

Ring of Good Fortune

- A ring that sizes to it's wearer.
- The ring's band is made of ivory, which is inlaid with gold in diamond shaped patterns of various sizes running around the circumference of the ring.
- This ring (when worn) affords the wearer with two continuously active effects of 'good fortune'.
 - Wearer gains a +1 luck bonus to all saving throws. Note that this bonus does not stack with other 'luck' bonuses to saving throws.
 - Wearer gains a +1 dodge bonus to armor class. Note that this bonus does not stack with other 'dodge' bonuses to armor class.
- Both effects are attributed to 'Good Fortune' and can only be empowered by characters that have 'Heroic Luck' (Ref RWHR pages 19-21). At the beginning of any (in game) given day, a character wearing the ring must surrender one heroic luck stone/point, or the benefits of the ring will not afford the character (any character wearing the ring) with any of the 'Good Fortune' benefits.
- Once a daily use of heroic luck is spent, anyone wearing the ring may benefit from the good fortune enchantments provided by the ring (i.e. It can be worn by anyone or multiple characters throughout the day).
- The heroic luck spent at the beginning of the day cannot be recovered if the ring's powers are not used in any given day.

Item Level: 7th; Body Slot: Ring; Caster Level: 8th; Aura: Moderate (DC 18) abjuration; Activation: Expenditure of luck stone

Weight(lb.): 0.1

Value(gp): 3,000