.

Resting time: Wearer must rest for 1 turn (5 seconds) x the quickness of the ring after the effects have worn off.

Special: None.

Susceptibilities: None.

Value: Per charge: Quickness 1 (150 white-gold), Quickness 2 (300 white-gold), Quickness 3 (600 white-gold), Quickness 4 (1,200 white-gold), Quickness 5 (2,400 white-gold). The ring is also valued as an O.V.I.