

GORGO'S RING OF CHAOS

Wondrous item, very rare, requires attunement

Usable by: cleric, sorcerer, wizard

Something about this ring doesn't make sense to you and your party. With *Detect Magic*, the ring will glow. However, if the party uses *Detect Evil and Good*, the ring appears simultaneously to be both.

Once a party member attunes to the ring, it cannot be removed other than with *Dispel Evil and Good*. Part of the attunement process will involve choose a **chaos word** that will invoke the power of the ring.

The ring is adorned with a dragon on each side of a light blue semi-translucent emerald.



CHAOS WORD

The wearer can invoke the **chaos word** once per day. At random, the ring allows the wearer to invoke one of three rituals, based on the random roll of a **chaos die** the first time that the ring is used for that ritual. Once the ring has been used for all three rituals, the wearer will have control of the ring, and will no longer need to roll the **chaos die**.

HOURS	CHAOTIC RITUAL
+1, +2	Ask the Dead
+3	Precognition
-1, -2, -3	Divine Enchantment

Ask the Dead

For 60 seconds, the questioner has a 50% chance of having a question answered with a **yes** or a **no** response. The chance of an answer increases by 10% if asked in an area where a death has occurred, and by an additional 20% if the questioner knows the party who has died.

Divine Enchantment

The wearer is able to determine if an individual or object has been recently under the effects of a spell.

Precognition

The wearer will be able to see into the future 1d6 hours. The actual events may or may not be of interest or of use to the wearer.

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