

Battle Ring of Farlor
(unknown)

This powerful magic item comes in two specific types. The more common type (80%) is in the form of a mithril and steel band etched with Dwarven Runes along the inside rim (True-heart, Guardian Pure). The Ring is nearly indestructible and seems heavier than its size would indicate.

It grants the wearer the following powers:

It renders whatever clothing the character is wearing equivalent to Plate Mail Armor +3 (Armor Class: 0) in its protective value, but does not encumber the character any more than a suit of clothing would. The wearer can continue to cast spells while this spell is in effect.

It surrounds the wearer with a mystic shield that protects him from missiles or blows. The wearer is allowed a Saving Throw vs. Death Magic against any attack for which a successful to hit roll is scored. If the Saving Throw is successful, the wearer takes no damage from missile weapons and half damage from melee attacks. Through the power of the spell, he has managed to nimbly sidestep the shot or deflect the blow of the attacker.

The second version of this Ring is the rarer of the two (20%) and by far the more powerful. It too is a mithril and steel band, but it is set with a square-cut Star Sapphire. Along the inside rim are etched Dwarven Runes (Shield of the Faithful). This Ring is also nearly indestructible and seems heavier than its size would indicate.

It grants the wearer the following powers (in addition to the two powers given above):

Grants a +1 bonus to all Saving Throws.

Grants Infravision to a 60' range.

Grants immunity to one First Level spell (chosen when first donned).

Can heal 1d4+2 hit points (at the cost of 2 Spell Levels) once per day.

Three times per day the wearer can evoke a power that creates 15 mystic Motes of silvery light around the caster. The Motes spin and orbit around the caster, but in no way affect her adversely (combat, spell casting, and so forth). Each Mote moves to intercept physical attacks or magical attacks aimed directly at the caster. Each Mote reduces the damage from such an attack by 1d4+1 points. Upon intercepting an attack the Mote will disappear, except for area effect spells, which cause all the remaining Motes to wink out of existence. If not used within one turn per level of the caster, any remaining Motes fade out of existence.

XP Value: -

GP Value: -