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

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.