

Ring of Faerie

(from "Unearthed Arcana")

This specially dweomered ring is given by the grey elves to their closest associates and allies only. Each ring is aligned either toward evil (5%), good (75%), or neutrality (20%). It enables the wearer to perform certain functions As if he or she were an elf.

Concealment in woodlands is such that the wearer can be detected only by those creatures able to *detect invisible* objects. If alone and not in metal armor, the wearer can move silently with a 66% chance of success, enabling him or her to achieve surprise on a roll of 1-4 on 1d6. An attempt to move silently will succeed on a roll of 01-67; if the number rolled is 68 or higher, then noise generated by the wearer's movement will be discernible up to a number of feet away from the individual equal to the die roll divided by 10 (rounded up).

Infravision to a range of 60 feet is bestowed by the ring.

Concealed doors are noted 16% of the time (roll of 1 on 1d6) when going past them, 50% of the time when actively searched for.

Secret doors are found 33% of the time (1-2 on 1d6) when actively searched for.

Rings of an alignment not corresponding to that of the wearer will not function.

XP Value: 1,000

GP Value: 7,500