



Rings

Identification: Metal type, gems, and inscriptions might give clues to a ring's power, but they will ultimately need to be put on.

Use: Only one ring can be worn on each hand. Wearing more will mean none function.

Option 1: Wearing more than two rings causes a side effect

Option 2: Wearing a ring for too long without removing it causes a side effect (for example 3 sessions in a row)

Roll	Ring	Effect	Inscription	Metal	Gem
1	Beguiling	Intelligent creatures friendly in the wearer's presence		Gold	Diamond
2	Beasts	All animals are friendly in the wearer's presence		Copper	Jade
3	Delusion	No Powers. Roll Again. Wearer thinks that result is true		?	?
4	Feather Fall	Float like a feather if falling	Nunquam non paratus	Quicksilver	Moonstone
5	Force	Prevents wearer from being crushed	Nunquam non paratus	Steel	-
6	Freedom	Immune to slowing, entangling, or hindering effects	Semper liber	Quicksilver	-
7	Invisibility	Invisible except when attacking, then partially visible	Abiit, excessit, evasit, erupit	Silver	-
8	Jumping	Jump 30' any direction	Cogita ante salis	Tin	-
9	Life Protection	Protects vs all immediate death magics & soul stealing		Gold	Topaz
10	Mind Shielding	Immune to mental probing & attacks	Compos mentis	Iron	Quartz
11	Non-Detection	Invisible to scrying	Cave quid dicis, quando, et cui	Lead	-
12	Protection	Bonus to AC and Saves equal to 1/3 wearer's level		Silver	Ruby
13	Regeneration	Regenerate like a troll	Invictus maneo	Quicksilver	Opal
14	Resistance	Immune to cold/heat/weather/etc, +2 to saves vs magical	Vincit qui patitur	Brass	-
15	Spell Turning	Reflect any spell back at the source	Contraria contrariis curantur	Steel	Amethyst
16	Sustenance	Wearer does not need to breathe, drink, eat, sleep	βρωμα θεων	Copper	-
17	Water Breathing	Breathe water like air		Coral	-
18	Water Walking	Wearer can walk on any liquid	Sublimis ab unda	Silver	Pearl
19	Weakness	Strength minimum. Remove curse to take off ring	Bibere venenum in auro	Gold	Diamond
20	Wizardry	Memorize extra spell for each level, lost if ring removed	Ipsa scientia potestas est	Gold	Emerald

Campaign: _____
 Culture: _____



The Ring is Actually a . . .



Tired of magic rings being, well, rings? Roll here:

- 1 Embroidered silk eye patch
- 2 Single ear hoop
- 3 Cheek tattoo
- 4 Small coffer left open anywhere for the effect to be active
- 5 Nose ring
- 6 Chastity belt
- 7 Bulls-eye lantern, open active, closed not
- 8 Brass torc
- 9 Henna pattern, must be refreshed every other session
- 10 Porcelain mask
- 11 Manacles
- 12 Silver hook for an amputated hand
- 13 Face paint pattern
- 14 Bangle, more than two can be in effect at one time, but they're very noisy
- 15 Pattern branded into the flesh
- 16 Diamond tooth
- 17 Secret mantra, effect lasts as long as it is maintained
- 18 Ivory cage, living creature in the cage effect is active
- 19 Lead pectoral
- 20 Gold locket, open effect active, closed not
- 21 Crystal orbiting the head
- 22 Choker of obsidian beads
- 23 Brass knuckles
- 24 Red leather phylactery, parchment inside determines effect
- 25 Belled anklet
- 26 A folding fan, must be open for effect to be active
- 27 Exotic hide headband, hide determines effect
- 28 6' chopines
- 29 Steel mouth bit
- 30 Alabaster sphere held in the hand and the effect is active