

# NOTICE OF AUCTION

## *Aurora's Travelling Traders*<sup>TM</sup> Rings of Tyranny



# NOTICE OF AUCTION

## *Aurora's Travelling Traders* **Rings of Tyranny**

**Come one, come all! Aurora's Travelling Traders is holding an auction of magical goods obtained from the treasure horde that the Cult of the Dragon amassed as they terrorized the Sword Coast and Moonsea regions. This auction is authorized by the governments of those regions. The net proceeds from the auction will benefit the refugees and help support rebuilding efforts in those areas. All goods have been magically inspected and are considered reasonably free of ill-effects and claims of ownership. Accompanying this notice is the auction catalogue detailing the items included in the auction. The Certificate of Authenticity for each item detail the full range of effects for each item. The certificates as well as the items are available for viewing 2 days before the auction begins. Auction starts at Highsun!**

*Aurora Falconhand*  
**Owner and Master Trader**

Aurora's Travelling Traders is a group of the finest guild licensed merchants, master crafters, & entertainers that Faerûn has to offer. The group was established by Aurora Falconhand, the great-granddaughter of Aurora the Eclectic (the original proprietor of Aurora's Emporium), as a way to bring the finest wares and exotic experiences from far off lands to the good people of Faerûn. Aurora's Travelling Traders not only brings one-of-a-kind items to auction but has the whole line of Aurora's Whole Realms Catalogue for sale as well as traditional staple items and services needed for everyday life in the Realms. Due to a recent partnership you don't have to have an Emporium nearby or wait on the Travelling Traders to visit your area, just go to your nearest Lionshead Coster location to purchase our wares or order from our catalogue.



# NOTICE OF AUCTION

## *Aurora's Travelling Traders*

Author & Designer  
Bryan Gillispie

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# NOTICE OF AUCTION

## *Aurora's Travelling Traders*

### LOT NO. 100 - MAGICAL RINGS

STARTS AT HIGHSUN - ALL TRANSACTIONS ARE FINAL - LETTER OF CREDIT REQUIRED



#### **Ring of Climbing**

Our agents found this ring in the personal belongings of Azbara Jos after the battle of Stormreach Castle. This ring is a masterpiece of craftsmanship. The copper band is inset with a translucent blue diamond that is the color of the sky. When you stare into the gem you can see a scene of a mountain range surrounded by shifting clouds. The magics in this ring allows you to climb as if you were born to climb anything.



#### **Ring of Blinking**

This powerful piece of art was recovered from the body of an unidentified Wearer of Purple. Even with divination spells the identity of the cultist is a mystery, all we know is that she was a high ranking member of the cult. This ring has a fire opal that pulses faintly with a white light that is set into a white gold band. The wearer can seemingly blink in and out of existence with a mere thought.



#### **Defender's Ring**

This is a bodyguard's perfect accessory! The magic contained within this ring allows you to pull attacks to you instead of into your ward. We recovered this from a Dragonclaw tasked with protecting Azbara Jos, all of the charges were expended when we found it and the body was full of holes. This ring is made from leather and has small brass studs inset into the leather, resembling studded leather armor. The studs on the face of the ring have a slight glow indicating the number of charges the ring has available.



# NOTICE OF AUCTION

## *Aurora's Travelling Traders*

### Lot No. 101 - Magical Rings

Starts at Highsun - All transactions are final - Letter of Credit required

#### **Venom Ward**



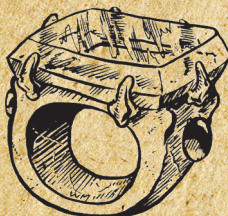
This ring was used by dragon cultists that worked with black dragons, wyverns, or other creatures that carry poison. The ring is made from a strange green metal that is unknown in the Realms, this ring protects you from the effects of poison. On the top of the ring there is what appears to be the face of a demonic snake creature with small red rubies in the eye sockets, the eyes seem to glow with a subtle inner light.

#### **Death's Ward**



This ring gives some protection from death and is in the shape of death's head. The ring's skull is made from platinum and is inset into a solid gold band that has ancient runes inscribed on the outside of the band, even magical attempts at deciphering the runes have failed. We found this in some ruins looking for a rumored treasure cache of the Cult of the Dragon in the Moonsea region. We were not able to determine the original ownership or under what circumstances it became lost.

#### **Ring of Immolation**



This ring is made from a translucent red ruby set into a platinum band as the main stone with black opals inset on either side of the band. The ruby has what appears to be roiling flames on the inside. Effects include creating a burning hands effect, however, there is a chance this ring can explode and take you along with it. It also has an interesting synergy with the Ring of Cold Absorption in that you can create a steam mephit that will serve you for a short time.



# NOTICE OF AUCTION

## Aurora's Travelling Traders

### Lot No. 102 - Magical Rings

Starts at Highsun - All transactions are final - Letter of Credit required



#### Ring of Cold Absorption

Found in a Cult of the Dragon treasure caravan along with the Ring of Immolation, this ring is made from a piece of translucent ice blue diamond set in a platinum band with black opals inset on either side of the band. Inside the stone you can see what snow playing upon cold winds and shifting snow drives. The ring is cold to the touch as is the one wearing the ring.



#### Ring of the Unlocked Mind

Found in the personal belonging of Severin, leader of the Cult of the Dragon. This ring gives some measure of protection against psychic energy and allows the wearer to glimpse the future, perhaps Severin should have paid more attention to the portents we can only assume the ring revealed. This ring is made from a copper band. Inset on either side of the band is a medium sized white calcite stone and a smaller orange-red carnelian. The main stone is a deep purple amethyst gem cut into the shape of a pyramid, which acts as a conduit for focusing the mind.



#### Ring of Inspiration

This ring resembles a crown with small diamonds inset into the ring. The wearer's words of encouragement preternaturally fortifies the resolve of allies and can help turn the tide when odds are against you.

Found on the body of a Harper agent after the final battle with Tiamat as she tried to gain entry into our world. The Harper's family wished their identity to be kept secret. The family turned the ring over to use for auction so that the area's ravaged by the Cult would be rebuilt in honor of the fallen heroes that came to the aid of Faerûn. Part of the proceeds will go to also creating a shrine at the spot of the final battle against Tiamat. The shrine will be dedicated to those who fought against the Cult of the Dragon.



## Printing the Certificates

The certificates come in a full color version and a printer friendly version. For best results print on 90# or better card stock. I recommend white card stock for the full color version and parchment or linen card stock (tan or light brown in color) for the printer friendly version of the certificates. The printer friendly version of the certificates have color in them but will print just fine in black and white or grayscale.

Also recommended when printing the certificates double sided that you use the manual duplex procedure for your printer. Some consumer printers can have up to 1/4-inch variance in how it positions the paper when using the automatic duplex option which can cause alignment issues of the front and back of the certificate.

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## *Aurora's Travelling Traders*

### RING OF CLIMBING

Ring, uncommon

This ring has a copper band inset with a translucent blue diamond that is the color of the sky. When you stare into the gem you can see a scene of a mountain range surrounded by shifting clouds.

You always know your distance above or below sea level, in addition you gain a climbing speed of 30 feet.



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Certificate No.

*Aurora Falconhand*  
Authorized Agent

**CERTIFICATE OF AUTHENTICITY**

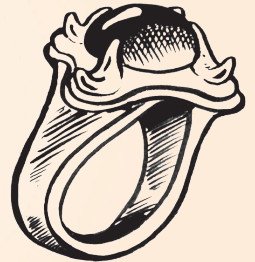
## *Aurora's Travelling Traders*

### RING OF BLINKING

Ring, legendary (requires attunement)

This ring has a fire opal that pulses faintly with a white light that is set into a white gold band.

While wearing the ring you can use an action to gain the effects of the blink spell. You continue to blink until the ring removed or you spend a bonus action to dismiss the effect.



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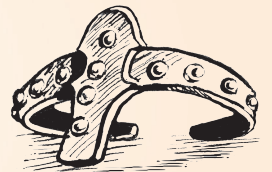
## *Aurora's Travelling Traders*

### DEFENDER'S RING

Ring, uncommon (requires attunement)

This ring is made from leather and has small brass studs inset into the leather, resembling studded leather armor. The studs on the face of the ring have a slight glow indicating the number of charges the ring has available.

This ring has 3 charges and recovers 1d3 charges each dawn. When adjacent to a creature that is the target of an attack or spell you may spend a charge as a reaction, interposing yourself in front of the attack. If the attack would hit your AC then it hits you.



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## CERTIFICATE OF AUTHENTICITY

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If you should ever grow tired of the item please contact the nearest Aurora's Travelling Traders caravan, Aurora's Emporium or Lionshield Coster location, or other merchants in our partner network about our trade-in services for gently used magic items. Our full line of Aurora's Whole Realms Catalogue products and other services can also be found at these locations.

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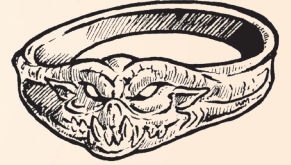
## Aurora's Travelling Traders

### VENOM WARD

Ring, rare (requires attunement)

This ring is made from a strange green metal that is unknown in Faerûn and all efforts to divine the source of the metal have failed. On the top of the ring there is what appears to be the face of a demonic snake creature with small red rubies in the eye sockets, the eyes seem to glow with a subtle inner light.

You are resistant to poison damage and also have advantage on saving throws that involve poisons of any type.



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## Aurora's Travelling Traders

### DEATH'S WARD

Ring, rare (requires attunement)

This ring gives you some protection from death and is in the shape of death's head. The ring's skull is made from platinum and is inset into a solid gold band that has ancient runes inscribed on the outside of the band.

The ring places the effects of the spell death ward upon you. The ward remains in place continuously but once used you must complete a long rest before the protection becomes active again. The ring functions by collecting a small bit of the your life-force using it as a buffer against death when the reaper comes for you.



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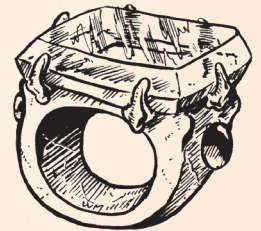
## Aurora's Travelling Traders

### RING OF IMMOLATION

Ring, rare (requires attunement)

This ring is made from a translucent red ruby set into a platinum band as the main stone with black opals inset on either side of the band. The ruby has what appears to be roiling flames on the inside.

You are resistant to fire damage and can spend a charge to cast the spell burning hands. The ring has 1d4 charges and regains 1 charge each day at noon. When you spend the last charge roll a d20, on a roll of 1 the ring explodes and affects a 20-foot-radius sphere radius centered on you doing 4d6 (12) fire damage. A successful DC 13 Dexterity saving throw halves the damage. This ring has a synergistic effect with the ring of Cold Absorption, when you touch the rings together you summon a steam mephit that is under the control of the wearer of this ring for 24 hours, after this time the mephit is dismissed. The mephit can be dismissed early as an action. Once a mephit is summoned both rings stop working, but are still magical, until the mephit is dismissed.



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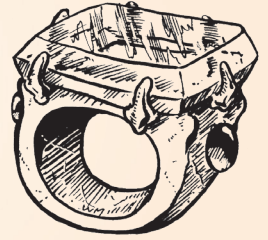
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## *Aurora's Travelling Traders* RING OF COLD ABSORPTION

Ring, rare (requires attunement)

This ring is made from a piece of translucent ice blue diamond set in a platinum band with black opals inset on either side of the band. Inside the stone you can see what snow playing upon cold winds and shifting snow drives. The ring is cold to the touch as is the one wearing the ring.

The wearer and any items carried or worn unharmed by temperatures down to -50 Fahrenheit. The wearer can use a reaction to absorb cold damage, up to 36 points into the ring. The ring will harmlessly discharge 1d6 points each dawn. When the ring has absorbed 36 cold damage roll a d20, on a 1 the ring releases all of its stored cold damage into the wearers body. The wearer must make a DC 15 Constitution saving throw. On a failure the wearer become restrained and the wearer and any objects they are touching start to transform into a statue of solid ice. At the start of the next turn make the saving throw again, on a success the effect ends but on failure you are fully petrified and have turned into a translucent, slightly blue hued, statue of ice.



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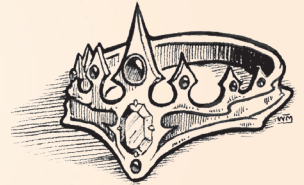
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## *Aurora's Travelling Traders* RING OF INSPIRATION

Ring, rare (requires attunement)

This ring resembles a crown with small black diamonds inset into the ring.

While wearing the ring you can use an action to touch a creature and whisper words of inspiration to them, even if they are unconscious. Your words fortify their resolve, on their next roll for an ability check, saving throw, or attack they also roll a d8 adding the value to the result. You can choose to use the ring after seeing the d20 roll but before you know the outcome. This ability can be used 3 times per day.



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## *Aurora's Travelling Traders* RING OF THE UNLOCKED MIND

Ring, rare (requires attunement)

This ring is made from a copper band. Inset on either side of the band is a medium sized white calcite stone and a smaller orange-red carnelian. The main stone is a deep purple amethyst gem cut into the shape of a pyramid.

You gain resistance to psychic damage and gain the power to see psychic portents to help guide you in your adventures. By meditating for 1 minute you can focus your mind through the ring, opening it to the influence of psychic entities that can help guide you. These entities bestow the effects of the Augury spell upon you—the outcome for multiple uses of the augury spell also apply.



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