

DARK HAND ARTIFACTS

DARK HAND RING

LORE: A magic item given to all Dark Mages and those who've greatly aided the Mages of Helgedad. The first Dark Hand Ring was carved from a fallen star by the aide of the Drakkar King. He was forever transformed into a Zoldaran. From that day forward he was in constant contact with the Dark God Naar. He discovered Right-Handed Magic and founded the Dark Mages of Helgedad and it's Academy of Right-Handed Magic. This Star was sent down by the Goddess Ishir to teach the Sommlending magic. Naar struck the Star with his Hand as it fell. It split directly in half creating the dualism between Left-Handed and Right-Handed Magic.

POWERS: Based on Level of wielder, all powers are cumulative.

Level 1: May duplicate itself

Level 3: Causes weapon wielded to act as +1

Level 5: Acts as Ring of Protection +1

Level 7: Increase to weapon +2

Level 9: Based on Ability chosen:

Wild Psionic: roll another wild power

OR

Polymorph Slef at Will, Shapechange 1/week

OR

Roll 1 or 2 more Salient Abilities & 1 or 2 more Baneful Punishments

Level 12: Increase to weapon +3

Level 14: 5% Magic Resistance (non-cumulative)

Level 16: Increase to weapon +4

Level 18: Increase to weapon +5

10% Magic Resistance (non-cumulative)

(Former) Darkmage Lord: Becomes Intelligent magic item (of your alignment)

Note: When fighting with natural weapons they are treated as magic weapons of equal enchantment as the ring provides to other weapons.