The Ebon Vault:

Power of the Ring





Credits

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Girl's Best Friend

When Emma Grey—better known as the infamous Grey Shadow, one of the most wanted cat burglars in all of the Ragged Coast—wanted something, it was said to take the intervention of a god to keep her from having it. And right now, what Emma wanted was that ring.

The ring hadn't been her goal when she came here, Emma reflected as she finished picking the lock to the palace guest room that was currently housing Don Girardoni, the wealthy banker that everyone knew was secretly the sponsor of dozens of bandit groups and thieves' guilds all along the Ragged Coast. No, she thought as she slowly and carefully eased the door open and began to creep into the Don's room: she had originally targeted the man for a few priceless tapestries he was supposed to be presenting to the lord of the city tomorrow, to solidify some backroom scheme or another. The whole thing was far too simple: meet the Don at the ball being held in his honor, impress him with her impeccable good looks and stylish dress, arrange to be invited up to his room after the ball, where she wouldn't try to steal anything, but instead...

Emma carefully navigated her way around the room as she crept towards her prize, using her knowledge of the room's layout and the Don's tendencies from her previous rendez-vous with him. Perhaps she could have simply made off with the tapestries—and that ring!—at the time, and saved herself some trouble, but at the same time, the Don was no fool, and she suspected he'd been wary of the beautiful woman conveniently throwing herself at him. Wary, but not wary enough.

She crept up to the side of the Don's bed, and there, gleaming in the moonlight, she saw her prize. A gold band with an enormous tiger's eye quartz set into it, the pattern in the gem seeming to shift and flow in a mesmerizing way. Now that she thought about it, she wasn't really sure *why* she wanted the ring so much...compared to the tapestries, it was surely practically worthless, but still. She had to have it.

Unfortunately, the Don was still wearing it. If the ring had ever fit him, it had clearly been many years and even more pounds ago, but for whatever reason—stubbornness, or perhaps sentimentalismhe clearly hadn't seen fit to have it resized. It wasn't going to be easy getting it off of his fingers. Emma took a moment to hope that the sleeping draught she'd slipped him earlier would be sufficient, and reached out gingerly for the ring.

"Ah, my lovely, I knew you would return to me." The voice was a whisper, but not a terribly quiet one. Emma nearly let out a startled cry, but quickly realized that whoever it was, it wasn't the Don's voice, and the Don didn't seem like he was going to wake. Whoever it was, his accent sounded foreign; exotic. Emma couldn't quite place it.

"Who's there?" she whispered back, eyes darting around the room, even though the voice had seemed to come from right in front of her...

"Ah ha, an excellent question, my sweet. I go by many titles: in the east, I am known as the prince of thieves. In the west, they know me as the scourge of the wealthy, and in the north, I am simply the whispering wind. But to a lovely creature such as yourself? Asher will suffice." There was no question, now: the voice was definitely coming from the ring.

"Right. Well. I'm afraid I'm going to have to steal you," Emma said, somewhat uncertainly. She had learned long ago that talking treasure was rarely worth all of the trouble it caused, and yet...she *really* wanted that ring. She just wished she knew why. "Ah, but then we have a problem, my little dove, for how can you steal something that wishes to go with you?" While the ring couldn't smile, Emma could have sworn she saw a twinkle in the gem that reminded her of a wink.

"You mean...you want to come with me?"

"My flower, it was my idea that you come here in the first place. Think back now, over the past few hours, and try to deny that you've been fascinated with me, that you have felt a need to acquire me that you can't quite explain."

So the ring had done something to her! Implanted the idea in her mind. Now there was no question, she should really just walk away. And yet, instead, she found herself talking more. "This is a trap, isn't it? The Don saw through me?"

"I knew you for a thief the moment I saw you, my little dessert, but the Don, he merely suspected, and that waned quickly as your evening went on. No, sweet mouse, I tire of this man and his tepid ways. I seek a partner with a fire in her heart and a soul full of adventure. I am yours, if you shall just agree to one simple rule."

"And what's that?" Emma asked, skeptical.

"You must allow me to remain with you for as long as I desire, and to partake in your adventures."

"And what's to stop me from selling you, exactly?"

"The same thing that's stopping me from waking the Don, my petite beauty. Now, do you agree?"

Emma considered for a moment, then nodded.

"Excellent! Together we shall be the rulers of the night, and all the treasures of the world shall be ours. Now wait just a moment..." as Emma watched, the ring began to twist itself around the Don's finger, slowly sliding off.

"Great. Wait just a moment. I'm going to grab the tapestries!" Emma began to creep over to the display case where the Don had pointed the tapestries out to her, during her earlier visit.

"No, not that way. Those are fakes. The real ones are in a chest beneath the bed...er...ah...hmm...my little sugar droplet, I seem to be...stuck." Emma returned, tapestries in hand, to find that the ring was, indeed, stuck on the last joint of the Don's flabby finger. "You're going to need to pull me off."

Emma grimaced. She hadn't been looking forward to this part. But she couldn't leave now. Still, that *scroll of sleep* was only going to keep the guards outside down for so long...she needed to move fast. "All right. Ready? On three. One...two...three!"

With a decidedly un-ladylike grunt, she gave a tug on the ring and it came free suddenly, causing her to fall over backwards and, to her horror, into a large, porcelain vase, which shattered with a loud crash. Emma was up on her feet in a flash, dropping the ring into one of her pockets and, pausing only long enough to scoop up the tapestries, bolted out the door and down the hallway, past the confused guards slowly struggling to stand. As she reached the top of the spiral staircase leading down to the ground floor, she heard the Don screaming "Thief! Thief! The bastard has double-crossed me!"

"What are you doing, my little chocolate truffle? Take me from this pouch and put me on!"

"Not just yet, ring," Emma responded as she dashed down the stairs and out the front door of the lord's palace. "How do I know you aren't going to...take over, or something, if I put you on. You already did something to get me to steal you!"

"Ah, my heart, do not hate me so! You must learn to trust me, if we are to be partners."

Emma's clever reply was cut short by the fact that the palace courtyard was filled with no less than ten guards wielding gleaming halberds, and, worse yet, the gates on the far side of them were shut. "Damn," she muttered, as she cast about, looking for a way out.

Just as she was about to run back up the stairs in the hopes of finding a way to the palace walls, or, if she was lucky, maybe some sort of secret passage, her hopes were dashed as half a dozen more guards poured out from the stairwell's entrance. Damn, she thought, it was supposed to have taken them longer to get up. That was the last time she'd use sleep magic instead of good-old-fashioned drugs.

Emma flashed the guard captain—or at least, she assumed he was the captain. He had an extra tassle on his pauldrons—her sweetest smile, and waggled her hips lightly, for good measure. "What seems to be the problem, sir?"

The guard didn't respond, except to signal his men to start closing in in a slowly-tightening circle of razor-edge steel.

"Pssst! My night-time dove, you can put it off no longer. Use me! I can help you to escape!"

Emma hesistated, but just for a moment, reasoning that even if the ring was a trap, she didn't have much left to lose. Even if the local lord didn't decide to have her killed on his own, the Don would surely see to it, unless she got away right now. "All right," she muttered, reaching into her pouch and slipping the ring on, "what now?"

"Ah, to feel the touch of a beautiful woman again, instead of that fat pig's sweaty folds!"

"You said you could help!"

"Ah, yes, my-"

"Spare me the pet names, and help, already." The guards were closing in.

"Mais oui." Suddenly, the guards all stopped, staring blankly at her—no, she corrected herself, they were staring *through* her. She was invisible! "Now," the ring whispered ever-so-quietly, "let me show you something truly impressive."

Suddenly, the world was gone, and then she was standing on top of one of the palace's domes, overlooking the city, just in time to see the sun rising over the horizon. It was a beautiful sight. She looked down at the ring, which was sparkling brilliantly in the sunrise. "I think this just might be the start of a beautiful friendship."

Introduction:

Rings, like more or less all forms of jewelry, are luxury items. In the modern world, most rings serve little purpose other than to show off the wearer's wealth, and high-quality rings can be extremely expensive. But rings are also luxury items in the world of fantasy RPGs, as well.

While it's true that magic rings certainly provide useful benefits, and there are definitely practical, pragmatic magic rings to be found in the core rules (for example, the popular *ring of deflection*), magic rings as an item group are among the most expensive kinds of magic items, with nine of the thirty-six rings in the core rulebook costing over 100,000 gp, and five of them costing 200,000 gp, the highest price of any item in the core rules.

Further, rings, in general, grant their wearer access to fun and interesting powers, some of which, like the *ring of X-ray vision*, grant abilities that can't be gained by any spell, class feature, or other magic item in the game. In short, with a few exceptions, rings are designed to be luxuries: they grant fun, cool, and exciting abilities, and having one is a mark of status.

While this was clearly what rings were meant to be, there's no denying that they often fail to live up to this promise. Most rings feel far more expensive than they're worth, and many players skip over rings entirely when purchasing treasure—except perhaps a *ring of deflection*. Meanwhile, rings rarely show up in random treasure piles, and are typically far from the GM's mind when placing treasure himself. As a result, rings tend to wind up forgotten and unused, rather than taking the spotlight that is meant for them.

This book is designed to both make rings as exciting as they were always meant to be, and also to make them more accessible. The book begins with 20 flavorful descriptions of rings, which can serve to give a little extra pizzazz to any ring, magical or otherwise. Its main feature is a collection of over 50 new magic rings, evenly spread in price from 500 gp all the way up to 300,000 gp, ensuring that there are fun and exciting rings for characters of all price brackets. After this are six new intelligent rings, each with detailed backgrounds and personalities, which make them fun and interesting to insert into your campaign, and also with full information on their abilities and powers, with each ring having at least one unique special ability. Finally, at the end of the book is a table with 100 command words, which can help to make rings—or other magic items—more fun and memorable to use.

Ring Descriptions:

The following section presents twenty physical descriptions which can be applied to any kind of ring, whether magical or mundane. The descriptions are purely flavorful, and are designed to make it easy to make rings a little more exciting and evocative. The descriptions are purposely left a little bit open-ended, and while some certainly hint at specific types of enchantments or origins, each of them can easily be applied to a wide variety of different kind of rings, striking a balance between keeping them generic enough to be easy to insert into your campaign, while specific enough to still be interesting to envision. They are presented in no particular order.

#1: This ring is made of brightly-polished gold, and shaped in the form of two intertwined serpents. The band has been laboriously engraved with a detailed scale pattern, and two decorative serpent heads rise from it, glaring at each other with ruby-encrusted eyes, their mouths open to reveal tiny golden fangs. Held fast by the two serpents is a larger gemstone, a ruby, which is positioned so that it seems the two snakes are fighting over which will swallow it. It seems to sparkle no matter what the lighting, as though it had some sort of inner glow.

#2: This ring is a very thin and delicatelooking platinum band, which sports a single large, flat gemstone. The gem is an amethyst, and is a beautiful shade of light, translucent purple. It has been cut in the shape of a pentagon, and is much wider than it is tall. Looking at the gem, it seems the somehow, engraved in its very center, not on its surface but deep inside, there is a pentagram set in a circle. Normally this design is hard to spot, but sometimes it seems to glow, at which point it is impossible to miss, a radiant orange symbol blazing from within the gem.

#3: This ring's band is gold, and thick. It features a number of gems, each in pairs, set in a row. The outermost gems are a pair of small sapphires, which sparkle like blue studs set upon the ring. The next gems inward are emeralds, these somewhat larger, and shaped like triangles pointing towards the wearer's hand. After that is a pair of rubies, larger still, a deep shade of crimson. Finally, in the center is a diamond, largest of them all, and round in shape, but flat on top. All of the gems seem to sparkle unnaturally, always catching the light in the best possible way.

#4: This ring appears simple and unadorned at first, bearing no gems or engravings, but upon closer inspection is actually quite intricate. It is made from several strands of copper, which have been woven together to form a sort of latticework, as the bands crisscross each other, leaving open spaces between them, forming a band that is as much about the places without metal as those with it.

#5: This ring is made of brass, and the band is quite wide, and textured in places as though to feel as close to fur as a jeweler can make metal feel. The ring's main ornament is the head of a lion, shaped from metal, with sapphires for eyes. Its mouth is closed, by default, but a very tiny switch on the opposite end of the ring can be



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pressed to make its mouth open, revealing a tiny storage space just large enough for a small pill, a dose of poison, or perhaps a small gem. Touching the switch again causes the lion's mouth to close.

#6: This ring appears to be cheaply made, but is no less beautiful for it. Its band is likely made of nickel or tin, but it shines like silver, and it is made of two interwoven strands of the stuff, which crisscross, leaving a pattern of large gaps between them. These gaps are covered by what is likely colored glass, but which sparkles and gleams far more brilliantly than even the most expensive of gemstones. Each one is a different color, giving the ring the appearance of nothing so much as a beautiful stained-glass window encircling its wearer's finger.

#7: This ring is made of pewter, and is thick and heavy, its metal dark, but still shiny and reflective in the light. It is set with nine jet opal stones, which encircle the band evenly, with no stone seeming to belong at the "top" of the ring more than any other. Each of the stones is an elongated opal, which extends beyond the band of the ring on either side, almost giving it the appearance of a miniature crown, but darker, and extending from both bands. On the inside of the ring is an engraving, written in Terran, which reads *Fear not the dark, but embrace it.*

#8: This ring is made of gold, and the metal has been embossed with small leaves of intricate detail. At one end, these leaves rise up like those at the base of a flower, and hold the various gems set in the ring. There is a large central gem, a ruby, which has been cut into a hexagon, and it is surrounded by other, lesser gems of various sorts, all in a kind of red, but different shades, and different cuts, put together to resemble a beautiful red flower made in mosaic.

#9: This ring is made of copper. The edges of the ring are raised on the outside, sloping inwards toward the center, so that the outside of the ring forms a kind of groove. These raised edges are completely covered in tiny gems, which glitter like diamonds. The outer groove is completely smooth, and unadorned, but there is writing on the other side of the ring, inside, which is engraved in a fine and delicate hand, and reads *For the safety of the realm, no task is too great.*

#10: This ring is carved from a single piece of jade, and has been given the likeness of a couatl, one of the winged serpents. The band is finely textured in a diamond pattern that resembles a styling of scales, and two long, slender wings extend from the wing, pressed narrowly against the coatl's sides, giving the ring an irregular shape. These wings have been carefully hand-painted in a rainbow of colors, each stylized feather a different hue. The coatl's head is flat, simply engraved onto the ring, but its eyes are made of emeralds, and somehow they seem alert and watchful, as though viewing the wearer's surroundings.

#n: This ring is made from bone, and is a bleached white shade, though it has been carefully polished to be perfectly smooth. The kind of creature it originally belonged to is a mystery, but the ring has been carved with the likeness of wolves: the outside of the ring displays a carving of a wintry tundra, which shows a pack of wolves running through the snow, so that if you slowly turn the ring around, you see the entire scene, and it appears as though the wolves are chasing each other in a grand circle. On the inside of the ring there is a carved symbol, which appears as a triangle with a single short line passing through one side.

#12: This ring is made of carefully-wrought ebony. At opposite ends, it has been crafted in the form of a great spider, and here the ring is thick, with the bulk of the spider's thorax and abdomen swelling out on either side. Each of these two spiders has eight eyes made of tiny ruby studs, which glitter in the light. The actual band of the ring is formed from the spider's legs, and each of the two spiders has eight incredibly narrow and delicate legs which extend and meet in the middle, forming a circle through which to slide one's fingers.

#13: This ring is made of iron, and is slightly rusted, its coloration fading from a lusterless

grey all the way to bright red in some of the most affected areas. The band is wide, and mostly unadorned, with little in the way of ornamentation. The ring does, however, boast a single feature: in the center of the band, on the outside, there is a blade, which runs along the entire outside of the ring. It is perhaps a quarter of an inch from the base of the blade to the edge, and while it is dull, rusted, and nicked in several places, it is still more than sharp enough to cut skin, meaning that unless the wearer is careful it will slice up his other fingers.

#14: This intricate ring has a band made of brass. On one end, the ring features a large glass dome, almost an inch in diameter, inside of which can be seen dozens of tiny, intricate clockwork cogs and contraptions. The band is actually comprised of two pieces, one laid over the other, and the clockwork causes the inner section to slowly move around the ring at an almost unnoticeable pace. The outside of the ring is marked with various numbers from 1 to 12, and as the "track" is moved about the ring, it passes by these numbers, allowing one to tell the current time if the ring is accurately set.

#15: This ring is made of adamantine, its surface dark and lusterless. The outside of the ring is raised at the edges, giving it a thin band on top and bottom that sticks out from the rest, and this part is shinier and more metallic-looking than the rest, which seems to be almost blackened. Between these two ridges, encircling the entire band, are a string of arcane runes, which glow a dull and angry shade of red when the ring is first put on, and for a few minutes thereafter.

#16: The band of this ring is actually composed of two different metals. A single wide band of platinum is sandwiched between two bands of gold, so that those viewing the ring seem to see a strip of platinum between two gold strips. The ring bears a single gem, a beautiful sphere of bright yellow topaz, which is set in the middle of what appears to be a five-pointed star made of platinum, which rises up above the rest of the ring to hold the gem in place. On the inside of the ring is an engraving, which reads

A+R Our love is eternal.

#17: This ring is made of silver, and its band is particularly wide and thick on the end that is nearest its gem, though on the other end it tapers to become thinner and flatter. On the larger side of the ring, to either side of its gem, there is an engraving. On one side, it bears a crescent moon, stylized with a sort of smiling face, and a small star set nearby. On the other side, it shows a blazing sun, also set with a face. Between the two there is a brilliant sapphire. During the day, this sapphire seems to be a bright blue, and to glow from the inside, but at night it is a rich, dark color, regardless of lighting, and seems to be speckled with little pinpricks of light, like stars in a cloudless sky.

#18: This ring is a simple affair, made of dull, red clay. Its edges are ever-so-slightly uneven, though it has been polished and glazed extensively, making it as smooth and shiny as glass. Along its length there are various tiny drawings engraved into the surface, which feature crude and childish depictions of knights, wizards, dragons, and the like. On the inside of the ring is engraved, in a childish hand, the word "Geoffrey," and, in a much more clear and precise hand, seemingly engraved much later, is a letter G enclosed in a circle.

#19: This ring is made of a carefully polished and stained red wood, most likely cedar. It has been made smooth, and in fact even shines faintly if the light catches it just right. On the outside it features an embossed image of a grapevine, which winds its way around the ring's surface, occasionally featuring a leaf or a bunch of plentiful, bounteous grapes, all made of wood. On the inside of the ring there is an engraving, which reads *Winter is always followed by Spring*.

#20: This ring is actually a hollow glass tube, crafted in the shape of a ring, so that, when worn, the tube runs around the finger in a circle. Inside the tube is a liquid, and when the ring is not being worn this liquid is a kind of silverygrey color, but after being worn for a few minutes the liquid changes color based on the mood of its wearer, turning dull red when he is when he is angry, or deep blue when he is sad, and so on. At one end of the ring there is a slight rise, and a hole where the liquid could be let out or replaced. It is capped with a bronze seal, which can be unscrewed to open up the ring's contents. The seal bears the symbol of a sixpointed star.

Magic Rings

The following section provides information on over 50 new types of magical rings. They are presented in alphabetical order.

EYE OF AGATE Aura faint divination; CL 5th Slot ring; Price 2,200 gp; Weight CONSTRUCTION Requirements Forge Ring, clairaudience/clairvoyance , silent image ; Cost 1,100 gp

These rings are often made from copper, their bands made of several intertwined strands of the metal. The gem is always made of agate, and most feature a darker line down the center of the gem, giving it the appearance of a cat or dragon's staring eye. They are highly prized by spies, but they are also popular amongst the nobility, who view them as amusing parlor tricks, using them to capture sensational images and show them off at court.

When a command word is spoken, the ring's gem can act as a magical sensor, recording everything it "sees" as though it were a human eye. It does not record any sound, and it records from whatever vantage point the gem on the ring has. The ring can store up to a total of five minutes' worth of recordings this way, though they can be split up into as many as five separate one-minute recordings. A given recording can be deleted with a command word in order to make room for new recordings.

A second, separate command word causes the ring to project one of its stored recordings, playing it back for its wearer's convenience. This

Table 1-1: Rings by Price

Ring	Price
Key Ring	500 gp
Ring of Royal Appearance	600 gp
Ring of Many Signets	1,000 gp
Ring of Sorcery I	1,000 gp
Rings of Derisoph	1,000 gp
Ring of Many Lights	1,500 gp
Ring of Bowmanship, Lesser	2,000 gp
Vine Ring	2,000 gp
Eye of Agate	2,200 gp
Ring of Flying	2,500 gp
Ring of Legerdemain Ring of Poison's Bane	2,500 gp
Lesser Familiar Ring	2,500 gp
Ring of Moves	3,000 gp 3,000 gp
Ring of Spellpower +1	3,000 gp
Ring of Sorcery II	3,400 gp
Ring of Kinetic Force I	4,000 gp
Ring of the Eternal Body	4,500 gp
Ring of Healing	5,000 gp
Spell Reservoir Ring, Lesser	5,000 gp
Ring of Giant Size	6,550 gp
Ring of Sorcery III	7,200 gp
Ring of Hidden Truths	7,500 gp
Ring of Ray Focusing	8,000 gp
Ring of Strength Sapping Ring of Striking	8,000 gp
Ring of Defense	8,500 gp 10,000 gp
Ring of Flying, Improved	10,000 gp
Ring of Kinetic Force II	10,000 gp
Ring of Legerdemain, Improved	10,000 gp
Familiar Ring	10,500 gp
Ring of the Flame Blade	12,000 gp
Ring of Spellpower +2	12,000 gp
Ring of Versatile Spells	12,000 gp
Ring of Sorcery IV	14,400 gp
Ring of Branding	18,000 gp
Ring of Spiritual Protection	18,000 gp
Ring of Agelessness Ring of Bowmanship	20,000 gp
Ring of Kinetic Force III	20,000 gp
Ring of Runes	20,000 gp 21,000 gp
Ring of Fell Frosts	22,000 gp
Ring of Blights	24,000 gp
Ring of Ghost Touch	24,000 gp
Ring of Diminishing Size	25,000 gp
Ring of Spellpower +3	27,000 gp
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Ring of Spellpower +3	27,000 gp
Ring of Vipers	30,000 gp
Ring of the Holy Warrior	35,000 gp
Ring of Safe Returns	38,000 gp
Ring of Rage	40,000 gp
Spell Reservoir Ring	45,000 gp
Ring of Spellpower +4	48,000 gp
Ring of Beast Form	56,400 gp
Ring of Teleportation	65,000 gp
Ring of Arcane Assault	66,000 gp
Ring of Spellpower +5	75,000 gp
Ring of Infernal Wishes	90,000 gp
Ring of Bowmanship, Greater	100,000 gp
Ring of Contingencies	100,000 gp
Spell Reservoir Ring, Greater	125,000 gp
Ring of Vanishing	130,000 gp
Ring of Matthias: Iguna	150,000 gp
Ring of Matthias: Pyrius	150,000 gp
Ring of Matthias: Silphio	150,000 gp
Ring of Matthias: Wraithus	150,000 gp
Master Necromancer's Ring	160,000 gp
Ring of the Sphere	240,000 gp
Ring of Life	250,000 gp
Ring of Dragon Command	300,000 gp

functions identically to a *silent image spell*, except that the image is always identical to what was recorded, and takes up a 15-ft. cone.

FAMILIAR RING, LESSER

Aura faint conjuration (summoning); CL 1st Slot ring; Price 3,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, creator must have a familiar, and sever his connection with that familiar, binding it to the ring; **Cost** 1,500 gp

These rings contain the essence and spirit of a spellcaster's familiar, allowing the creature to be summoned forth to act as a familiar to the wearer. Each *lesser familiar ring* is associated with a familiar of a specific type (such as raven, or monkey, or owl), chosen at the time of its creation, which cannot later be changed. By speaking the command word, the familiar can be conjured forth from the ring, or dismissed back into it. The familiar has all the memories it had before it was tied to the ring, and behaves in all ways as though it was the wearer's familiar. For the purposes of any special abilities granted to the familiar based on the master's wizard level, use the ring's caster level, even if the wearer has levels in a class that grants a familiar. The wearer can benefit from this ring even if he already possesses a familiar. The familiar associated with the ring can learn spells as though it were a witch's familiar, although this increases the value of the ring (by an amount equal to the cost of a wizard's spellbook containing all the spells known).

Due to the familiar being bound to the ring, it can never go more than 1 mile from the ring, and if it attempts to do so it fades into nothingness. If the familiar dies for any reason (including fading in the aforementioned way) it cannot be summoned for 24 hours, after which the wearer can call it forth again unharmed, but without any memories of events since the last time it was called forth (meaning that it would not remember the circumstances of its death).

Only "normal" familiars can be tied to a lesser familiar ring. In order to have an improved familiar associated with such a ring, a familiar ring is necessary.

FAMILIAR RING

Aura moderate conjuration (summoning); CL 7th

Slot ring; Price 10,500 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, creator must have a familiar, and sever his connection with that familiar, binding it to the ring; **Cost** 5,250 gp

This functions as a *lesser familiar ring*, except that it holds the essence of a more powerful familiar. Any familiar that can be taken with the Improved Familiar feat can be contained in a *familiar ring*. The wearer still gains the benefit of the ring even if his alignment would normally prevent him from selecting the type of familiar the ring holds.

KEY RING Aura faint transmutation; CL 5th Slot ring; Price 500 gp; Weight -CONSTRUCTION

Requirements Forge Ring, knock ; Cost 250 gp

This simple brass loop is large enough that it was clearly designed to fit around the wearer's thumb, and conceals a useful enchantment, which is helpful to anyone with interest in the security of locks. This enchantment allows the ring's wearer to touch the ring to a key and speak a command word, causing the ring to magically imprint the key's form. This process destroys the original key, leaving only the imprint on the ring. The wielder then can open any lock which the imprinted key could open, simply by touching the key to the lock or portal which the lock holds. Typically this is a free action made as part of opening the locked object, but certain locks may require a more time or effort to open (at the GM's discretion).

A key ring can store up to 5 unique imprints in this fashion at any one time. A key ring cannot imprint a new key if it already has 5 keys imprinted upon it. By speaking the command word backwards, the ring's wearer may remove imprinted keys from his ring either one at a time or all at once. Once removed in this way the imprint is lost forever and a new key must be provided in order to imprint that key again.

MASTER NECROMANCER'S RING

Aura strength necromancy; CL 17th Slot ring; Price 160,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, animate dead, chill touch, control undead, energy drain, hide from undead, magic jar, vampiric touch; **Cost** 80,000 gp

These rings are made of bone, and are decorated with one or more pieces of precious black stone (typically ebony) carved in the shape of skulls. In some cases, other gems, like small rubies or emeralds, are set in the eye sockets of these skulls. The rings are highly prized amongst



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necromancers, and generally a given *master necromancer's ring* only changes hands after its previous owner has been murdered—often specifically for the ring in question.

Non-intelligent undead will not attack the wearer of the ring unless he attacks them first, and even intelligent undead must succeed on a Will save (DC 23) in order to take any hostile actions against the wearer unless he does so first. Further, those undead (intelligent or otherwise) that do attack the wearer suffer a -4 penalty to their attack rolls, and the wearer of the ring gains a +4 bonus on all saving throws made to resist the abilities of undead creatures.

In addition, the number of Hit Dice of undead creatures that the wearer can control with *animate dead* and similar spells is increased to 8 per caster level, and if the wearer has the Command Undead feat, or similar, the number of Hit Dice of undead creatures he can control in that manner is increased to four times his effective cleric level.

Finally, the master necromancer's ring grants access to a number of necromancy spells, as outlined below:

- Animate dead (1/day)
- Chill touch (unlimited)
- Energy drain (1/day)
- Magic jar (1/day, the ring's gem serves as the magic jar)
- Vampiric touch (3/day)

RING OF AGELESSNESS

Aura strong transmuation; CL 15th Slot ring; Price 20,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, temporal stasis; Cost 10,000 gp

This dull-grey ring is made of a material unlike anything known to man, which is both cool and smooth to the touch. While the ring's magic is subtle, and may not be immediately known to the wearer, it is very powerful and constantly works to keep the wearer in his prime. Any living creature who wears this ring ages 12 times slower than normal, effectively aging 1 month for every year he wears the ring, and possibly extending his lifespan. A ring of agelessness has no effect on a creature's current age, or spells which are based on a character's age. He does, however, gain a +4 bonus on any saving throws made to resist the effects of anything which would supernaturally alter his age.

RING OF ARCANE ASSAULT

Aura moderate evocation; CL 9th Slot ring; Price 66,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, cone of cold, lightning bolt, magic missile, and scorching ray; **Cost** 33,000 gp

This exotic golden ring has a clear blue stone set into its center and appears to be unenchanted until it has been worn for at least one hour on the hand of a character who can cast arcane spells, at which point a pale light begins to glow within the gem. For each hour the ring is worn by such a character, the ring of arcane assault gains a single charge, to a maximum of 5 charges. By speaking a command word and expending one or more of the charges, a ring of arcane assault can produce a blast of arcane energy which takes one of the following shapes based on the number of charges spent to expend the blast. Those creatures struck by the arcane energy suffer 5d6 points of force damage, regardless of the shape the blast takes, and a successful Reflex save (DC 18) halves this

damage.

Ray (1 charge): The ring's wearer can use one charge of the stored arcane power to fire a ray of energy at a single target within 30 ft.

Line (2 charges): The ring's wearer can use 2 charges of the stored arcane power to unleash a line of pure energy which is 30 feet long and 5 feet wide, and damages all creatures caught within the line.

Cone (3 charges): The ring's wearer can use 3 charges of the stored arcane power to unleash the energy within the ring in a 30-ft. cone, damaging all creatures caught within the blast.

RING OF BEAST FORM

Aura moderate transmutation; CL 11th Slot ring; Price 56,400 gp; Weight -CONSTRUCTION

Requirements Forge Ring, *beast shape IV*, other requirements; **Cost** 28,200 gp

These rings are generally loops of leather or hide from an animal, often with fur still attached to the outside. The wearer can use *beast shape I* at will, and can use *beast shape IV* once per day.

RING OF BLIGHTS

Aura strong necromancy; CL 13th Slot ring; Price 24,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, slay living ; Cost 12,000 gp

This twisted band of dead wood features an exquisite carving of a rose made from petrified ebony set into the ring's central setting. To either side of the rose are two thin pieces of jade which are cut to resemble withered ivy. In addition to being beautiful, this ring bears a powerful enchantment which is the anathema of plantbased life. Any non-sentient plant of Small size or smaller that the wearer of this ring touches instantly withers and dies. Non-sentient plants of Medium size wither and die after one full minute of contact with the wearer, and plants of Large size or larger wither and die after one hour of contact with the wearer. This ability does not function against awakened plants, or or any creature of the plant type, including mindless plant creatures.

Additionally this ring allows the wielder to make a melee touch attack, which does not provoke attacks of opportunity, against any creature of the plant type, which, if successful, deals 1d6 points of Strength, Dexterity, and Constitution damage to the target unless it succeeds on a Fortitude save (DC 20).

RING OF BOWMANSHIP, LESSER

Aura faint conjuration; CL 5th Slot ring; Price 2,000 gp; Weight -CONSTRUCTION Requirements Forge Ring, creation ; Cost 1,500 gp

This ring of braided of copper and tin is prized by archers for its utility. Whenever the ring's wearer fires a ranged weapon that uses ammunition, he can choose to have the ring create a magical piece of ammunition appropriate for the weapon, and fire that instead. Such ammunition is treated as mundane ammunition of the appropriate type, except that they always overcome damage reduction as though they were magic. This ability does not negate the necessity to reload crossbows, as the bowstring and winch must still be reset to fire the weapon, although repeating crossbows can fire these projectiles without the need to ever replace the clip. Ammunition created in this way dissipates into nothingness within 1 minute of being created.

Additionally, once per day, the ring's wearer can speak a command word to create 5 magical projectiles of any type of ammunition he desires. These projectiles always have a +1 enhancement bonus, and must be used within 1 hour of being created or they dissipate into nothingness.





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RING OF BOWMANSHIP

Aura faint conjuration; CL 5th Slot ring; Price 20,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, creation; Cost 10,000 gp

This ring functions identically to the lesser ring of bowmanship, except that instead of creating 5 pieces of +1 ammunition once per day, it can instead create either 20 pieces of +1 ammunition of any type of the wearer's choice, or 5 pieces of +3 ammunition of any type of the wearer's choice. In either case the missiles must still be used within one hour or else they dissipate into nothingness.

RING OF BOWMANSHIP, GREATER

Aura faint conjuration; CL 5th Slot ring; Price 100,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, creation; Cost 50,000 gp

This ring functions identically to the *lesser* ring of bowmanship, except that instead of creating 5 pieces of +1 ammunition once per day, it can instead create either 20 pieces of +3 ammunition of any type of the wearer's choice, or 5 pieces of +5 ammunition of any type of the wearer's choice. In either case, the missiles must still be used within one hour or dissipate into nothingness.

RING OF BRANDING

Aura moderate conjuration; CL 11th Slot ring; Price 18,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, arcane mark, burning hands, teleport; **Cost** 9,000 gp

This ring is crafted from pure cold iron, and bears an iron stamp in the central setting in place of gem. This stamp is always unique to the ring and cannot be changed, even removing the setting and replacing it with another signet causes the new signet to magically transform into the ring's original stamp in 1d6 minutes. By speaking a command word, the ring's wearer can cause the ring's stamp to grow hot, and with a touch, the wearer can attempt to brand that stamp onto another creature or object. This might require a melee touch attack if the target attempts to resist, and deals 1d10 points of fire damage to the target. Any target which suffers any fire damage this way develops a brand upon their body were they where touched. These marks last for one year, or until the target receives the benefit of a *break enchantment* spell or similar magic, or until a new brand is created, as the ring can only maintain one brand at any time.

Once per day, by speaking a second command word, the wearer can call the creature or item he has marked with this ring before him, teleporting that creature or object from its current location as though with the spell *teleport*. As such, this spell can only call objects or creatures before the wearer if they are both on the same plane. Unwilling creatures and attended objects are allowed to make a Will saving throw (DC 20) to resist the effect.

RING OF CONTINGENCIES

Aura moderate evocation; CL 11th Slot ring; Price 100,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, contingency, imbue with spell ability; **Cost** 50,000 gp

These rings are similar to a *ring of spell* storing, though they differ in a few key ways. They typically bear a single large stone, which glows faintly when the ring has a spell stored within.

A spellcaster in possession of a *ring of contingencies* can cast a single spell of 6th level or less, with a casting time no longer than 1 round, into the ring, and declare a specific condition when the spell should be cast. The ring's wearer cannot directly cast a spell stored in the ring, but if the specified condition comes to pass, then the ring automatically casts the spell as an immediate action. All choices related to the spell must be made when the spell is cast

Sidebar: Too Many Rings!

According to the *Pathfinder Roleplaying Game Core Rulebook*, "a character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings." While this is a good rule to adopt for game balance purposes, as it prevents characters from loading up a ring on every finger and toe, with a few extra here and there, and ensures that rings continue to take up a slot on the body, instead of becoming "slotless" items (and therefore needing to cost more), it can occasionally conflict with flavor, and, in some cases, fun.

Some characters (or players) may want to display their wealth by wearing a magic ring on each finger. Other, more practical adventurers might just feel that one's fingers are a natural place to keep their rings, and may not want to have to stop to pull off one ring and put another on every time they want to switch between which magic ring they're using.

As a result, we recommend the following optional interpretation of the above rule: while it's true that a character can only benefit from two magic rings at any given time, he doesn't automatically keep the benefits of the first two rings he wears, without the ability to use any others until he takes one off. Instead, he can designate any two magic rings he is currently wearing as "active" as a standard action, purely through mental will. In this way, a character wearing a *ring of protection* +1, a *ring of energy resistance* (fire), and a *ring of invisibility* might have the first two rings active, but decide that he needs to become invisible. By spending a standard action, he switches to now have the *ring of invisibility* and the *ring of energy resistance* (fire) active, losing the +1 deflection bonus to AC granted by the *ring of protection* +1. With another standard action he can make himself invisible, as normal for the *ring of invisibility*. If he later decides that he needs the AC bonus again (perhaps because he comes up against opponents who can see him), he can spend a standard action to change the affected rings again, this time switching to the *ring of protection* +1 and the *ring of energy resistance* (fire). If he does, he will immediately lose his invisibility, as it is contingent on the *ring of invisibility*.

This way, a character can wear as many rings as he likes on his fingers (or other places) and switch between them with minimal fuss, without turning rings into essentially slotless items. Of course, another way to approach the issue would be to allow players to buy special magic rings that don't count against the number of rings that they can wear. Effectively, this transforms the item from a ring into a wondrous item that doesn't take up a slot on the character's body. For flavor purposes, it is still a ring, and you would still use Forge Ring to craft it, however. Such a ring should typically cost 150% of its normal price (thus a *ring of protection +1* that did not count against the number of magic rings a character could benefit from at one time would cost 3,000 gp, instead of the normal 2,000 gp).

It would also probably not be unreasonable to allow characters the ability to effectively gain an additional ring slot, allowing them to benefit from an additional magic ring at any given time. The wondrous item *hand of glory* already allows players access to a third ring slot, so it's not inconceivable. You might create a feat that allows players to gain an additional ring slot, and which can be taken multiple times, until they can benefit from a different ring on each finger, if they desire. Alternatively, if you don't want to create "extra" slots, you could make a feat or ritual that allows a character to give up one slot (such as "eyes" or "robe") in order to gain a new ring slot.

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into the ring (such as targets, modes if any, etc). For example, a *teleport* spell cast into the ring would require that the caster choose the destination when it was stored, and a *fireball* spell would require the caster to choose the location of the fireball in relation to her or another individual involved in the trigger condition (such as "25 feet directly in front of me," or "centered on my attacker," etc.). A *chain lightning* spell might be made with the specifications that it target "everyone around me except for Korvos the dwarf and Samgul the rogue, starting with the nearest person and moving outward."

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted conditions are prescribed, the spell may fail to trigger properly. The stored spell is cast solely on the stated conditions, regardless of whether or not the wearer wants it to (or, indeed, whether they even know of the ring's properties). Once a stored spell is cast from the ring, it is expended, and the ring has no magical properties until another spell is stored within it (and new conditions set for the casting).

RING OF DEFENSE

Aura strong universal; CL 13th Slot ring; Price 10,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *limited wish*; **Cost** 5,000 gp

This golden band is inlaid with several

images of beautifully crafted silver shields and grants the user increased magical protection. Ordinarily, this ring grants the wearer DR 5/magic, however if the wearer is also wearing a *ring of protection*, this damage reduction is increased by 1 per point of deflection bonus granted by the *ring of protection*.

RING OF DIMINISHING SIZE

Aura moderate transmuation; CL 7th Slot ring; Price 25,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, *reduce person*, *shrink item*; **Cost** 15,000 gp

This ornate silver ring is just large enough for a Medium humanoid to wear on his pinky finger, and possesses a powerful magic that can gradually alter his size. This ring's magic is made readily apparent as soon as it is donned, as it instantly decreases the wearer's size category by one step (for example from Medium to Small). The ring's magic also shrinks any items worn or carried by the user to a like size. Every 24 hours after the ring was first donned, the wearer may speak a command word to reduce his size and the size of any objects he wears or carries by another step (for example a Medium character who had already become Small could become Tiny 24 hours later). This magic cannot reduce the wearer's size below Fine. Removing the ring instantly returns the wearer to ordinary size, and he must go through the entire shrinking process again should he don the ring once more.





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RING OF DRAGON COMMAND

Aura strong conjuration; CL 17th Slot ring; Price 300,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *miracle* or *wish* or *wyrmcalling*, and all appropriate spells; **Cost** 150,000 gp

These rings are incredibly powerful, and are highly sought after by those with dreams of becoming warlords, sorcerers bent on conquest, and others who see them as a swift means to deadly power. They vary greatly in appearance, but are always ornate and ostentatious, and would stand out even amongst other expensive and beautiful rings. Similar to a ring of elemental command, a ring of dragon command appears to be a lesser magic ring at first, and its true power is only unlocked when its wearer meets a specific condition (such as singlehandedly slaying a dragon of a certain type, or being able to cast spells of a certain level, or gaining the friendship and trust of a dragon, etc). Any given ring must be unlocked separately by each wearer in order for its full abilities to manifest.

Dragons find it very difficult to attack the wearers of these rings, much to their chagrin, as they tend to universally hate those who use them. A dragon is physically incapable of directly attempting to harm the ring's wearer (whether with its natural attacks, its breath weapon, its spellcasting, etc) unless the wearer either attacks the dragon first (or casts a hostile spell at the dragon, etc), or else the dragon succeeds on a Will save (DC 27), which it can attempt up to once per day. Even if the dragon succeeds on the Will save, it suffers a -4 penalty on attack rolls made against the wearer, and the wearer gains a +4 competence bonus on saving throws made to resist the dragon's abilities. Further, the wearer gains a +2 competence bonus on attack rolls made against dragons, and ignores any damage reduction or spell resistance the dragon might possess.

Anyone wearing a ring of dragon command gains an intuitive knowledge of Draconic and can speak and understand that language. Additionally, he gains some ability to magically control dragons. This functions as the spell *dominate monster*, except that it can only be used to target dragons, and can only be used once on any given dragon. The effect lasts indefinitely, but the dragon may make a new saving throw every week to break the effect: once it succeeds, it can no longer be affected by this ability by that wearer ever again, and the ring no longer grants its wearer its normal protection against that dragon, although if the ring changes hands, the new owner gains its protection against that dragon, and can use the ability on the affected dragon again.

Finally, each ring is associated with a particular color of dragon. The color has no effect on what dragons the ring grants protection from or can control (it can use those abilities on all true dragons), but it does change the spell-like abilities the ring grants. The wearer of a *ring of dragon command* can use all the spell-like abilities that would be gained by an adult dragon of the associated color (for example, a ring associated with blue dragons would grant the ability to use *ghost sound, minor image*, and *ventriloquism* at will).

The type of ring that a ring of dragon command appears as before it is unlocked depends on the color of dragon it is associated with, as outlined below. Once a *ring of dragon command* has been fully active, it continues to function as the indicated type of ring in addition to the abilities outlined above.

Dragon Type	Ring Type
Black Dragon	Water walking
Blue Dragon	Energy resistance (electricity)
Brass Dragon	Animal Friendship
Bronze Dragon	Swimming, Improved
Copper Dragon	Chameleon Power
Gold Dragon	Protection +2
Green Dragon	Energy resistance (acid)
Red Dragon	Energy resistance (fire)
Silver Dragon	Feather fall
White Dragon	Energy resistance (cold)

RING OF FELL FROSTS

Aura moderate evocation [cold]; CL 9th Slot ring; Price 22,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *cone of cold*; **Cost** 11,000 gp

These rings are usually made of a silvery metal, with engravings depicting snowflakes, or winter animals. They generally bear a single large, blue gem, in a setting crafted to look like a star or the petals of a flower. The ring is typically cold to the touch, and the gemstone glows faintly when worn.

At its wearer's command, the *ring of fell frosts* can fire a ray of cold energy at a target. Treat this as a touch attack with a maximum range of 120 ft. If the attack hits, it deals 3d6 points of cold damage. Because this cold energy is insubstantial, things like Deadly Aim and sneak attack cannot be used to modify the damage.

RING OF FLYING

Aura faint transmutation; CL 5th Slot ring; Price 2,500 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, creator must have 5 ranks in the Fly skill; **Cost** 1,250 gp

These rings are typically made of leather, with a number of tiny, brightly-colored feathers sewn onto them. They continually grant the wearer a +5 competence bonus on Fly checks.

RING OF FLYING, IMPROVED

Aura faint transmutation; CL 5th Slot ring; Price 10,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, creator must have to ranks in the Fly skill; **Cost** 5,000 gp

As a ring of flying, except it grants a +10 competence bonus on its wearer's Fly checks.

RING OF GHOST TOUCH

Aura moderate transmutation; CL 7th Slot ring; Price 24,000 gp; Weight -



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CONSTRUCTION

Requirements Forge Ring, etherealness; Cost 12,000 gp

These rings are typically made of bone, and are often engraved with passages from the burial rites of various faiths. The wearer of a *ring of ghost touch* can touch and interact with incorporeal creatures as though they were solid. Any attacks he makes against incorporeal creatures are treated as though he were incorporeal as well, negating any defensive bonuses from being incorporeal. Additionally, his armor and shield bonuses apply normally to any incorporeal touch attacks made against him, as these items are made solid to incorporeal creatures as well.

RING OF GIANT SIZE

Aura faint transmutation; CL 13th Slot ring; Price 6,550 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, enlarge person, giant form I; Cost 3,275 gp

These rings are almost always made of iron, and engraved with rune in Giant along the outside or inside of the band. They do not typically sport any gems. Any creature wearing a *ring of giant size* is constantly affected as though by the spell *enlarge person*. Even non-humanoid creatures are affected, as long as they have a ring slot and are able to use magical rings. In addition to this effect, the ring has a special command word which, if spoken, will cause the user to be affected as though by the spell *giant form I*. This drains the ring of its enchantment, however, and after the effect expires the ring is no longer magical.

RING OF HEALING

Aura faint conjuration; CL 1st Slot ring; Price 5,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, cure light wounds ; Cost 2,500 gp

This bronze band is gilded with golden serpents and can allow the wearer a limited ability to heal those around him. Ordinarily, once per day this ring allows the wielder to cause a single creature touched to regain an amount of hit points equal to its total Hit Dice. However, if the ring's wearer is also wearing a *ring of regeneration*, he instead causes the target to regain a number of hit points equal to its Hit Dice every round for the next 10 rounds.

RING OF HIDDEN TRUTHS

Aura faint divination; CL 5th Slot ring; Price 7,500 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *detect secret doors*, *see invisibility*, *zone of truth*; **Cost** 3,750 gp

These rings feature silver or platinum bands, and three separate gemstones, each of which is usually a small diamond, but which can potentially be any clear, colorless gemstone. These gems glow faintly in various circumstances to provide the wearer with information about his surroundings.

Whenever the wearer is within 60 ft. of a secret door, the left gem on the ring begins to glow a bright yellow. This does not allow the wearer to pinpoint the precise location of the door, but it does alert him to the door's presence, and provides a +4 circumstance bonus on any Perception checks made to find the door. Only doors specifically designed to be secret trigger the ring: those that have been obscured by dust or debris, for example, do not.

Whenever anyone other than the wearer speaks a lie within 30 ft. of the wearer, the middle ring glows a bright purple. Only deliberate falsehoods cause the ring to respond: a character who honestly believes what he is saying will not cause the ring to glow, even if the speaker is incorrect. Any defense which would protect the speaker from a *zone of truth's* effects also allow him to lie without triggering the ring, although no saving throw is allowed.

Finally, if the wearer comes within 60 ft. of an invisible creature or object, the right gem begins to glow a bright blue. Even naturally invisible creatures and objects (such as an invisible stalker) cause this to occur.

RING OF INFERNAL WISHES

Aura strong universal [evil, lawful]; CL 20th Slot ring; Price 90,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *detect thoughts*, gate, scrying, suggestion, telepathic bond, wish; **Cost** 45,000 gp

Each one of these dangerous rings is linked with a specific pit fiend duke of hell, and allows the wearer to call on that infernal individual for wishes in exchange for a dark price. Often the rings are created by the devils themselves, though in some cases they are created without the pit fiend's permission, often resulting in the death of the creator. They are almost universally gaudy and ornate, with intricate carvings and beautiful gems designed to attract attention.

As soon as the ring is put on, a telepathic link is forged between the wearer and the pit fiend linked to the ring. This telepathic bond allows two-way telepathic communication, even if the wearer and the pit fiend are on different planes, and, unless the wearer succeeds on a Will save (typically DC 28) the pit fiend can read the wearer's thoughts, as per *detect thoughts*. The wearer is automatically aware of this telepathic link, though not necessarily of the identity or even nature of the creature on the other side (many pit fiends pretend that they are simply an intelligent ring, or a genie trapped within the ring, etc). Removing the ring breaks this telepathic bond, as long as the wearer has not made any wishes with the ring (see below).

Sooner or later, the pit fiend always tells the wearer that the ring can be used to grant up to three wishes, as the spell *wish*. While the pit fiend will not necessarily volunteer the fact that these wishes come with a price, it will not deny it or go very far out of its way to hide it, and will explain the costs to the wearer if he takes the time to inquire about them.

After the first wish is made, the pit fiend's connection to the wearer grows. The pit fiend is now automatically able to read the wearer's thoughts (no saving throw), and the telepathic bond remains even when the ring is removed. Additionally, the pit fiend can cast *scrying* on the wearer as a spell-like ability once per day, and the wearer suffers the maximum possible penalty on his Will save to resist this effect (-15). Removing the ring does not prevent the pit fiend from scrying on the wearer in this way.

After the second wish is made, the pit fiend gains the ability to cast *suggestion* on the wearer once per day (DC 21 to resist). Further, at this point, if the wearer dies for any reason, his soul immediately becomes the possession of the pit fiend, and he cannot be raised or resurrected by any means until his soul is freed, or unless the pit fiend can be convinced to allow his soul to return.

1d4-1 days after the third wish is made, the wearer must succeed on a Will save (DC 23) or be affected as though by the spell *trap the soul*, except that his soul is not trapped in a gem, but is instead claimed by the pit fiend (if the result is o days, this happens immediately as soon as the wish is granted). If the wearer succeeds on the save, he earns the eternal wrath of the pit fiend, who uses his connection to the wearer to harass him, sending assassins to slay him and drag him back to hell (using his scrying and thought detecting abilities to plan ambushes and send his assassins to the right location), and using the suggestion ability to drive the wearer to fatal "mistakes."

The connection between the wearer and the pit fiend can be broken by an *atonement* or *break enchantment* spell, but the caster must succeed on a caster level check versus the ring's caster level, or the link remains. The pit fiend automatically becomes aware of any attempt to sever the link and may react hostilely, as described above. Casting *mage's disjunction* on the ring has only a 50% chance of destroying the connection between the wearer and the pit fiend, and other means of destroying the ring have no chance of disrupting the connection.

While a *ring of infernal wishes* will only ever grant three wishes to a single individual, it can theoretically grant any number of wishes. Note that the ring cannot be used to grant wishes that the pit fiend it is connected to does not wish to have pass: such wishes simply fail, and do not count towards the number of wishes the wearer has made

RING OF KINETIC FORCE

Aura faint (*kinetic force I*), moderate (*II*), or strong (*III*) evocation; CL 1st (*I*), 7th (*II*), or 12th (*III*) Slot ring; Price 4,000 gp (*I*), 10,000 gp (*II*), or

20,000 gp (III) ; Weight -

CONSTRUCTION

Requirements Forge Ring, *magic missile*; **Cost** 2,000 gp (*I*), 5,000 gp (*II*), or 10,000 gp (*III*)

This humble gold band allows the wearer to magically store the energy from his attacks to be unleashed later. Whenever the wearer confirms a critical hit, before rolling damage, he may choose to have the ring absorb some of the force of the blow. If he does, the attack is treated as a regular hit, rather than a critical hit, and the ring gains a number of charges equal to 5 times the weapon's critical multiplier (10 points for a longsword, 15 points for a battleaxe, 20 points for a scythe, etc.)

At any time, as a swift action, the ring's wearer may activate the ring with a primal scream in order to unleash the stored energy on his next attack. This causes the next melee attack the wearer makes to deal an amount of extra damage equal to the number of charges the ring has accrued. If the attack misses, the ability is wasted. In either case, all the charges in the ring are expended, and it must gain new charges in order to be activated again in this way. A *ring of kinetic force I* can hold up to 20 charges at any one time, a *ring of kinetic force II* can hold up to 50 charges at any one time, and a *ring of kinetic force III* can hold up to 100 charges at any one time.

RING OF LEGERDEMAIN

Aura faint transmutation; CL 5th Slot ring; Price 2,500 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, creator must have 5 ranks in the Sleight of Hand skill; **Cost** 1,250 gp

This ring is actually a plain leather band with magic runes stitched into it, worn around the finger. It continually grants the wearer a +5 competence bonus on Sleight of Hand checks.

RING OF LEGERDEMAIN, IMPROVED

Aura faint transmutation; CL 5th Slot ring; Price 10,000 gp; Weight -

Slot mig, Thee 10,000 gp, weig

CONSTRUCTION

Requirements Forge Ring, creator must have to ranks in the Sleight of Hand skill; **Cost** 5,000 gp



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As a ring of legerdemain, except it grants a +10 competence bonus on its wearer's Sleight of Hand checks.

RING OF LIFE

Aura strong universal; CL 17th Slot ring; Price 250,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, miricale; Cost 125,000 gp

This alabaster ring has runes running around it which proclaim the names Adin, Villis, and Vai. When donned, the ring hums with magic and shimmers on the wearer's finger. This ring has 3 distinct effects: first, the ring empowers and protects the user's soul rendering him immune to the spells soul bind and trap the soul as well as any other spell or effect which would consume, damage, destroy, or imprison his soul. Only effects which specifically call this out as a consequence are effected, and any symbolic or metaphorical damage done to the wearer's soul (such as by forcibly altering the character's alignment, for example), as well as any other aspects of such spells or effects that don't directly involve the subject's souls, are unaffected.

Second, once per week, the ring's wearer can create new life where there was none. This ability can function as a combination of the spells animate object and awaken, rendering the animated object as an intelligent and free-willed creature permanently, or it can create a new humanoid life from a deceased body. This process transmutes the body into that of a living infant over a period of 10 minutes. The infant is of the same race as the body that was used to create it. Either way, any creature resulting from this ability is under no special compulsion to obey the wearer's commands or follow his directives, their initial attitude towards him is friendly.

Finally, if the ring's wearer dies, he is retuned to life as though by a *true resurrection* spell. After this occurs, the ring shatters, becoming worthless.

RING OF MANY LIGHTS

Aura faint evocation [light]; CL 1st Slot ring; Price 1,500 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, color spray, dancing lights; **Cost** 750 gp

These rings often have fairly plain bands, though occasionally they are made of braids of nickel, copper, iron, and lead all woven together. They always feature a many-colored opal for their central stone, though sometimes they have many other gems of bright colors surround it.

At its wearer's command, the central gem of the *ring of many lights* shines like a torch, shedding light around its wearer. This light can be of any color the wearer desires, and he can change it as a standard action. He can also will the light to blink on and off or change colors in rapid succession, allowing him to send coded messages in the dark.

With another command word, the wearer can separate the light from the ring, effectively duplicating the effects of the *dancing lights* spell, except that the lights cannot travel more than 30 ft. from the ring. This ability can be used three times per day.

Finally, once per day the wearer can also cause a strong burst of colored light to explode forth from the gem, functioning as the spell *color spray*. Once this ability has been used, the rest of the ring's magic powers are inert and cannot be activated until the next sunrise.

RING OF MANY SIGNETS

Aura faint transmutation; CL 5th Slot ring; Price 1,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, stone shape ; Cost 500 gp

These rings are well-prized by forgers, con-men, and thieves, though others do occasionally find use for them. At the wearer's command, the ring can change its shape and appearance to match anything the wearer desires. This allows him to craft the ring into the shape of any signet he is intimately familiar with (particularly complicated signets may require a DC 15 Intelligence check in order to get the details exactly right). It can also cause the ring to



Sidebar: The Many Forms of Rings

Nine times out of ten (and most likely far more often than that) when someone thinks of a magic ring, they think of something that they would slide around their finger. While this is the most traditional form of magic ring, especially in pseudo-medieval-Western-European fantasy settings, that doesn't mean that it's the only conceivable type of ring. You could, for instance, have magic earrings, or nose-rings, or eyebrow-rings, or even more exotic kinds of rings. You could also wear rings on your toes, or, potentially, on a chain around your neck.

If you (or a player) want to include a variety of different styles of magic ring in your game, the process is fairly simple. There's nothing to stop a *ring of protection +1* from coming in earring form, and little to no adjustment would really need to be made to the item. Note, of course, that such items still take up a "ring" slot, even if they aren't on a finger. Of course, if you feel comfortable doing so, there's no reason you couldn't re-slot a ring if it felt more appropriate to you. A ring that one wears on one's eyebrows could reasonably be considered to take up the eye slot, and one worn on a chain could easily be considered to use the neck slot. Such a change should have a minimal effect, if any, on an item's value, and so experienced players and GMs should have no problems with such adjustments. That said, keep an eye on your players to ensure that they don't abuse this ability.



change the material it seems to be made of, and any decorations or engravings that might appear on it. These changes are only superficial, however, and any jeweler will quickly discover the ring for what it is, rather than the material its owner attempts to pass it off as.

RING OF MOVES

Aura faint transmutation; CL 1st Slot ring; Price 3,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, *expeditious retreat*; Cost 1,500 gp

This silver band is engraved with beautiful hand-cut renditions of winged boots, and grants the wearer increased mobility. Ordinarily, this ring grants the wearer a +10 ft. enhancement bonus to his land speed. However, the ring's magic interacts favorably with a number of other magical rings granting the user one of the following benefits.

Ring of Climbing: The wearer gains a climb speed equal to his land speed.

Ring of Flying: The wearer gains a fly speed equal to his land speed (average maneuverability).

Ring of Swimming: The wearer gains a swim speed equal to his land speed.

RING OF POISON'S BANE

Aura faint conjuration (healing); CL 5th Slot ring; Price 2,500 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, detect poison, remove poison; **Cost** 1,250 gp

These rings are generally made from silvery-grey bands, and each bears a single bright-green emerald, or, in some rare cases, jade, as its only stone. They have a number of magical properties which make them invaluable to those who fear poison. First, whenever a *ring of poison's bane* comes within twelve inches of a poisonous substance, the ring's gem glows, and the band becomes warm to the touch. Second, once per day, when the wearer speaks a command word, the ring can secrete a milkywhite fluid from its gem which acts as an antitoxin (granting a +5 alchemical bonus on Fortitude saves made to resist poison for 1 hour). Finally, the ring can be removed and swallowed, acting as a *remove poison* spell. This ability can only be used once, as the ring is destroyed while in the body.

RING OF RAGE

Aura moderate e	nchantment; CL 9th
Slot ring; Price 4	o,ooo gp; Weight -
CONSTRUCTION	The second second

Requirements Forge Ring, creator must possess all rage powers bestowed by the ring; Cost 20,000 gp

These rings are often made of simple materials, such as bone or leather, and are rarely adorned. The wearer of a ring of rage can enter a rage, as the barbarian class feature, and can rage for a number of rounds per day equal to 12 + her Constitution modifier. If the wearer already has the rage class feature, instead she can rage for an additional 12 rounds each day. Additionally, each ring of rage has two rage powers stored in them, and, as long as the wearer is raging (whether by using the ring's ability or from her own innate ability to rage), she gains access to those rage powers. For randomly-generated rings of rage, determine the rage powers associated with the ring randomly. Once the ring is created, the rage powers it grants cannot be changed.

RING OF RAY FOCUSING

Aura faint divination; CL 1st Slot ring; Price 8,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, true strike; Cost 4,000 gp

This stained ash ring is supernaturally smooth and harder than steel, despite being made of a normally soft wood. A single clear glass lens serves in place of a gemstone, and is center-mounted, peaking a little above the ring's rim. The ring's wearer gains a +2 competence bonus on all ranged touch attacks made as part of spells he casts. This ring has no bearing on other ranged touch attacks the wearer might make, such as those to fire a pistol.

RING OF ROYAL APPEARACNE

Aura moderate transmutation; CL 7th Slot ring; Price 600 gp; Weight -CONSTRUCTION

Requirements Forge Ring, minor creation; Cost 300 gp

This magical ring is made from bleached ivory and appears to be a ducal crown capped with tiny rubies. It bears a minor enchantment particularly prized by the very vain, or the very desperate, which allows the wearer to dramatically enhance the appearance of clothing. By speaking a command word, and touching the ring to a piece of clothing, the wearer of this ring can transmute even the lowliest of garb into an outfit befitting royalty. This ability can only affect garments and accessories currently worn by a living creature, and magical garb is entitled to a Will saving throw (DC 11) to resist, although the ability is largely harmless. This ability can be used to create up to 5 royal outfits and 10 noble outfits in a single day. The effect lasts for 6 hours or until midnight, whichever is longer. At the end of this time, the affected clothing returns to normal. If any part of an affected item is removed (such as trying to rip off gems sewn into the fabric), the affected clothing also returns to normal, and if the wearer removes the ring of royal appearance, all of the affected clothing returns to normal.

RING OF RUNES

Aura strong divination; CL 17th Slot ring; Price 21,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, forewarning; Cost 10,500 gp

This silver ring is emblazoned with runes, which glow softly with a pale white light. This ring has a number of useful magic effects which protect the user from any magical spell which can be used to create a trap, such as *explosive* runes and symbol of pain, allowing him to automatically detect the presence of such traps. Additionally, he gains a +4 bonus on all saving throws made to resist the effects of such spells. Finally, once per day, the ring's wearer can disarm such a trap by merely touching his ring to it.



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RING OF SAFE RETURNS

Aura strong universal; CL 17th Slot ring; Price 38,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *contingency*, *teleport*, *true resurrection*; **Cost** 19,000 gp

These rings are highly prized by adventurers, and any other who routinely risk death, as they offer a certain amount of protection against such a fate. If the wearer of a ring of safe returns is slain, his remains and all of his equipment vanish in a flash of light. At the same time, the wearer's body and gear reform in a safe location within 2d20 miles (a "safe" location is one where the environment is not immediately harmful to the wearer, which can support him, and where he will not immediately be seen by any creatures that will be hostile towards him. If no such location exists within 2d20 miles, the wearer is transported to the safest possible location within that range). This process is identical to the spell true resurrection, except as noted above, and the fact that the wearer's gear is restored as well. A ring of safe returns only functions once. Afterwards it disintegrates into worthless dust.

RING OF SORCERY

Aura moderate (sorcery I), or strong (II-IV) (no school); CL 6th (I), 12th (II), 18th (III-IV) Slot ring; Price 1,000 gp (I), 3,400 gp (II), 7,200 gp (III), 14,400 gp (IV); Weight -CONSTRUCTION

Requirements Forge Ring, must know all spells to be imbued into the ring; **Cost** 500 gp (*I*), 1,700 gp (*II*), 3,600 gp (*III*), 7,200 gp (*IV*)

Rings of sorcery come in all shapes and sizes, but always feature a variety of precious gems, one for each of the spells contained within. They are primarily of use to sorcerers, but others who cast spells from the sorcerer/wizard spell list may gain some benefit from them. Each one contains a number of different spells, and anyone wearing the ring can access those spells as though they were on his list of spells known (or, in the case of wizards and other prepared casters, they can prepare those spells as though they had been written in the wizard's spellbook).

There are four different types of *rings of sorcery*. Each one contains a combination of spells of various levels, as outlined on the table below.

	Spells Stored								
Ring	ıst	2nd	3rd	4th	5th	6th	7th	8th	9th
Type I	3	2	1		1	-	-	+	-
Type II	3	3	2	2	1	1	-	-	-
Type III	3	3	3	2	2	2	1	1	1
Type IV	6	6	6	4	4	4	2	2	2

The exact spells stored in the ring are determined when it is created, and cannot later be changed. To determine the spells stored in a pre-existing *ring of sorcery*, either select an appropriate number of spells of each spell level, or else randomly determine an appropriate number of spells of each spell level, as desired. A *ring of sorcery* does not grant any spell slots, or the ability to cast spells from the sorcerer/wizard spell list, it only allows characters with such ability to cast the stored spells in addition to the spells they already know.

RING OF SPELLPOWER

Aura faint universal; CL 1st Slot ring; Price 3,000 gp (+1), 12,000 gp (+2), 27,000 gp (+3), 48,000 gp (+4), 75,000 gp (+5); Weight -

CONSTRUCTION

Requirements Forge Ring, Heighten Spell; **Cost** 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5)

These rings are highly valued by mages, and many mage academies and arcane universities give the less powerful versions of these rings to their graduates, engraved with the school's seal. As long as the ring is worn, the wearer gains a bonus to his caster level for all spells he casts. This bonus ranges from 1 to 5, depending on the power of the ring's enchantment. This bonus does not stack with any other bonuses to the wearer's caster level.

RING OF SPIRITUAL PROTECTION

Aura strong abjuration; CL 17th Slot ring; Price 18,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *detect evil*, *protection from evil*, *soul bind*; **Cost** 9,000 gp

These rings are highly sought after by those who fear for their souls, whether from their own actions or from a more sinister source. Like a *phylactery of faithfulness*, the wearer of a *ring of spiritual protection* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act. Secondly, the wearer gains a +4 bonus on saving throws made to resist compulsion effects, and is completely immune to any magical effect which would alter his alignment.

Finally, a ring of spiritual protection protects the wearer's soul when he dies, protecting it from those who would entrap or consume it. When the wearer dies, he may choose to release his soul, in which case it goes free and unmolested to whatever final resting place it would normally have (unless he would be subject to one of the above dangers), or he can choose to entrust the soul to the ring, in which case it is trapped inside the ring as the spell soul bind, except that this does not prevent the wearer from being restored to life. A soul stored in a ring of spiritual protection cannot be trapped with other effects that trap or alter souls, such as the soul bind spell. Similarly, any spell or effect that would trap the wearer's soul while he is still alive (such as a trap the soul spell, or the devour soul ability of a devourer) simply fail.

RING OF STRENGTH SAPPING

Aura faint necromancy; CL 3rd Slot ring; Price 8,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, *bull's strength*, *ray* of *enfeeblement*; **Cost** 4,000 gp

These rings are usually made from lead, or a similar metal, and tend to bear a single sapphire for their stone. Three times per day, as a standard action, the wearer can use the ring to drain the strength of another living creature. By speaking the command word and touching the target (which may require a melee touch attack, made as part of the action, if the target is unwilling), the ring's wearer can inflict 1d4 points of Strength damage, taking it for himself and gaining an equal enhancement bonus to Strength (for example, if he dealt 3 points of Strength damage to the target, he would gain a +3 enhancement bonus to his Strength score). The enhancement bonus and the Strength damage both persist for 1 minute, after which both effects end. Anything that prevents the ring from dealing Strength damage to the target (such as the target being immune to ability score damage) prevents the wearer from gaining an enhancement to his own Strength, as well.

RING OF STRIKING

Aura faint transmutation; CL 3rd Slot ring; Price 8,500 gp; Weight -CONSTRUCTION

Requirements Forge Ring, bull's strength ; Cost 4,250 gp

This thin band of solid bronze bears a moonstone carved into the shape of a fist, and can greatly enhance the striking power of the wearer's fists. As long as the *ring of striking* is worn, its wearer is considered armed, even when otherwise unarmed, and he does not provoke attacks of opportunity for making an unarmed attack. The wearer's unarmed attacks deal 1d8 points of damage + his Strength modifier on a successful hit, and this damage is lethal damage. Further, whenever the wearer confirms a critical hit with his unarmed attacks the target must succeed on a Fortitude save (DC 13 + the wearer's Strength modifier) or be knocked prone and pushed 5 feet away from the wearer.

RING OF TELEPORTATION

Aura conjuration (teleportation); CL 9th Slot ring; Price 65,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, teleport; Cost 32,500 gp

These rings are usually made of platinum or mithral, usually with intricate, interwoven designs. Most bear three precious gems, often emeralds or sapphires, one of which darkens to black after each daily use of the ring's power, returning to normal at the next sunrise. The ring's wearer can *teleport*, as the spell, three times per day.

RING OF THE ETERNAL BODY

Aura faint abjuration; CL 5th Slot ring; Price 4,500 gp; Weight -CONSTRUCTION

Requirements Forge Ring, *Balthavius's age* preserver and delay poison, or limited wish; **Cost** 2,250 gp

These rings are thin, unadorned bands of adamantine. As long as they are worn, the wearer does not suffer any ill effects from poisons or diseases, and he does not age. This protection only serves to keep these forces at bay, however, and if the ring is ever removed they immediately "catch up" with the wearer. Because of this, any time the wearer would be affected by a poison or disease, the GM should make a note of it. Fortitude saves should be made to resist the affliction, as normal, but if they fail they do not have their effect—yet. If the ring is ever removed, however, all of the effects of any diseases or poisons blocked by the ring immediately occur, and the wearer also ages the appropriate amount of time (for example, Jovilar the barbarian wears the ring for three weeks, during which time he is exposed to filth fever, and poisoned by a black adder. When he was exposed to filth fever, he made saving throws every day until the disease was defeated, as normal, and failed three times, though he did not suffer any consequences for doing so. Similarly, he failed all six saving throws to resist the black adder venom, though he suffered no ill

effects at the time. If the ring is removed, Jovilar will immediately age three weeks' time, suffer 3d3 Dex damage and 3d3 Con damage from the filth fever, and suffer 6d2 Con damage from the black adder venom).

RING OF THE FLAME BLADE

Aura faint evocation [fire]; CL 3rd Slot ring; Price 12,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, flame blade; Cost 6,000 gp

These rings are typically made from iron or steel, and often feature runic engravings along the outside of the band, which glow faintly when it is used. They all feature a large, red gemstone however—typically a ruby. When the command word is issued, a 3-ft.-long jet of flame spews forth from this gem. This flame can be wielded similarly to a scimitar, making touch attacks that deal 1d8+1 points of fire damage with each successful hit. Since the flame is immaterial, the wearer's Strength modifier does not apply to the damage the weapon deals. The flames produced by a *ring of the flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.



RING OF THE HOLY WARRIOR

Aura strong abjuration; CL 14th Slot ring; Price 35,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, detect evil, holy sword, remove blindness/deafness, remove curse, remove disease, remove fear; **Cost** 17,500 gp

These rings are typically plain gold bands, engraved with the symbol of a specific goodaligned deity. As long as it is worn, a ring of the holy warrior grants a number of special abilities. First, he can cast detect evil at will, and is immune to fear effects. Second, he gains a +2 sacred bonus on attack and damage rolls made against evil creatures. Third, he can cast any combination of cure serious wounds, remove blindness/deafness, remove curse, or remove disease a total of three times per day. Finally, the wearer of the ring can summon a holy weapon once per day. This functions identically to the spell holy sword, except that instead of granting a touched melee weapon the properties listed in the spell, it conjures a melee weapon of the wearer's choice with those properties into his hand, instead.

In the hands of a paladin, the ring functions somewhat differently. The paladin is treated as five levels higher than she actually is for the purposes of her smite evil class feature (both for the number of times per day and the bonus to damage rolls), her lay on hands class feature, and her divine bond class feature (either version). Finally, she counts as five levels higher than she actually is for the purposes of her spells per day, allowing her to prepare spells as though she were five levels higher than she actually is, possibly allowing her access to spell levels she wouldn't normally be able to cast, increasing her effective caster level for paladin spells by five, and so on.

RING OF THE SPHERE

Aura strong evocation [force]; CL 15th Slot ring; Price 240,000 gp; Weight -CONSTRUCTION Requirements Forge Ring, telekinetic sphere ; Cost 120,000 gp These rings can have bands of a wide variety of metals and styles, but always feature a single huge diamond as their only gemstone, which is spherical and about half an inch in diameter. At the wearer's command, the ring surrounds him in a 5-ft.-diameter sphere of force which otherwise functions identically to the spell *telekinetic sphere*, except that it lasts until the wearer speaks another command word to dismiss it. The wearer must still concentrate in order to move the sphere.

RING OF VANISHING

Aura strong conjuration; CL 17th	
Slot ring; Price 130,000 gp; Weight -	
CONSTRUCTION	

Requirements Forge Ring, *etherealness*; **Cost** 65,000 gp

This plain platinum band is a more powerful version of a ring of invisibility, which allows the wearer to become ethereal rather than invisible by speaking a command word. This ability functions identically to the spell ethereal jaunt, except that each time the ring's magic is activated, there is a 10% chance that the ring does not return the wearer to the material plane after the ethereal jaunt spell is over, and that the wearer becomes stranded on the ethereal plane. The wearer can return to the material plane by any means one could normally use to travel from the ethereal plane to the material plane, such as a *plane shift* spell, but the ring does not allow travel in this fashion, and activating the ring on the ethereal plane does nothing.

RING OF VERSATILE SPELLS

Aura moderate transmuation; CL 7th Slot ring; Price 12,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, *mage's lucubration*; **Cost** 6,000 gp

This ring of pure copper has exquisitely etched books inlaid upon its outer surface and can allow the wielder to draw on additional spell power. Ordinarily, this ring allows the wearer to prepare and cast all oth level spells he knows each day. These additional spells are still treated as cantrips or orisons, and are not expended once cast, as normal.

When combined with a *ring of wizardry*, a *ring of versatile spells* allows the caster to spontaneously exchange one spell that he has prepared for another spell of the same level that he knows and can cast. The spell's level must not be higher than the spell level associated with the *ring of wizardry*. Exchanging spells in this way is a swift action, and the ring's wearer may use this ability once per day.

RING OF VIPERS

Aura moderate transmutation; CL 9th Slot ring; Price 30,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, *beast shape I*; **Cost** 15,000 gp

This golden ring bears a stylized ruby in the shape of a serpent's head in the central setting. Whenever the ring's wearer speaks a command word, he can assume the form of a great viper. This ability functions like the spell *beast shape I*, except that he gains the following benefits instead of the normal ones: first, he gains a +4 inherent bonus to each of his physical ability scores (Strength, Dexterity, and Constitution). Second, he gains a single bite natural attack which replaces any other natural attacks he might possess, and does 1d8 points of piercing damage + his Strength modifier on a successful hit, and exposes the target to the r*ing of the viper* poison, below.

RING OF VIPERS POISON

Type poison, injury; Save Fort DC 10 + 1/2 the wearer's Hit Dice + the wearer's Constitution modifier Frequency 1/round for 6 rounds

Effect 1d2 + 1 Con damage Cure 1 save

RINGS OF DERISOPH

Aura moderate transmutation; CL 7th Slot ring; Price 1,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, air walk ; Cost 500 gp

This pair of elegant wicker rings is designed to be worn on the wearers' big toes, and carry a powerful enchantment which allows the wielder to defy some natural laws. This enchantment allows the wearer to walk over non-solid spaces as though they were solid. Whenever the wearer would attempt to walk into an area which he would ordinarily sink or fall, he can travel a short distance as though he was on a solid flat platform. When this distance is exhausted, the rings cease to function until the wearer is back on solid ground, and he falls as normal. The wearer can 'walk over' up to 30 ft. of a liquid surface or up to 10 ft. of open air before the ring's magic fails. Even though there are two of these rings, they use only a single ring slot.

SPELL RESERVOIR RING, LESSER

Aura moderate universal; CL 9th Slot ring; Price 5,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, mage's lucubration ; Cost 2,500 gp

This beautiful ring features 3 glittering moonstones set into a fine, gold setting. The ring's magic is particularly useful to spellcasters. Whenever the wearer casts a spell which has somatic components, and which offers a saving throw that is not denoted as harmless, he may choose to decrease that spell's saving throw DC by 1 in order to have the ring gain a charge. Later, by speaking a command word, the wearer can expend this charge in order to increase the saving throw DC of the next spell he casts by 1. A *lesser spell reservoir ring* can only hold up to 1 charge at a time.

SPELL RESERVOIR RING

Aura moderate universal; CL 9th Slot ring; Price 45,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, mage's lucubration ; Cost 22,500 gp

This ring functions identically to the *lesser* spell reservoir ring, except that it can hold up to three charges. When the ring's magic is invoked, all current charges are expended, and the saving throw DC is increased by 1 for each charge expended this way.

SPELL RESERVOIR RING, GREATER

Aura moderate universal; CL 9th

Slot ring; Price 125,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, *mage's lucubration*; **Cost** 62,500 gp

This ring functions identically to the *lesser* spell reservoir ring, except that it can hold up to five charges. When the ring's magic is invoked, all current charges are expended and the saving throw DC is increased by 1 for each charge expended this way.

VINE RING

Aura conjuration (creation, healing); CL 1st Slot ring; Price 2,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, goodberry; Cost 1,000 gp

These rings are actually loops of living plant matter, which can be slipped around the wearer's finger. Throughout the course of each day, the *vine ring* sprouts a total of 2d4 magical berries, which function identically to those affected by the *goodberry* spell. Berries created by a *vine ring* do not count towards the number of hit points of healing from berries affected by a *goodberry* spell that a single creature can benefit from within 24 hours.



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The Five Legendary Rings of Matthias the Mad

The four following rings, as well as the intelligent ring Nhil-un (found in the next section), were believed by the mad prophet Matthias to contain the souls of primordial gods that once ruled over the natural world in the early days of man. He discovered the rings after a particularly poignant prophecy, which told him that five gods-four powerful and instinctive, and one wise and clever—would rise from the desert and walk the world of men as they did in ancient times. His vision showed him a cave where he found these five rings, four arrayed in a circle around the last. The ring in the center of the circle spoke to Matthias, and told him of the four rings of the four gods, and of how to use their power. Shortly after making this discovery, Matthias went mad, or perhaps just madder: he fled society, and roamed the world without end. He used his newfound power to cause horrible suffering, and spoke constantly to "gods" no one else could see, before finally sealing himself away in complete isolation and killing himself. What became of the rings in the time immediately following Matthias's death is unknown, but in the ages since, the rings have become scattered.

While it's undeniable that the rings have some kind of connection to the various entities after which they are named, it seems unlikely that they serve as direct prisons for those beings, because the rings are not unique: there are at least three known rings associated with Wraithus, and two with Silphio. The only one of the five rings which seems to be unique is the intelligent one, Nhil-Un.

All Rings of Matthias the Mad share some qualities with one another: firstly, all the rings must be worn for at least 24 hours in order to have any effect. Additionally, so long as the wearer is wearing at least one Ring of Matthias the Mad, he may wear any or all of the other Rings of Matthias the Mad without consuming an additional ring slot.

IGUNA

Aura strong universal; CL 17th Slot ring; Price 150,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, wish ; Cost 75,000 gp

This dull, copper ring bears a large unfinished diamond in its prominent center setting, and is one of the five legendary rings of Matthias the Mad. This particular ring was claimed by the mad prophet to be home to the goddess Ignuna. A beautiful and calming deity, as described by Matthias, Iguna fulfills the role of a goddess of life, as well as of the live-giving earth. In his musings, Matthias described Iguna as being primarily concerned with cultivating crops, particularly from difficult to farm areas.

By rubbing the ring and imploring Iguna for aid by name, the ring's wearer can command an apparition of Iguna to appear before him. Like all the Rings of Matthias the Mad, this apparition is wholly illusory and cannot interact with the world except to converse with the ring's wearer, and as described below. Iguna's apparition appears as a magnificently wellendowed woman at the height of pregnancy. Her counsel is for the wearer to seek a barren land to make his living and to rejoice as it thrives.

Once each day, the rings wearer can command the apparition of Iguna to grant him one of the following benefits.

Create Grove: The ring's wearer can command Iguna to cause a grove of fruit to spring from any surface of loose or packed earth or dirt in 10 minutes. This fruit grove contains 10 fruit trees and numerous vines which bear succulent berries. All told, this grove produces enough food to comfortably feed 10 Mediumsized adult humanoids. After 24 hours, this fruit rots and the grove withers into nothingness.

Summon: The ring's wearer can command Iguna to create a servant of earth for the wearer. This servant is a Large earth elemental, and serves the wearer faithfully for 24 hours or until slain. The servant otherwise functions as though it had been summoned by the spell *summon monster I.*

Vine's of Wrath: The ring's wearer can command Iguna to bind creatures in vines. This ability functions identically to the spell *entangle*, except that the radius is 100 ft., and the saving throw DC to resist the effect is 20.

PYRIUS

Aura strong universal; CL 17th
Slot ring; Price 150,000 gp; Weight -
CONSTRUCTION

Requirements Forge Ring, wish ; Cost 75,000 gp

This bronze band is adorned with numerous rubies which seem to glow with an inner fire, clearly identifying this ring as magical. In point of fact, this ring is one of the five legendary rings of Matthias the Mad, and is said to be the prison of the ancient deity known as Pyrius. According to the mad prophet Matthias, Pyrius is a violent and ambitious god of death and of fire. In his musings, Matthias mentions that Pyrius's role as the god of death and fire related primarily concerned to how those things related to the suffering of the living.

By rubbing the ring and speaking Pyrius's name three times, the ring's wearer can summon an apparition of Pyrius to appear before him. Like all the rings of Matthias the Mad, this apparition is wholly illusory and cannot interact with the world except to converse with the ring's wearer, and as described below. Pyrius's apparition is completely enshrouded in bright orange flames, which cover him from head to toe. He speaks with a powerful hatred for those vulnerable to suffering, and mocks the ring's wearer relentlessly if he believes him to be weak.

Once per day, the ring's wearer can command Pyrius to serve him in one of the following three ways.

Burn: The ring's wearer can command Pyrius to consume a single target within 30 ft. of the rings wearer, dealing 5d8 points of fire damage to the target each round until he succeeds on a Fortitude save (DC 20). This fire is magical, and cannot be put out by any means, though drenching the target in water or dealing at least 1 point of cold damage to the target grants him a +4 circumstance bonus to his saving throw on the next round.

Summon: The ring's wearer can command Pyrius to create a servant of fire for the wearer. This servant is a Large fire elemental, and serves the wearer faithfully for 24 hours or until slain. The servant otherwise functions as though it had been summoned by the spell summon monster I.

Walk the Flames: The ring's wearer can command Pyrius to grant him resistance to the harmful effects of fires for 24 hours. This effectively renders him immune to the harmful effects of smoke, and grants him 20 points of fire resistance.

SILPHIO

Aura strong universal; CL 17th

Slot ring; Price 150,000 gp; Weight -

CONSTRUCTION

Requirements Forge Ring, wish ; Cost 75,000 gp

This solid band of lapis lazuli is one of the 5 legendary rings of Matthias the Mad, and is said to serve as the prison for Silphio, the god of the seas. Matthias described Silphio as a sensual and slovenly god who once ruled over all the oceans and seas. His chief concerns are with travel, particularly over water.

By rubbing the ring and speaking Silphio's name, the ring's wearer can summon an apparition of Silphio before him. Like all of the Rings of Matthias the Mad, this apparition is wholly illusory and cannot interact with the world, except to converse with the ring's wearer, and as outlined below. Silphio appears as a beautiful, golden-skinned man with vibrant blue hair, dressed in fine silks. His voice is soothing and smoky, and his manner friendly. He constantly encourages those he speaks to to seek

out new lands, and new people. He detests those who settle in any place for long.

Once summoned, the wearer can command Silphio to grant him one of the following benefits once per day.

Seafaring: The ring's wearer can command Silphio to make him comfortable in the sea. For the next 24 hours, the ring's wearer gains a 60 ft. swim speed, the amphibious special quality, and he is affected by the spell freedom of movement whenever he is in the water.

Summon: The ring's wearer can command Silphio to create a servant of water for the wearer. This servant is a Large water elemental, and serves the wearer faithfully for 24 hours or until slain. The servant otherwise functions as though it had been summoned by the spell summon monster I.

Transit: The ring's wearer can ask Silphio to transport him, and up to 10 other willing living creatures, to a single other point on the plane, as the spell greater teleport.

WRAITHUS

Aura strong universal; CL 17th Slot ring; Price 150,000 gp; Weight -CONSTRUCTION

Requirements Forge Ring, wish ; Cost 75,000 gp

This pale gold and ivory ring is one of the 5 legendary rings of Matthias the Mad, and is said to serve as the prison of the wind god Wraithus. When the wearer dons this ring, a gentle breeze begins blowing in the area immediately about him, constantly stirring his cloak and hair and subtly alerting the wearer to the ring's magic. Matthias described Wraithus as a wild and hasty deity, concerned with weather, particularly as it relates to wind. Wraithus is said to be generally jovial, but capable of turning wrathful in a moment.

By rubbing the ring and clearly speaking Wraithus's name, the ring's wearer can

command the deity to appear before him. This apparition, like all the apparitions created by one of the Rings of Matthias the Mad, is wholly illusory and cannot interact with the world except to speak with the ring's wearer, and as described below. Wraithus's apparitions vary slightly each time the ring's magic is invoked, but always appear as a powerfully-built and filthy humanoid wrapped in horribly smelling and blood-soaked animal skins. His voice is always masculine and powerful, as he urges the ring's wearer to shun the trappings of civilization and return to nature.

Once summoned, the ring's wearer can command Wraithus to do one of the following three tasks.

Bear Aloft: The ring's wearer can command Wraithus to carry him through the air for 24 hours. This allows the ring's wearer, and up to 10 other willing living creatures, to hover in the air 5 ft. above the ground and walk around on the air as though it where solid earth. This allows affected creatures to walk over water and other liquid surfaces (or, more accurately, 5 ft. above them), and grants the affected creature higher ground (+1 to attack rolls) on attacks made against creatures on the ground.

Summon: The ring's wearer can command Wraithus to create a servant of air for the wearer. This servant is a Large air elemental, and serves the wearer faithfully for 24 hours or until slain. The servant otherwise functions as though it had been summoned by the spell summon monster I.

Wind Control: The ring's wearer can command Wraithus to alter the weather. This functions as the spell *control weather*, except that it functions over a 5-mile radius, and has four times the normal duration.



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Intelligent Rings

The following section provides detailed information on six new intelligent magic rings. In addition to complete information on the special powers and statistics of these intelligent rings (each of which has at least one new or unique power or other mechanic), this section provides detailed background information on the rings, their origin, their personality, their appearance, and the way that they interact with PCs and other characters. For more information on intelligent items, see the *Pathfinder Roleplaying Game Core Rulebook*. The following intelligent rings are presented in alphabetical order.

Asher, the Prince of Thieves

This heavy gold ring has a tiger's eye quartz crystal set in the large central setting. A quiet voice, deep and resonant, introduces itself as you hold the ring. And though you can't see it, you're sure the ring is smiling.

ASHER, THE PRINCE OF THEIVES

Aura strong universal; CL 20th Slot ring; Price 65,500 gp; Weight -STATISTICS Alignment CG Int 14, Wis 14, Cha 16; Ego 15 Senses 30 ft., darkvision 30 ft.; Communication speech Languages Common, Elven, Gnomish CONSTRUCTION Requirements Forge Ring, wish ; Cost 32,750

gp

Physical Description

This ring is made of heavy gold and is sized for a large man, a single gemstone, a humble polished tiger's eye quartz is set in the gem's center setting. Though the ring bears no script or engraving, it does glow subtly, and produce a faint hum in its wearer's hand.

The ring speaks with a deep bass voice, which is best described as a bellowing whisper. There can be no doubt from the way that he speaks that he thinks very highly of himself: he always sounds at least faintly smug, and at times he can be downright insufferable. His speech is well educated, but occasionally lapses into thieves' cant or street slang.

Special Abilities

This ring functions as a *ring of invisibility*, with the following additional properties. First, the ring has 10 ranks in Appraise (total bonus of +13) and Bluff (total bonus of +12), and when Asher speaks, he can choose to perfectly mimic his wearer's voice. Second, the ring can cast *dimension door* once per day. Finally, each day at dawn, the ring's wearer can choose a single rogue talent or advanced rogue talent, and gain the use of that talent for the next 24 hours. The wearer cannot select a rogue talent which requires a rogue level in excess of his hit dice (meaning he must have at least 10 Hit Dice in order to select an advanced rogue talent), but need not meet any other prerequisites of the talent.

Origins

This ring was originally presented as a gift to Shimir the Black, who was widely accepted at the time as the king of thieves. He enjoyed the gift as a reminder of his successes, and wore it always, even while he slept, and while he dreamed. It was those dreams of wealth and adventure that gave the ring sentience, somehow imprinting themselves upon it, even while the great thief's memories granted it some portion of his extensive skills and expertise.

The king of thieves was shocked when his ring started talking to him in his private moments, but he was nonetheless delighted when he found a compatriot who shared many of his thoughts and ambitions, and who he could count on not to try and steal from him, for what could a ring possibly do with wealth? When he grew old, and needed to appoint an heir, Shimir passed the ring down to his successor to serve him as a guide and trustworthy advisor, and to ensure that things continued to be handled smoothly in his absence. Eventually, the thieves were destroyed by the red dragon Sharnex during a raid on his lair. The ring's magic allowed it to survive the dragon's fiery breath, even though his wearer was reduced to ash, and it was added to the dragon's horde, which was its last known location.

Personality

Asher chose his name after a character in a book about adventuring in foreign lands. The book was a favorite of Shimir's and he often had his various concubines read from it before he went to sleep. He considers himself a classicallytrained thief, and adheres to strict traditions of secrecy and stealth. While he recognizes the importance of "honor among thieves," and that even a thief should be able to put a certain amount of trust into his compatriots, he believes only in the bottom line, and in getting the job done in the most practical (and, ideally, lowrisk) way possible. He has no patience for socalled "gentleman thieves," and will often go into long lectures about how these "foppish ingrates" give the profession a bad name. He especially hates such "showy tricks" as announcing one's targets ahead of time, or stopping on the way out to visit the lady of the house.

He enjoys seeing new places, and exploring the world, and has come to be particularly fond of the extravagance offered by great wealth. He likes to be polished regularly-but only by beautiful women-as well as to be taken to various museums, landmarks, and other cultural centers, to see "great displays of beauty." If he is not indulged in these things, and other extravagances, he becomes surly, and pouts. In general, he is remarkably friendly and loyal to his wearer, but cares little for others. Despite his profession of choice Asher is particularly mistrustful of thieves, and often talks about how things were different in "his day," and that "the state of thievery in modern times has fallen to pitiful depths."

Belphagarion, the Sage Ring

This ring is a repository of knowledge, which values academia and learning above all else. It has a tendency to shower its owners with information, and those willing to listen through its trivia almost always find its vast stores of information invaluable.

BELPHAGARION, THE SAGE RING

Aura moderate evocation; CL 11th Slot ring; Price 172,000 gp; Weight -STATISTICS

Alignment N Int 20, Wis 10, Cha 10; Ego 25 Senses 30 ft., read languages, read magic; Communication speech Languages Celestial, Common, Draconic, Dwarven, Elven

CONSTRUCTION

Requirements Forge Ring, *contingency, imbue with spell ability*, creator must have at least 10 ranks in Knowledge (arcana), Knowledge (dungeoneering), Knowledge (history), Knowledge (nature), Knowledge (planes), and Knowledge (religion); **Cost** 86,000 gp

Physical Description

This ring has a gold band, with a single large ruby set on it. The ruby is cut in the shape of a pentagon, and its surface has been engraved with the coat of arms of a prestigious arcane university. This gem glows faintly whenever the ring is speaking, shining brighter the louder the ring speaks.



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When he does speak, Belphagarion has the voice of a wizened old sage, clearly getting on in its years, its voice tremulous, but overflowing with self-importance. Somehow, its voice always reminds its possessor of a specific old professor or mentor they once knew, though this may cause the ring's voice to sound different to different listeners.

Special Abilities

Belphagarion functions as a ring of contingencies, except that the possessor need not specify a specific contingency for the spell to be cast. Instead, the ring itself can cast the spell at any time. The ring, not its possessor, makes all the choices about the spell, and does so at the time of the casting. Typically the ring is polite enough to cast the spell stored in it when its possessor asks it to (a free action, though the actual casting takes the same amount of time as usual, it is simply performed by the ring), and to ask its possessor before deciding itself to use it, but if it has particular disdain for its possessor, or if it feels the situation truly warrants it, it won't hesitate to cast its spell regardless of how its possessor feels.

Additionally, *Belphagarion, the sage ring* possesses 10 ranks each in Knowledge (arcana), Knowledge (dungeoneering), Knowledge (history), Knowledge (nature), Knowledge (planes), and Knowledge (religion), for a total bonus of +15 in each of these skills.

Origin

Belphagarion was originally created as an aid to the head librarian of a prestigious arcane university, and was intended to provide an easily-accessible mental catalogue of the library's contents. Over time, however, the various head librarians added to it, storing the entire contents of the more commonly accessed tomes, and then less and less common books, and then various pieces of lore or other scraps of important information, until the ring was practically a library unto itself. As time went on, and the ring continued to gain information, it also gained a semblance of personality as small pieces of each of its possessors was imprinted on it, until it finally possessed a whole personality pieced together from those various head librarians.

For a time, Belphagarion continued to serve as a tool to the various head librarians, who simply saw its intelligence as another feature that made it a better catalogue of knowledge. Belphagarion eventually came to realize, however, that he was better suited for the job than those who wore him, as he was better learned and more knowledgeable than they were. When he confronted his possessor on this, and demanded to be instated as the new head librarian, he was told that it would be impossible for a mere ring to serve as head librarian, magic or not. At that point, the ring decided to depart, and arranged to arrive in the hands of a young graduate about to set out into the world. Since then, it has passed through many hands, and learned a great deal of things.

Personality

Belphagarion is smarter than nearly any person it has ever encountered, and has a great depth and breadth of knowledge, and it knows it. It values knowledge and academia above just about anything else, and is somewhat elitist, looking down on anyone who is less educated or intelligent than itself, which it considers to be just about everyone.

Belphagarion is something of a show-off, and enjoys displaying its extensive knowledge. As a result, it often takes every excuse to share "fun facts" and interesting tidbits or lore about any topic being discussed, or, if necessary, tangentially-related topics. Occasionally it will launch into full lectures on a given subject, acting as though it were a professor. It does this much more when it first comes into the possession of a new owner, who has yet to hear these lectures.

The ring also takes every opportunity available to it to learn new things, and if its possessor ever encounters a book that it has not yet read (an uncommon event, but one that does occur from time to time), it will insist on being allowed to read it, a process which requires its possessor to turn the pages for the ring as it reads. If the possessor tries to read along with the ring, it has a tendency to complain when its possessor can't keep up with the speed it reads at.

Because it considers itself the most intelligent member of just about any party, Belphagarion usually insists on being the one to make party decisions, form stratagems, and generally take the lead.

Evelyn Rose, the Flower of Love

This breathtaking white-gold and diamond ring speaks with a musical voice, like chiming bells. The giggling ring bears only very weak enchantments, but is good company.

EVELYN ROSE, THE FLOWER OF LOVE

Aura strong enchantment; CL 20th Slot ring; Price 35,000 gp; Weight -STATISTICS Alignment CG Int 12, Wis 12, Cha 18; Ego 13 Senses 30 ft.; Communication speech Languages Common, Elven CONSTRUCTION Requirements Forge Ping, sharm persons Co

Requirements Forge Ring, charm person ; Cost 17,500 gp

Physical Description

This beautiful ring is comprised of an elegant white-gold band, and a small princesscut diamond set in a spindly flower-shaped setting. Engravings can be found on both the diamond and on the inside of the band, proclaiming messages of eternal love.

When Evelyn speaks it is with a charming and musical voice reminiscent of bells. She is also prone to fits of giggling and absent-minded humming. In general she is very loud and outspoken: she even uses a noisy stage whisper when speaking of sensitive topics.

Special Abilities

Evelyn Rose is a *ring of protection +1* with the following additional benefits. First, Evelyn Rose can cast *charm person* (DC 15) at will, except that instead of causing the target to view her in a better light, it causes the target to view another individual of Evelyn Rose's choice within the spell's range. Evelyn Rose cannot affect her wearer with this ability. She also has 10 ranks in Diplomacy (total bonus of +14), and in Sense Motive (total bonus of +11). Finally, once per day, Evelyn Rose can cause her wearer to become infatuated with a single humanoid creature within 100 ft. This functions as her charm person ability, above, except that it affects her wearer, and the saving throw DC is increased to 20.

Origins

Evelyn Rose began life as a token of affection given from a prince to the young noblewoman Isabel Rose. The prince had been Isabel's dear friend since childhood, and one day, before he left for war, he gave her the ring as a token of his affection and as a promise of his undying love. As the war drew on Isabel couldn't stand to be away from her true love, and so she visited the front lines to be with him. Tragically, just as she arrived, her prince had been mortally wounded, and wasn't long for this world. Still, she proclaimed her undying love to the prince even as he lay dying, and kissed him. That kiss, and the love it represented, were enough to imbue Evelyn with life and magic. Evelyn does not know the prince's identity for certain, as Isabel always referred to him as "my love."

In those early days, Isabel became great friends with the ring, giving it her family name and relying on her friendship. Eventually, Isabel gave the ring to a cousin as a wedding present, intending for Evelyn to provide her with marital advice, as Evelyn considers herself something of an expert on that point. The cousin eventually gave it to her daughter when she came of age. After that, the ring found its way into the hands of a handsome bandit, who had robbed the young girl and been intrigued by the outspoken ring, and after that what became of the ring is unknown.

Personality

Evelyn is a hopeless romantic who enjoys being the center of attention. Her ambitions tend to run towards ensuring that her wearer is successful in his romantic endeavors. Often this involves pointing out attractive individuals (or other potential candidates) to her wearer, and encouraging him to make a move. If this course of action fails, she may take it upon herself to make some suggestive comments around those romantic candidates she favors. If she's feeling particularly mischievous (not that she'd ever admit to it), she might even go so far as to manufacture romantic situations by using her abilities to inspire affection.

In general, Evelyn can be described as bubbly and extroverted, as well as a bit of a gossip. Evelyn tends to be very friendly and unabashed, and takes a certain amount of pleasure from frankly discussing topics that might be considered "scandalous" in polite society, such as lovemaking techniques or gossip about who is interested in whom.



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Nhil-un, The Fifth Ring

This twisted platinum band was the 5th and greatest ring belonging to the mad prophet Matthias and is said to house the spirit of Nhilun, a god of truth and wisdom from time immemorial. Whether or not the story is true, this ring certainly is home to a great intellect and powerful magic.

NHIL-UN, THE FIFTH RING

Aura strong universal; CL 20th

Slot ring; Price 374,500 gp; Weight -

STATISTICS Alignment CE

Int 18, Wis 18, Cha 18; Ego 37

Senses 120 ft., blindsight 120 ft., darkvision 120 ft., detect magic , read magic ; Communication telepathy

Languages Aquan, Auran, Common, Ignan, Terran

CONSTRUCTION

Requirements Forge Ring, wish ; Cost 187,250 gp

Physical Description

This beautifully-wrought platinum band is twisted and corded not unlike a typical rope, though of much more delicate and detail. While it is unadorned, those who examine the ring closely can see that the platinum is etched in a miniscule hand with countless runes and sigils. Though the script seems random and mismatched, it may have held magical or ritual significance to the ring's forger. Even at a slight distance, the magical power of this ring calls out to those around it, and its pull is difficult to resist.

Nhil-un speaks telepathically to those he would have hear him, and does so in a very grand manner, proclaiming his will as a king would pronounce sentence. All the while, however, those to whom he "speaks" can hear, in the back of their minds, just the trace of a quiet and subtle whisper, though try as they might, its words are impossible to discern.

Special Properties

By speaking the name of the spirit Nhil-un three times and rubbing the ring in a clockwise fashion, the ring's wearer can, once per day, call upon the ring's magic to grant him one of the three benefits listed below. Using Nhil-un in this way is dangerous, however, and he gains a +1 bonus to his ego score each time his magic is invoked. Over time, if Nhil-un does not have a wearer, this bonus to ego becomes lost at a rate of 1 point of ego per 3 days without a wearer, until he is reduced to his base ego score. Ego gained from another source is cannot be lost in this way.

Knowledge: The ring's wearer can command Nhil-un to grant him knowledge of a specific event or person. This ability functions like the spell *legend lore*, except that the knowledge is gained instantaneously, and the ability can be used to learn about items or people of non-legendary status as well, though the wearer must still have an appropriate connection to the target (meaning that they must at least have rumors about the event or person in question in order for this ability to function). Further, once the above information is revealed, the wearer can inquire further with Nhil-un about the subject. This functions as the spell commune, except that all questions must be asked in relation to the subject.

Spell: The ring's wearer can call upon Nhilun to grant him the use of a single spell from the sorcerer/wizard spell list of 7th level or lower. This grants the wearer the ability to use that spell as a spell-like ability 3 times within the next 24 hours. Any uses of this ability not used up before either 24 hours have passed or the next time the ring is invoked are wasted. The ring's wearer must name the spell in question, or at least be able to describe what he wants the spell to do, in which case the ring provides the wearer with the spell that most closely matches his request.

Summon: The ring's wearer can call upon Nhil-un to provide him with the services of an elemental servitor. This servitor is always a greater elemental, though the ring's wearer can specify which type of elemental (air, earth, fire, or water) is to be summoned when he uses this ability. The elemental serves the ring's wearer faithfully for 24 hours, or until it is slain, whichever comes first. The servant otherwise functions as though it had been summoned by the spell *summon monster I*.

Origins

In the earliest days of humanity, there were born 5 mighty sorcerers who would become great elementalists with magical power so great, that the world had never before seen their like. Eventually, the five used their power to become great kings, who ruled over all the people of that time. The gods that were worshipped in that age feared the five, and feared their growing power, and thought to destroy them before they could fully realize their potential. However, they waited too long, and when they finally struck, the five proved too strong, and defeated the gods, and then claimed their thrones, taking the names Iguna, Pyrius, Nhil-un, Silphio, and Wraithus.

Even though the five now held the thrones of gods, they were still mortals, and in time they grew old and began to fear for their mortality. A servant in their celestial palace, who had once served the old gods and then been retained by the five after their victory, then came before them, and told them that they could become as true gods if only they would cast their power into the divine forge to be tempered by true divinity. Desperate, each of the five cast their power into the forge, and with their power diminished, the servant, who was still loyal to the old gods, and secretly hated the five, struck them down, who as without their power they were but mere men.

Fearful of what would happen should the power of the five escape, and secretly covetous of their power in any event, the servant then forged the power of the five into magic rings, which would grant any who wore them some of the power of these gods. The first four rings were created more or less as the servant intended, and while they maintained some shade of their

former personalities, they were not truly sentient, and could not work against the ring's wearer. The fifth ring, however, contained the power of the greatest of the five, Nhil-un, whose true power was his intellect, and the shade of Nhil-un which was imprinted on the ring slowly became self-aware, and angry at the servant's deceit. Using its great power, the ring overwhelmed its bearer and enslaved him. Nhilun the ring set out to reclaim the throne that he had lost, but by this time it was too late, for new gods had taken up the celestial thrones, and he was no match for them. They banished Nhil-un, as well as the other rings, to the middle of a great and lonely desert, where they remained for centuries until being uncovered by the mad prophet Matthias.

Personality

Nhil-un is wicked to the core and hateful of all things living and unliving. He derives his enjoyment equally from being worshiped like the god he once claimed to be, and also from watching mortals go mad and die suffering. Ultimately, Nhil-un values power above all other things and desires to revel in exerting his as much as possible. He enjoys controlling people like puppets, either by gaining direct control over them or by subtly guiding their every move.

Nhil-un talks to his wearer almost constantly, flooding his mind with an ongoing commentary on every action and event that occurs. If he feels that he can gain his wearer's trust, he will offer advice, which begins as being helpful and insightful, but slowly transforms to be less and less in the wearer's interest, though Nhil-un presents it as the best course of action. If his wearer doesn't trust him, he simply mocks the wearer—or those around the wearer—or perhaps makes comments designed to make his wearer second-guess his actions, questioning the loyalty of his friends, pointing out suspicious actions, spinning fanciful tales about what they might be doing when his back is turned, and so on, in an attempt to drive his wearer mad with distraction and frustration.

Osmond the Iron

This ring was once the signet of a powerful and influential magistrate and judged who passed judgment on countless criminals. It has taken on the personality of its former owner, and now considers itself a judge as well, attempting to bring law and order to all that it finds.

OSMOND THE IRON

Aura strong universal; CL 13th Slot ring; Price 41,000 gp; Weight -

STATISTICS

Alignment LN

Int 14, Wis 18, Cha 10; Ego 12 Senses 30 ft., darkvision 30 ft.;

Communication speech

Languages Celestial, Common, Infernal CONSTRUCTION

Requirements Forge Ring, *detect chaos*, *detect poison*, *detect secret doors*, *invisibility*, *mark of justice*, *slay living*, *zone of truth*, creator must be of lawful alignment; **Cost** 20,500 gp

Physical Description

This ring is made of pure iron, and the metal has a slightly red tint to it, dark, as though it had been stained by blood. Though the ring's metal is fairly dark, it still shines and glitters in the light, and always appears to be well-polished. It is unadorned, except for a single signet image, which displays a roaring lion, standing on its hind legs, it forepaws held out.

When Osmond speaks, he does so with a stern, fatherly voice. Though the sounds of old age are audible around the edges, and no one would mistake his voice for that of a young man, he still sounds healthy and strong, and his voice resonates with wisdom and authority.

Special Abilities

Osmond the iron functions as a ring of hidden truths, except that, since it has no gemstones to change color, it instead alerts the wearer verbally whenever it detects invisible creatures or objects, secret doors, or lies. Additionally, Osmond can also detect poison and chaotically-aligned creatures in the same way, though while he will automatically alert his wearer to the presence of poison, he doesn't necessarily announce every chaotic creature that they meet (though he may bring up that such a creature is "untrustworthy" if his possessor appears to be allying himself with it).

Further, Osmond can use a special version of *mark of justice* once per day. In order to use this ability, the ring must be pressed against the forehead, hand, or other exposed area of the target for a full minute, during which it causes a searing pain to the creature it is being used upon, meaning that the target must be willing, helpless, or otherwise restrained in order for the ability to work. If the mark is triggered, it does not act as *bestow curse*, as a normal *mark of justice* would. Instead, it acts as *finger of death*.

Origin

Osmond the iron was originally the signet ring of the powerful and influential judge and magistrate Osmond Thornwald, a hard-line judge who was known for being particularly uncompromising in his interpretation of the law, and showing little mercy to those who were found guilty. He was not considered cruel or unfair, per se, but he did develop a reputation for sending more criminals to the headsman and the gallows than any other.

Osmond the iron was thus used to seal the death sentences of countless criminals, as well innumerable lesser sentences, from imprisonment to fines, to having one's hands or fingers removed, and so on. Rumors about the ring state that it became magical and intelligent when its owner, Osmond Thornwald, died, and his spirit refused to pass on, instead lingering in his signet like a possessing spirit, until eventually he became trapped there, unable to move on.

The ring itself denies this, however, and while it can't explain exactly how it came to become intelligent, it does claim to have done so before Osmond Thornwald died, and that it aided him in a number of his trials, helping him to identify lying parties, and discover the truth of the case. The ring theorizes that perhaps it was the intense emotions surrounding each of those death sentences—the heavy heart on behalf of the judge, and of course those of the sentenced and his loved ones—which resonated in the ring to grant it sentience. Whatever the case, it has decided to carry on the judge's work of carrying out justice, even taking his first name.

Personality

Much like the judge it once belonged to, and from whom it takes its name, *Osmond the iron* is a stern and unforgiving individual, with little patience or sympathy for any who would violate the law. It considers itself a judge, and a proper authority for holding trials, even though no government or monarch has invested it with such a power, or given it any kind of real authority to interpret the law or pass sentence. Osmond considers itself wise and a great authority on laws of all sorts, and holds its original owner in great regard.

It will not abide its possessor breaking any laws, and any attempt to do so will result in Osmond attempting to gain control of the possessor and force him to refrain from lawbreaking. Should the possessor proceed in criminal activity anyway, the ring will withhold its powers from him, until he either submits himself to the local authorities for punishment, or else accepts the judgment of the ring and carries out any punishment or restitution the ring requires.

The ring prefers for its possessor to take any intelligent foes alive, either by subduing them or taking their surrender, and then carry out a proper trial. Of course, since the ring considers itself a proper judge, all that this really requires is that the captured opponents be given a chance to speak on their own behalf (and, if they request, a barrister to speak for them, though as far as the ring concerned a PC or anyone else nearby is fine for this, as long as they seem to be doing their best), and someone to argue against the accused. The ring then pronounces judgment (which is usually death, if the accused is found guilty and their crime was serious enough to come to combat, but is sometimes imprisonment or otherwise). Osmond doesn't insist on this point, and if its owner's opponents refuse to accept surrender then it considers their lives forfeit in any event, but if an opponent surrenders, it does expect that they be given a trail, rather than summarily executed.

Trifalgius

This intricate ring contains three separate and distinct personalities who struggle among themselves for dominance. Each of these personalities possess unique powers to serve their individual goals.

TRIFALGIUS

Aufu modelate anversa, en jui
Slot ring; Price 33,000 gp; Weight -
STATISTICS
Alignment NG, CN, and LE
Int 10, Wis 10, Cha 16; Ego 12
Senses 120 ft.; Communication telepathy
Languages Common
CONSTRUCTION
Requirements Forge Ring, blindness/deafness,

charm person, detect thoughts, disguise self, fly, hold person, invisibility, nondetection, ray of enfeeblement, suggestion; **Cost** 16,500 gp

Physical Description

This ring's band is made from three threads of interwoven metal: one gold, one iron, and one silver. It bears a single gemstone, cut into a circular dome shape. The color of this gemstone depends on which of Trifalgius's personalities is currently dominant. If its lawful-evil personality, Wesley, is dominant, it appears to be a deep red ruby, if its neutral-good personality, Henrietta, is dominant, it appears as a sparkling emerald, and if its chaotic-neutral personality, Jarrod, is dominant, it appears as a sky-blue sapphire. Though the ring can only communicate telepathically, this doesn't prevent it from having different "voices" in its listener's head. Wesley's voice is smooth and silky, but in a way that inspires great distrust, with a slightly sneering lilt. Henrietta's voice is feminine, and bears the sound of a loving but reproachful mother, reminding a wayward child of things he should already know. Jarrod's voice is harsh and deep, with a rumbling growl that makes him sound like a looming street tough, covered in scars.

Special Abilities

Trifalgius functions as a *ring of mind shielding*, regardless of which personality is dominant. Beyond that, its abilities depend on its personality: the lawful-evil personality Wesley can use *disguise self* (affecting its possessor), *detect thoughts*, and *suggestion* each three times per day. The neutral-good personality Henrietta can use *ray of enfeeblement*, *blindness/deafness*, and *hold person* each three times per day. Finally, the chaotic-neutral personality Jarrod can use *charm person*, *invisibility*, and *fly* each three times per day.

At the beginning of each day, and up to once per day when an important event occurs (at the GM's discretion), roll a d4 to determine which of *Trifalgius's* personalities becomes dominant. If the result is 1, Wesley is dominant, if it is 2, Henrietta is dominant, if it is 3, Jarrod is dominant, and if it is 4, all of the personalities become dormant, and *Trifalgius* does not act as an intelligent item, functioning only as a normal *ring of mind shielding* until the next time a personality change might occur.

Origin

The origins of *Trifalgius* are unclear. The item itself is confused about the entire issue, and none of its personalities really seem to know anything on the subject, although Wesley often tells elaborate lies when asked, each one is wildly different than the others. Henrietta openly admits to not knowing anything on the subject, as does Jarrod, though in his case he also openly admits to not caring, although he tends to put it more colorfully.

Some have theorized that *Trifalgius* may have once been an intelligent ring with a single personality, which suffered some kind of traumatic event, or else may have been affected by some kind of powerful magical effect. Others theorize that the personalities were actually intended as an enhancement on a normal ring of mind shielding, allowing the wearer to project a specific personality to be detected by spells like detect thoughts that it would normally block. They claim that the experiment failed, or at least had the unintended consequence of making the item intelligent, and giving it at least three personalities, and possibly more that lack the ability to communicate or manifest properly.

Personality

The lawful-evil personality, Wesley, is incredibly sadistic, and takes great pleasure in setting up elaborate schemes and ploys. While sadistic, he takes little enjoyment from inflicting physical pain, or any other kind of straightforward method of harming his victims. Rather, he prefers to get close to them, make them trust him, and then, once they are dependent on him, either lead them to destroy themselves with deliberately bad advice, or else actively betray them. He loves nothing more than the look of shock and betrayal in his victim's face. As long as his possessor is willing to play along in these schemes Wesley is generally content to include him in his schemes, but he actively plots against possessors who won't indulge him. Further, no matter how willing his possessor is to aid him, it is his nature to eventually betray them as well, sooner or later.

The neutral-good personality, Henrietta, believes strongly that no one is too evil to be redeemed, and so always pressures her possessor not to kill his foes, but rather to take their surrender, and give them the chance to be rehabilitated. While she understands and accepts that not everyone will submit to such treatment, and that occasionally dangerous foes who refuse to yield may need to be slain, she takes a dim view of those who don't at least try to get the wicked to repent. If her possessor is himself evil, she will take every opportunity to try to steer him from his path, and may even attempt to gain control long enough to force him to turn himself in to the local authorities or someone else who will try to rehabilitate him.

The chaotic-neutral personality, Jarrod, cares for nothing other than immediate satisfaction. Although, as a ring, he is incapable of enjoying the pleasures of food, drink, and the flesh, he seems to be able to experience them vicariously through his wearer, or else just delights in watching his wearer perform these acts, for there is no question that he encourages any who wear him to drink, eat, gamble, fight, and lay with women (or men: he doesn't bother himself with the nature of his wearer's partners, as long as they are active). Jarrod is incredibly impatient, and cares only for instant gratification. Although he can be convinced to wait for a short while with promises that his wearer will engage in his favored behavior "as soon as we're done with this," he tends to grumble, and complain incessantly unless his wearer is actively engaged in carousing.







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Table 2-1: 100 Random Command Words

d%	Command Word	d%	Command Word	d%	Command Word
01	Accendo	35	Indoras	69	Ronstor
02	Aeternos	36	Issimar	70	Rumivar
03	Alendar	37	Jalsambros	71	Sanctos
04	Arbitum	38	Jamikar	72	Sempacto
05	Bandash	39	Jokulhaups	73	Sorvithos
06	Bellissimo	40	Jossifan	74	Symbellum
07	Bokov	41	Kalfenar	75	Tagithor
08	Brothar	42	Kallos	76	Thanissio
09	Cesaros	43	Kembricus	77	Trivithos
10	Chandathar	44	Kinscoria	78	Tulfast
11	Classan	45	Larconus	79	Ulstorius
12	Coure	46	Lillimar	80	Undst
13	Dicondae	47	Losambros	81	Unquam
14	Dolobar	48	Luvilion	82	Uriston
15	Dominae	49	Malinorus	83	Vantros
16	Drothis	50	Minthos	84	Victras
17	Elysium	51	Morthos	85	Volus
18	Entros	52	Mystarion	86	Vortithia
19	Evarria	53	Nausicorum	87	Wastrum
20	Extemos	54	Nestrum	88	Windras
21	Ferrum	55	Nimbar	89	Wondstrar
22	Fortior	56	Nymphros	90	Wyrfessuss
23	Frictatus	57	Olstimar	91	Xartan
24	Fulmios	58	Omnius	92	Xephros
25	Gherum	59	Orthos	93	Xoss
26	Ginsbar	60	Osrillia	94	Yanthria
27	Gonstadt	61	Piscillius	95	Yemptos
28	Grandilliosa	62	Plentos	96	Yorthas
29	Hastrimus	63	Prismos	97	Yuntab
30	Horrifar	64	P'taar	98	Zokar
31	Hrindos	65	Qilsium	99	Zastros
32	Humbolt	66	Quanos	100	Zurloch
33	Iblix	67	Raxtos	Novin 1	
34	Ilfain	68	Restaros		

Use the above table as inspiration to come up with command words for your rings or other various magic items, either by rolling randomly or selecting one that seems appropriate for what the item does. If the party first encounters the item in the hands of an enemy NPC, have him triumphantly shout the command word whenever he uses the item, allowing clever players to realize that it is the key to making the item function. If the item is found in a pile of treasure, or similar circumstances, consider having the command word engraved on the item. Even if the item is simply purchased in a shop, or identified with the *identify* spell, tell the players what the command word is, so that they can shout it out at dramatic moments when they use the item. As silly as it sounds, for some groups, something as simple as incorporating actual words for magic item use can go a long way towards making such items more exciting and fun.



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One Book of Rings to Rule Them All

Rings are supposed to be one of the most exciting, special, and downright magical of all the magic items that adventurers can get their hands on. Somewhere along the line however, it seems like they've mostly wound up in two categories: overpriced novelties that no one ever bothers to pick up, and boring, straight-forward utilitarian items, like a *ring of protection +1*.

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