

Boundless Magic IV

Elemental Rings



RT WYNTER



Pathfinder
ROLEPLAYING GAME COMPATIBLE

Boundless Magic: BM004 – Elemental Rings

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ELEMENTAL RINGS

Ring of Elemental Command, Least

CL: 7th	Weight: --	Price: 12,000 GP
Aura: conjuration		

The least ring of elemental command provides minor spellcasting abilities depending on the element it is linked to. There are thirteen known varieties.

Aether

- Telekinetic Projectile (unlimited use)
- Floating Disk (three times per day)

Air

- Breeze (unlimited use)
- Alter Winds (three times per day)

Earth

- Root (unlimited use)
- Expeditious Excavation (three times per day)

Fire

- Spark (unlimited use)
- Burning hands (three times per day)

Ice

- Ray of Frost (unlimited use)
- Snowball (three times per day)

Lightning

- Jolt (unlimited use)
- Shocking Grasp (three times per day)

Magma

- Dancing Lights (unlimited use)
- Touch of Combustion (three times per day)

Metal

- Mending (unlimited use)
- Magic Weapon (three times per day)

Mud

- Acid Splash (unlimited use)
- Mudball (three times per day)

Shadow

- Penumbra (unlimited use)
- Forced Quiet (three times per day)

Water

- Drench (unlimited use)
- Hydraulic Push (three times per day)

Wood

- Light (unlimited use)
- Entangle (three times per day)

Void

- Ghost Sound (unlimited use)
- True Strike (three times per day)

Construction Requirements	Cost
Forge Ring, all appropriate spells	6,000 GP

Ring of Elemental Command, Lesser

CL: 9th	Weight: --	Price: 32,000 GP
Aura: conjuration		

The lesser ring of elemental command can cast a variety of spells. The wearer also gains knowledge of one elemental language while the ring is worn.

Aether

- Telekinetic Projectile (unlimited use)
- Floating Disk (three times per day)
- Force Punch (once per day)
- Resilient Sphere (once per day)
- Speak and understand Auran

Air

- Breeze (unlimited use)
- Alter Winds (three times per day)
- Fly (once per day)
- River of Wind (once per day)
- Speak and understand Auran

Earth

- Root (unlimited use)
- Expeditious Excavation (three times per day)
- Spiked Pit (once per day)
- Stone Shape (once per day)
- Speak and understand Terran

Fire

- Spark (unlimited use)
- Burning hands (three times per day)
- Fireball (once per day)
- Fire Shield (once per day)
- Speak and understand Ignan

Ice

- Ray of Frost (unlimited use)
- Snowball (three times per day)
- Sleet Storm (once per day)
- Wall of Ice (once per day)
- Speak and understand Aquan

Lightning

- Jolt (unlimited use)
- Shocking Grasp (three times per day)
- Lightning Bolt (once per day)
- Ball Lightning (once per day)
- Speak and understand Auran

Magma

- Dancing Lights (unlimited use)
- Touch of Combustion (three times per day)
- Firestream (once per day)
- Volcanic Storm (once per day)
- Speak and understand Ignan

Metal

- Mending (unlimited use)
- Magic Weapon (three times per day)
- Versatile Weapon (once per day)
- Make Whole, Greater (once per day)
- Speak and understand Terran

Mud

- Acid Splash (unlimited use)
- Mudball (three times per day)
- Burrow (once per day)
- Acid pit (once per day)
- Speak and understand Terran

Shadow

- Penumbra (unlimited use)
- Forced Quiet (three times per day)
- Motes of Dusk and Dawn (once per day)
- Shadow Step (once per day)
- Speak and understand Auran

Water

- Drench (unlimited use)
- Hydraulic Push (three times per day)
- Aqueous Orb (once per day)
- Solid Fog (once per day)
- Speak and understand Aquan

Wood

- Light (unlimited use)
- Entangle (three times per day)
- Tree Shape (once per day)
- Plant Growth (once per day)
- Speak and understand Terran

Void

- Ghost Sound (unlimited use)
- True Strike (three times per day)
- Call the Void (once per day)
- Wandering Star Motes (once per day)
- Speak and understand Auran

Construction Requirements	Cost
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Forge Ring, tongues, all appropriate spells

Ring of Elemental Command, Greater

CL: 15th	Price: 200,000 GP
Slot: ring	Weight: --
Aura: strong conjuration	

The greater rings of elemental command are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Will DC 17 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a -1 penalty on their attack rolls. The ring wearer makes applicable saving throws against the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring, and show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a ring of elemental command takes a saving throw penalty as listed in each entry.

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Aether

- Feather fall (unlimited use, wearer only)
- Floating Disk (unlimited use)
- Spiritual Weapon (twice per day)
- Force Punch (unlimited use)
- Resilient Sphere (once per day)
- Forceful Hand (once per week)

The ring appears to be a ring of feather falling until a certain condition is met to activate its full potential.

Save Penalty: -2 against earth-based effects

Air (alternate)

- Feather Fall (unlimited use, wearer only)
- Levitate (unlimited use)
- Gust of Wind (twice per day)
- Fly (unlimited use)
- Air Walk (once per day, wearer only)
- Sirocco (once per week)

The ring appears to be a ring of feather falling until a certain condition is met to activate its full potential.

Save Penalty: -2 against earth-based effects

Earth (alternate)

- Meld into Stone (unlimited use, wearer only)
- Stone Call (unlimited use)
- Stone Shape (twice per day)
- Stoneskin (once per week, wearer only)
- Hungry Pit (twice per week)
- Wall of Stone (once per day)

The ring appears to be a ring of meld into stone (allowing the wearer to cast meld into stone at will) until the established condition is met.

Save Penalty: -2 against air- or electricity-based effects

Fire (alternate)

- Resist Energy (fire) (unlimited use, wearer only)
- Burning Hands (unlimited use)
- Scorching Ray (twice per day)
- Fire Breath (twice per day)
- Wall of Fire (once per day)
- Fire Snake (twice per week)

The ring appears to be a major ring of energy resistance (fire) until the established condition is met.

Save Penalty: -2 against water- or cold-based effects

Ice

- Snowball (unlimited use)
- Resist energy (cold) (unlimited use, wearer only)
- Frigid Touch (twice per day)
- Ice Spears (unlimited use)
- Ice Strom (once per day)
- Freezing Sphere (once per week)

The ring appears to be a major ring of energy resistance (cold) until the established condition is met.

Save Penalty: -2 against fire-based effects

Lightning

- Resist Energy (electricity) (unlimited use, wearer only)
- Shocking Grasp (unlimited use)
- Aggressive Thundercloud (twice per day)
- Lightning Bolt (twice per day)
- Ball Lightning (once per day)
- Lightning Arc (twice per week)

The ring appears to be a major ring of energy resistance (electricity) until the established condition is met.

Save Penalty: -2 against earth-based effects

Magma

- Resist energy (fire) (unlimited use, wearer only)
- Touch of Combustion (unlimited use)
- Molten Orb (twice per day)
- Firestream (twice per day)
- Volcanic Storm (once per day)
- Magma Pit (twice per week, as Acid Pit but deals fire damage)

The ring appears to be a major ring of energy resistance (fire) until the established condition is met.

Save Penalty: -2 against water- or cold-based effects

Metal

- Resist energy (acid) (unlimited use, wearer only)
- Magic Weapon (unlimited use)
- Shatter (twice per day)
- Make Whole (twice per day)
- Warp Metal (once per day)
- Rusting Grasp (twice per week)

The ring appears to be a major ring of energy resistance (acid) until the established condition is met.

Save Penalty: -2 against air- or electricity-based effects

Mud

- Resist energy (acid) (unlimited use, wearer only)
- Grease (unlimited use)
- Mudball (unlimited use)
- Burrow (twice per day)
- Acid Pit (once per day)
- Transmute Rock to Mud (twice per week)

The ring appears to be a major ring of energy resistance (acid) until the established condition is met.

Save Penalty: -2 against air- or electricity-based effects

Shadow

- Feather fall (unlimited use, wearer only)
- Invisibility (unlimited use)
- Shadow Step (twice per day)
- Forced Quiet (unlimited use)
- Motes of Dusk and Dawn (twice per day)
- Shadow Walk (once per week)

The ring appears to be a ring of feather falling until a certain condition is met to activate its full potential.

Save Penalty: -2 against earth-based effects

Water (alternate)

- Create Water (unlimited use)
- Water Breathing (unlimited use)
- Water walk (unlimited use)
- Elemental Body I (water only, once per day)
- Geyser (twice per week)
- Control water (twice per week)

The ring appears to be a ring of water walking until the established condition is met.

Save Penalty: -2 against fire-based effects

Wood

- Meld into Wood (unlimited use, wearer only, works as Meld into Stone)
- Entangle (unlimited use)
- Tree Shape (twice per day)
- Plant Growth (twice per day)
- Command Plants (twice per week)
- Tree Stride (once per day)

The ring appears to be a ring of meld into wood (allowing the wearer to cast meld into stone at will, only it functions on wood instead of stone) until the established condition is met.

Save Penalty: -2 against fire-based effects

Void

- Resist energy (cold) (unlimited use, wearer only)
- True Strike (unlimited use)
- See Invisibility (unlimited use)
- Call the Void (twice per day)
- Wandering Star Motes (once per day)
- Teleport (twice per week)

The ring appears to be a major ring of energy resistance (cold) until the established condition is met.

Save Penalty: -2 against fire-based effects

Construction Requirements	Cost
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