

Description :

Il s'agit d'un artifact. Pierre anguleuse grenat de 15 cm de diamètre, légère, au contact chaud dont la partie centrale rougeoisie.

Special ability:

Protect owner soul against intrusion (trap the soul, steal soul) and deliverate any creatures that is possessed (should be worn for a few hours to a few days depending on the degree of possession) ;

Other abilities :

- => *Regeneration 1hp/round ;*
- => *Constitution +1 ;*
- => *Ac +1 ;*
- => *Natural Ac 4;*
- => *+1 or better to hit ;*
- => *Immune to aging effect ;*
- => *Immune to back stab or assassination;*
- => *Immune to spell that act against heart : finger of death, death spell (if spell stop heart), certain fear spell, banshee wail,... ;*
- => *Immune to bleeding and cutting (vorpal or sharpness) ;*
- => *Immune to disease;*
- => *Body of crystal (1/Day, 1round / level). Base Ac 0, immune to poison, not affected by rot, petrification, drain level or paralysation.*
- => *An elfe may be raised ;*
- => *Regenerate (as the cleric 7 spell), 1/Day;*
- => *Transfusion (2/Day), 1 round to activate => The owner loose half Hp and give double Hp loosed to up thee persons (these Hp cure disease and stopped bleeding) of his choice around him;*
- => *Heart of stone (wizard 8), 1/Day, for 2-7 rounds ;*
- => *Feign death at will;*
- => *Running capacity (the user don't fatigue) <=> move 1.5 of normal human speed + fatigue half ;*
- => *Never miss system chock survival ;*

Malevolent :

=> L'utilisateur doit manger régulièrement de la viande crue, la plus saignante

possible, sous peine de devenir anthropophage.