

Ring of True Seeing

(*Chris Jolliffe*)

The art to creating these marvellous rings has been sadly lost despite their considerable usefulness.

A Ring of True Seeing can take whatever design its creator sees fit but must always feature a closed eye prominent in its design. When a charge is used, the engraved eye opens to reveal a bloodshot and amber-irised eyeball that darts its gaze this way and that, allowing the wearer to see through any illusion to reveal the true nature of what lies beneath. This effect has a range of 30m and is subject to a Spell Expiry Roll.

As with all magic rings, one of these artefacts can hold up to 21 charges and can be recharged by a suitably eminent Sorcerer.

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