

## Stone Ring

(by Dave Davies, from "The Treasure Chest" in White Dwarf #22)

When tested this item is often dismissed as an interesting, but useless magical ring. When placed upon the finger the wearer is turned to stone (panic in the party!). This can however be easily cured simply by removing the ring. At this stage, the party often mistakes it for a trap for lone adventurers, possibly useful in the unlikely event that someone can be bribed to put it on.

However, it has the following added properties: If placed upon the finger of a statue the stone will become flesh and blood. (The DM controls the reaction of the now living statue, and the obvious reaction from paladins, demons etc.) The ring thus has enormous potential against medusa victims, etc. One added property is that if two stone rings are worn on the same finger the wearer becomes immune to petrifying attacks. A creature might be found that is an animated monster wearing a stone ring, a friendly statue could be bribed to speak of happenings in his area while he was stone (the statue never lies!)

XP Value: 4,000

GP Value: 20,000

