

# RING OF CHAOTIC ILLUMINATION

*Reforged Artifact of Balance*

**"TRUE POWER COMES FROM CHAOS AND LIGHT"**



Aura	Caster Level	Slot	Weight	Market Price
Strong Transmutation & Illusion [Chaotic, Good]	15th	Ring	-	163,400 gp (Unique Artifact)

## PHYSICAL DESCRIPTION

The ring appears as a band of polished obsidian pulsating with an inner violet light. Following the bearer's interaction with the **Eternal Forge** and their rejection of the *Lord of Sun and Shadow* path to forge their own destiny, the ring has physically evolved to reflect this balance.

- **Gold Veins:** Thin veins of Lathander's gold now run through the black stone, symbolizing the light of dawn.
- **Silver Glyphs:** Mask's silver sigils shift and dance along the rim, representing the shadows.
- **Violet Core:** The warlock's chaotic essence binds them together, visible as a deep violet glow.
- **Inscription:** When touched by a chaotic warlock, infernal inscriptions manifest on its surface, reading **"True power comes from Chaos and Light"** in Infernal script. To all others, it appears as a simple cobalt blue aquamarine ring.

## HISTORY & AWAKENING

Originally forged during the **Era of Torments**, when the gods walked Toril, this ring was created during a crucial battle between divine forces. Centuries later, it was recovered by the powerful Netherese mage **Vess'ith Shadowweaver**, retaining fragments of its original divine power.

Recently, the ring was re-awakened in the **Hall of the Eternal Forge**. The bearer, **Artemis**, refused the path to become a blazing symbol of two gods, choosing instead to rely on his own chaotic nature. Recognizing this resolve, the ring absorbed the essence of the **Mithral Column of Unity** and the **Dual Flames** of the Forge, evolving into a true artifact of balance.

## POWERS

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### Constant Powers (Su)

These powers are active as long as the ring is fused with the chosen owner.

- **Enhanced Vision:**
  - Superior Darkvision 120 ft (36 m).
  - **Devil's Sight:** See in Magical Darkness (60 ft / 18 m).
  - Low-light vision.
- **Forged Knowledge:** The ring whispers secrets.
  - **+8 Competence Bonus** to Knowledge (Arcana).
  - **+8 Competence Bonus** to Knowledge (Religion).
- **Aura of Diplomacy:** The essence of the Mithral Column grants a **+2 Competence Bonus to Diplomacy**.

### Combat Synergies (Passive)

- **Dual Flame Blessing:** Fire Resistance 10.
- **Eldritch Empowerment:** Your *Eldritch Blast* deals an additional **+1d6 Fire** and **+1d6 Cold** damage. (Stacks with base).

## ACTIVATED POWERS

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### 1. Wings of Shadow (*At-Will*)

**Action:** Free action. **Effect:** Summons ethereal wings of shadow and violet lightning. **Benefit:** Fly speed **60 ft (18 m)** (Good) and **Flyby Attack** feat.

### 2. Shadow Step (*Su*)

**Action:** Move action. **Frequency:** 1/5 rounds. **Effect:** Teleport up to **60 ft (18 m)** between shadows (as *Dimension Door*, requires shadow/dim light).

### 3. Light of Lathander (*Sp*)

**Action:** Swift action. **Frequency:** 1/Day. **Effect:** Emanate *Daylight* (CL 15) in 60 ft (18 m) radius for 10 minutes. **Hope:** Allies in radius gain **+2 Morale Bonus** to Attack Rolls for 3 rounds. **Scourge:** Light-sensitive enemies (e.g., Black Dragons) suffer **-2 to Attack/Damage**.

### 4. Shadow of Mask (*Sp*)

**Action:** Swift action. **Frequency:** 1/Day. **Effect:** Casts *Greater Invisibility* (CL 15) on yourself **AND** one touched ally for **5 rounds**. No Concentration required.

### 5. Unity's Gift (*Su*)

**Action:** Swift action. **Frequency:** 1/Day. **Effect:** Grant one ally within 30 ft (9 m) an **Extra Standard Action** immediately.

### 6. Firestorm Invocation (*Sp*)

**Action:** Standard action. **Frequency:** 1/Day. **Effect:** 30 ft (9 m) radius burst dealing **8d6 Fire damage** (Reflex DC 19 half). Allies are immune.

## CRISIS ACTIVATED POWERS

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*Activate only during involuntary transformation (Cerebromorphosis, Lycanthropy, etc.)*

- **Dawn's Defiance (Su):** Immediate Action (Automatic). Triggers *Break Enchantment* and mental immunity (24h) upon failing a save vs transformation.
- **Solar Purge (Su):** Free Action (Optional). Deals **1d6 Divine Damage/HD** to aberrations within 30 ft (9 m) when Dawn's Defiance triggers. Cost: Loses all powers for 24h.

## ARTIFACT SYNERGIES

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*Resonates with Crown of Adamantio, Aegis Fang, Gauntlets of Tordek.*

### 1. Crown + Ring (Passive)

Requirement: Within 30 ft (9 m). **Paradox Blessing:** If within 10 ft (3 m) of each other, both gain **+1 Dodge Bonus to AC** vs Lawful creatures.

### 2. Crown + Ring (Active)

- **Planar Vision (1/Day):** See through Elemental Portals (Swift).
- **Dispel Illusion (1/Day):** 30 ft (9 m) burst to dispel illusions (Swift).

### 3. Aegis + Ring (Combined Attack)

**Dark Dawn Strike (1/Day):** Requires coordination. If Ring casts *Light of Lathander* on enemy and Thorik attacks in same round: Thorik gains **+2 Attack** and **+2d6 Sacred Damage**.

### 4. Divine Trinity (Crown + Ring + Gauntlets)

**Activation:** Swift Action (All 3). **Duration:** 5 Rounds (1/Day). **Effect:**

- **Immunity:** Fear and Charm.
- **Defense:** +4 Sacred Bonus to Saves, +2 Sacred Deflection to AC.
- **Offense:** Damage overcomes "Good" and "Lawful" DR.
- **Aura:** Enemies within 60 ft (18 m) must save (Will DC 20) or be **Shaken**.

## MARKET PRICE CALCULATION

Ability	Base Equivalent	Estimated Cost
Base Ring Powers	Darkvision (Su), Fly (At-will)	53,000 gp
Skill Bonuses	Know(Arc/Rel) +8x2 + Dip+2	13,200 gp
Greater Invisibility (Swift)	Spell Lvl 4 x CL 7 x 2000 (Swift tax approx)	25,000 gp
Daylight + Buff (Swift)	Spell Lvl 3 Equivalent + Morale Effect	15,000 gp
Eldritch Blast Bonus (+2d6)	Greater Chasuble of Fell Power	18,000 gp
Energy Resistance (Fire 10)	Ring of Energy Resistance (Minor)	12,000 gp
Firestorm (1/Day)	Fireball (Lvl 3) Daily Item	6,000 gp
Extra Action (Unity)	Belt of Battle (Partial)	12,000 gp
Multiple Effect Tax	+50% on secondary abilities	~10,000 gp
<b>TOTAL MARKET PRICE</b>		<b>~163,400 gp</b>