

Ring of Chaotic Illumination

Physical Description

The ring appears as a circle of obsidian pulsing with an inner violet light. When touched by a chaotic warlock, infernal inscriptions manifest on its surface, reading "*True power comes from Chaos*" in Infernal script. To all others, it appears as a simple cobalt blue aquamarine ring with subtle shifting patterns.

Known History

During the Era of Torments, when the gods walked Toril, this ring was forged in the midst of a crucial battle between divine forces. Centuries later, it was recovered by a powerful Netherese mage, Vess'ith Shadowweaver, and retained part of its original divine power.

Powers

Market Price: 62,000 gp

Slot: Ring

1. Enhanced Vision

- Superior Darkvision: 120 ft
- See through magical darkness (60 ft)
- Low-light vision

2. Wings of Shadow

- Summons ethereal wings made of shadow and violet lightning
- Fly speed 60 ft (good maneuverability)
- Grants use of the *Flyby Attack* feat when wings are active
- Free action to summon/dismiss

3. Shadow Step

- Teleport between shadows every 5 rounds
- Range: 60 ft
- Activated as a move action

Special Notes

For those not destined to wield it, the ring appears only as a **Ring of +3 Resistance** (saves) made of cobalt blue aquamarine with subtle internal shifting patterns.

Activation Commands

The ring responds to commands in Infernal, imprinted telepathically in the wearer's mind. Each power has a specific command word:

1. Enhanced Vision

- Activate: "*Noctis Revelum*" (free action)
- Deactivate: "*Noctis Velum*" (free action)
- Duration: Remains active until deactivated

2. Wings of Shadow

- Summon: "*Umbra Volum*" (free action)
- Dismiss: "*Umbra Cessum*" (free action)
- Note: Wings may be summoned and dismissed instantly

3. Shadow Step

- Command: "*Tenebris Saltum*" (move action)
- No deactivation needed (instantaneous effect)
- Duration: Usable every 5 rounds

These powers activate only when facing cerebromorphosis or similar mind-control transformation (Lathander Side)

1. Dawn's Defiance (Su) - Crisis Activated

- When subjected to mind-affecting transformation (cerebromorphosis, vampirism, lycanthropy)
- Automatically triggers Break Enchantment (CL 15th) as immediate action
- Creates 10-foot radius of Daylight for 1 round per HD of wearer
- Grants immunity to mental intrusion for 24 hours after activation
- Limitation: Only functions against involuntary transformations, usable 1/week.

2. Solar Purge (Su) - Crisis Activated

- When Dawn's Defiance triggers, can choose to activate this power
- All aberrations within 30 feet take 1d6 divine damage per wearer's HD (no save)
- Heals wearer for half the total damage dealt
- Removes one negative level or ability drain effect
- Cost: Ring loses all powers for 24 hours after use