

Ring of Consumption (cursed)

(from "The Adventurer's Ordinance")

This cursed ring appears to be beneficial. Anyone who wears the ring will be granted 10 bonus hit points. However, for each day the ring is worn, there is a 20% chance that the ring will 'consume' one HP from the character's total HP. As it does, it grants the character an additional bonus HP, keeping their total HP constant. This continues until a total of 10 HP have been consumed, at which point the ring will try to escape. The lost HP are permanently gone, and can only be regained with a *restoration* or *wish*. The ring can be freely removed, though any HP lost up to that point are not restored. Example: A fighter with 50 HP wears the ring, increasing his total HP to 60 (50 real, 10 bonus). After 20 days, 6 HP have been consumed. His total is still 60 (44 real, 16 bonus). When he removes the ring (or it escapes after consuming 10 HP) the bonus HP are lost, leaving only the real HP.

XP Value: -

GP Value: 500