

DEEP MAGIC

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RING MAGIC



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Press



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Ring Magic

Dwarves are renowned shapers of the physical world. Earth, stone, and even metal bend to the will of dwarven hammers. It's easy to assume that because dwarves have such tremendous skill at shaping material, they must lack the time and interest to become masters of the arcane, too—but that assumption is dead wrong. Taking unformed matter and shaping it minutely to conform to one's will is the perfect arena for blending the physical and arcane arts. The dwarves' greatest magic has been bound to this arena, as evidenced by the legendary weapons, armor, and implements of war that emerge

from their mountain stronghold forges. Comparatively few dwarves pursue the study of magic outside the act of creation or of devotion to their deities, but one discipline bridges the gap between creation and spellcasting: ring magic.

Ring magic is the dwarven art of forging metal into rings, usually with powerful runes inscribed on their surface, and using those rings to shape magic. Practitioners channel their magic through specially prepared rings, increasing the devastation wreaked upon their foes, and they can even imbue spells into a ring that someone else can unleash later.

Rings created for this purpose are more than decorative jewelry. They more often take the form of precious-metal rings large enough to adorn a weapon, a staff, or a suit of armor. Wizards who devote themselves to ring magic are rare outside dwarf lands, but they're instantly recognizable by the ring-adorned staves they carry.

Linking Magic and the Material

The ring is a strange shape to the dwarven mindset, which is firmly rooted in the angles and planes they see constantly in the mineral formations around their underground homes. Dwarf architecture is filled with corners, precise angles, saw-toothed runes, patterns of regular and irregular polygons, adornments of gold laid out in precise geometric forms, and stacked blocks or slabs. These aren't just cultural fashions; such shapes reflect how dwarves think and how they prefer to see the world. Curves are seldom seen, and a circle—devoid of angles and planes, with no beginning and no end—is a foreign shape that denies boundaries and evokes eternity. It is a construct of the mind and spirit but not the chisel; it evokes the sun and moon, raindrops, flowers, and the cycle of the seasons—things that are seen on the surface world but have no place in the hard, subterranean realm of the dwarves. Dwarves make sense of this alien concept by shaping metal into its likeness. Once they can hold this ephemeral concept in their calloused hands, feel its weight and heft, they can better understand.

Yet because it has no beginning and no end, because of its powerful symbolic ties to life, the ring is uniquely suited to be a receptacle for magic.

The first practitioners of ring magic gleaned the secrets from visions granted by their gods. The seeds of ring magic were subtle, woven in dreamlike metaphor that was lost on many but needed the dwarves' mastery of craftsmanship to reach fruition. For generations, it was practiced in such isolation that no one recognized ring magic as a growing craft. Over time the dwarves realized that within their long-held techniques, the ore of another secret awaited excavation. These enlightened dwarves retreated deep under the mountains, to a place where molten rock flowed freely. There they carved great halls and forges fueled by the earth's fire. They worked tirelessly in their delve to perfect their new art, and their efforts were rewarded.

Runes and sigils decorate every inch of this legendary stronghold's walls, revealing the secrets of ring magic and its signature spells to those who can read them. Ring wardens understand these writings

as well as if they were their own spellbooks. In fact, a gathering of wizards at the walls, preparing their spells to the sound of ringing hammers, is a common scene. But this is a secretive community. The number of outsiders who have seen the halls of the ring wardens can be counted on one hand, and those few are bound to secrecy by oaths sworn on adamantite rings they can never remove. The molten fire forges still ring under dwarven hammers to this day. While it isn't a requirement to study here for a wizard to become a ring warden, it is a pilgrimage all dwarf ring wardens make at least once.

Ring Magic Feats

The following new feats offer options for any character to touch the power of ring magic. At the GM's discretion, a spellcaster who possesses a ring magic feat can learn ring magic spells without finding them in written form.

CIRCLE SPELLCASTER

Prerequisite: The ability to cast at least one spell.

You have learned to create a circular flow of magic between yourself and an allied spellcaster to bolster your spells. You gain the following benefits.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can spend 2 hours (including during a long rest) creating a mystical bond with another spellcaster. Both of you must spend this time in meditation, and you must remain within 10 feet of each other. Once the bond is formed, you can work together to bolster one another's magic. When one of you casts a spell that requires concentration, the other can use their reaction to help maintain the spell. If the caster must make a Constitution saving throw to maintain concentration on the spell, both of you make the saving throw. If either of you succeeds, concentration is unbroken. If both saving throws fail, you both lose concentration on any spells you are currently maintaining and you both take 2d6 psychic damage from the strain. You can maintain this bond with only one spellcaster at a time. If you create a new bond, the previous bond breaks. Otherwise, it lasts until the end of your next long rest.

RING-BOUND

You have acquired a ring-magic-imbued ring as a token of respect. You gain the following benefits.

- You have advantage on saving throws against transmutation spells.
- You can physically bind your ring token to a weapon with 1 hour of work that can be completed

during a short rest. While the ring is attached to the weapon, you can use a bonus action to make the weapon magical until the start of your next turn. After activating this ability twice, you must complete a short or long rest before using it again.

- Ring wardens and others who respect the traditions of ring magic are favorably disposed toward you. Their starting attitude toward you automatically improves by one step, and you have advantage on Charisma checks related to social interaction with such creatures.

Arcane Tradition: Ring Warden

The dwarves long ago discovered the means to imbue magic into metal rings, and the ring wardens were born. With a focus on the school of transmutation, they blend dwarven craftsmanship with arcane might. The ring wardens are rare outside dwarven nations, but they are easy to recognize thanks to their signature ring-staves.

TRANSMUTATION SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.

BONUS PROFICIENCY

At 2nd level, you gain proficiency in your choice of blacksmith's or jeweler's tools.

BONDED RING-STAFF

Starting at 2nd level, you create a special quarterstaff with two metal rings embedded in it or fastened around it. You can use your ring-staff as an arcane focus. Creating an additional ring takes 8 hours of work with blacksmith's or jeweler's tools and costs 5 gp in raw materials. Your ring-staff can incorporate a number of rings equal to your wizard level.

When you roll damage for a spell while holding your ring-staff, you can add your proficiency bonus to the result. If the spell generates multiple damage rolls against multiple targets (such as *scorching ray*), you must choose which roll gains the benefit before you roll it. You can use this ability a number of times equal to the number of metal rings fashioned into your ring-staff, up to a maximum of your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a short or long rest.

MASTER METALSMITH

Beginning at 6th level, you can add double your normal proficiency bonus with the tools you chose at 2nd level. When using your chosen tools to craft mundane or magical items, you make double the normal progress each day.

Additionally, you learn the formula to craft a single type of magical ring chosen from the following list: *ring of jumping*, *ring of mind shielding*, *ring of protection*, *ring of the ram*, *ring of regeneration*, *ring of resistance*. At the GM's discretion, you can choose a ring not listed here. You must meet all the standard prerequisites for crafting the ring and pay the required gold as normal, along with any special materials or conditions set by the GM.



IMBUE RING

Starting at 10th level, you can imbue magic into the rings embedded in your ring-staff. When you cast a spell, you can choose to imbue the spell into one of the rings. As long as the spell is imbued, you can't regain the expended spell slot. As an action, you can remove an imbued ring from the staff and give it to another creature (or hold it yourself). A creature holding an imbued ring can release the imbued spell as an action. Attack rolls, saving throws, and damage are based on the caster who imbued the ring, but the creature holding the ring counts as the spell's caster for all other purposes.

An imbued ring is considered an ongoing spell for purposes of *dispel magic*. You can have a number of rings imbued at one time equal to your proficiency bonus.

RING BOND

At 14th level, with 1 hour of work (which can be done during a short rest), you can embed a single magical ring into your ring-staff. As long as you hold the ring-staff, you gain the effects of the embedded ring as if you were attuned to it and wearing it (including any negative effects of attuning to the item, such as curses). This ring doesn't count as one of your three attuned magic items.

You can remove an embedded ring (along with its attunement) with 1 hour of work, and you can replace it with a new one at the same time.

Ring Magic in Midgard

In the Midgard Campaign Setting, ring magic is the province of the reaver dwarves of the Northlands. Reaver sorcerers and wizards imbue metal rings with their spells and give the rings to their comrades to unleash in battle. Even in Midgard, ring wardens are rare outside their home culture, and they can easily become the object of fear when they're encountered by outsiders who aren't familiar with ring magic. All dwellers in the Northlands, however, know the tales of the ring-bedecked dwarves marauding from their longships.

The seat of these ring wardens is hidden deep beneath the northern mountains of Midgard. This delving, known as the Foundry of the Fathers, is where the reaver ring wardens craft the rings that are the root of their magic and contemplate the secrets the rings still hold.

Ring Magic Spell List

The following spells are available to sorcerers, warlocks, and wizards who discover written versions of the spells.

CANTRIPS

Hoarfrost

1ST LEVEL

Circle of Wind

Ringstrike

2ND LEVEL

Bitter Chains

Reverberate

3RD LEVEL

Innocuous Aspect

4TH LEVEL

Spinning Axes

5TH LEVEL

Curse Ring

6TH LEVEL

Enchant Ring

7TH LEVEL

Ringward

8TH LEVEL

Create Ring Servant

9TH LEVEL

Circle of Devastation

New Spells

BITTER CHAINS

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spiked metal ring)

Duration: 1 minute

The spiked ring in your hand multiplies itself into a long, barbed chain to ensnare a creature you touch. Make a melee spell attack against the target. On a hit, the target is bound in metal chains for the duration. While bound, the target can move only at half speed and has disadvantage on attack rolls, saving throws, and Dexterity checks. If it moves more than 5 feet during a turn, it takes 3d6 piercing damage from the barbs.

The creature can escape from the chains by using an action and making a successful Strength or Dexterity check against your spell save DC, or if the chains are destroyed. The chains have AC 18 and 20 hit points.

CIRCLE OF DEVASTATION

9th-level evocation

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a metal ring)

Duration: Concentration, up to 1 minute

You create a 10-foot tall, 20-foot radius ring of destructive energy around a point you can see within range. The area inside the ring is difficult terrain.

When you cast the spell and as a bonus action on each of your turns, you can choose one of the following damage types: cold, fire, lightning, necrotic, or radiant. Creatures and objects that touch the ring, that are inside it when it's created, or that end their turn inside the ring take 6d6 damage of the chosen type, or half damage with a successful Constitution saving throw. A creature or object reduced to 0 hit points by the spell is reduced to fine ash.

At the start of each of your subsequent turns, the ring's radius expands by 20 feet. Any creatures or objects touched by the expanding ring are subject to its effects immediately.

CIRCLE OF WIND

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a crystal ring)

Duration: 8 hours

Light wind encircles you, leaving you in the center of a mild vortex. You gain a +2 bonus to your AC against ranged attacks. You also have advantage on saving throws against extreme environmental heat and against harmful gases, vapors, and inhaled poisons.

CREATE RING SERVANT

8th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two metal rings)

Duration: Concentration, up to 1 hour

You touch two metal rings and infuse them with life, creating a short-lived but sentient construct known as a ring servant (see "New Monster: Ring Servant"). The ring servant appears adjacent to you. It reverts to the rings used to cast the spell when it drops to 0 hit points or when the spell ends.

The ring servant is friendly to you and your companions for the duration. Roll initiative for the ring servant, which acts on its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the ring servant, it defends itself and you from hostile creatures but otherwise takes no actions.

CURSE RING

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (250 gp worth of diamond dust, which the spell consumes)

Duration: Permanent until discharged

You lay a curse upon a ring that isn't being worn or carried. When you cast this spell, select one of the possible effects of *bestow curse*. The next creature who willingly wears the ring suffers the chosen effect with no saving throw. The curse transfers from the ring to the wearer once the ring is put on; the ring becomes a mundane ring that can be taken off, but the curse remains on the creature that put it on until the curse is removed or dispelled. An *identify* spell cast on the cursed ring reveals the fact that it is cursed.

ENCHANT RING

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (500 gp worth of diamond dust, which the spell consumes)

Duration: Permanent until discharged

You enchant a ring that isn't being worn or carried. The next creature who willingly wears the ring becomes charmed by you for 1 week or until it is harmed by you or your ally. If the creature dons the ring while directly threatened by you or your ally, the spell fails.

The charmed creature regards you as a friend. When the spell ends, it doesn't know it was charmed by you, but it does realize its feeling toward you changed (potentially vastly) in a short time. How the creature reacts and regards you in the future is up to the GM.

HOARFROST

Evocation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (an iron ring that has been subjected to freezing temperature for at least a day)

Duration: 1 minute

A melee weapon you are holding is imbued with deep cold. For the duration, a rime of frost covers the weapon and light vapor rises from it if the temperature



of the surrounding area is above freezing. The weapon becomes magical and deals an additional 1d4 cold damage on a successful hit. The spell ends if you cast it again or if you let go of the weapon.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

INNOCUOUS ASPECT

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a paper ring)

Duration: Concentration, up to 10 minutes

A ring of false vision encircles all creatures within 20 feet of you. You and every creature within the area that you choose to affect take on the appearance of a single type of harmless creature or object chosen by you. Each image is identical, and only vision is affected. Sounds, movement, or physical inspection can give the ruse away.

A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, that creature sees through the image.

REVERBERATE

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a metal ring)

Duration: Instantaneous

You strike the ground with the metal ring, shaking the earth ahead of you with the impact. Creatures and unattended objects touching the ground in a 15-foot cone emanating from you take 4d6 thunder damage and fall prone; a successful Dexterity saving throw halves the damage and prevents the creature from falling prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

RINGSTRIKE

1st-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a metal ring for each strike granted by the spell, which the spell consumes)

Duration: 1 hour

You infuse up to two metal rings with magic, causing them to revolve in a slow orbit around your head or hand. For the duration, when you hit a target within the spell's range with an attack, you can launch one of the rings to strike the target as well. The target takes 1d10 bludgeoning damage and must succeed on a Strength saving throw or be pushed 5 feet directly away from you. The ring is destroyed when it strikes.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect up to two additional rings for each spell slot above 1st.

RINGWARD

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an iron ring worth 200 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

This spell causes the iron ring to become a faintly shimmering ring of energy that spins slowly around you at a radius of 15 feet. For the duration, you and your allies inside the protective energy ring have advantage on saving throws against spells and gain resistance to one type of damage of your choice.

SPINNING AXES

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (an iron ring)

Duration: Instantaneous

Spinning axes made of luminous force burst out from you in a ring shape, striking all creatures within 10 feet of you. Each creature within 10 feet of you takes 5d8 force damage, or half damage with a successful Dexterity saving throw. Creatures that aren't undead or constructs and that are damaged by this spell begin bleeding. A bleeding creature takes 2d6 necrotic damage at the end of its turn. Bleeding can be stopped by using an action to make a successful Wisdom (Medicine) check against your spell save DC or by any amount of magical healing or regeneration. Bleeding stops automatically after 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Ring Magic Items

Ring wardens and other spellcasters who discovered the secrets of ring magic created these magic items. If your campaign utilizes the magic item creation rules, the formulae for ring magic items are esoteric, similar to ring magic spells. They require the creator to be a ring warden, to possess a ring magic feat, or to discover written instructions detailing the ring magic processes used in their creation. These instructions are separate from the formula itself.

MOLTEN FIRE FORGE

Wondrous item, rare, very rare, or legendary (see below)

This magical furnace and anvil were patterned off the original forges in the deep halls of the ring wardens. Rarely, a *molten fire forge* is given as a gift to a warlord who champions the cause of the wardens and proves himself an unwavering ally.

A character proficient with blacksmith's tools who creates a weapon or armor of sufficient quality using the forge finds his creations imbued with magic. The forge allows for the creation of magic weapons and armor without the need to find a formula. The maximum quality of item produced is one rarity less than that of the forge itself; a rare *molten fire forge* can produce uncommon items, such as a *weapon +1*, or *adamantine armor*, for example. The creator must provide the required gold and makes progress toward completion as normal for crafting a magic item. If the creator doesn't meet the level requirement for the rarity of the item being created, the creator can attempt a Wisdom check with blacksmith's tools; the DC = 10, plus 5 for every rarity level above uncommon. If the check succeeds, the item is created successfully. On a failure, the enchantment fails and the gold and time are spent creating a nonmagical, but likely high quality, item.

Any item created with the *molten fire forge* requires GM approval. The GM may require special components or materials in addition to the normal gold cost.

OATHBOUND RING

Ring, legendary (requires attunement)

This adamantine ring is plain on the outside, but dwarven runes demanding honor and fidelity are inscribed on the inside of the band. The few *oathbound rings* known to exist were given to nondwarf visitors to the halls of the ring wardens, both to ensure the secrets of ring magic and to protect the wardens' trusted friends.

When you attune to this ring, you willingly swear an oath to an individual or an organization, such as the ring wardens. The oath must be specific about a service you will undertake or some action you will refrain from taking.

While attuned to the ring, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and you can't voluntarily violate the terms of your oath. If a spell or other effect would force you to violate the oath, that spell or effect fails immediately. In the case of an oath of secrecy, mind-reading powers or effects return no useful information if they seek out the knowledge you are sworn to keep. When a creature directly attempts to prevent you from fulfilling your oath, you have advantage on attack rolls, saving throws, and ability checks made against the creature until it no longer opposes you or it dies. If you die while wearing the ring, spells such as *speak with dead* also automatically fail if the questions asked of your corpse would violate your oath.

Once you are attuned to the ring, you can't voluntarily break that attunement, and the ring can't be removed. The ring is immune to psychic, poison, bludgeoning, piercing, and slashing damage, has AC 20 with a damage threshold of 30, and 50 hit points.

WARDEN'S LINK

Wondrous item, rarity varies (see below)

This metal ring is 3 inches in diameter and adorned with dwarven runes. These rings were created by ring wardens to aid their allies in battle, and each one has a specific enchantment reserved for armor, a shield, or a weapon. The *warden's link* has a rarity one category higher than the enchantment it bears; for example, a *warden's link* enchanted to provide the effects of *armor of resistance* or a *weapon +2* is very rare.

A *warden's link* confers magical effects when attached to a nonmagical suit of armor, shield, or weapon. Attaching the ring requires 1 hour of work with appropriate tools (leatherworker's tools or blacksmith's tools, usually) that can be completed during a short rest. A similar process can remove the ring. While the ring is attached to the correct type of item, the item becomes magical and gains the effects carried by the ring. If the enchantment requires attunement, it can be attuned during the same hour it takes to attach the warden's link by the person doing the work. Someone else must devote a different hour to attuning.

Rumors abound regarding *warden's links* that confer the effects of legendary or even artifact-power enchantments, but the truth of such stories is no longer known.

Ring Magic Artifact

Artifacts are always shrouded in the mists of time and legend. If the GM decides that the rumors surrounding ring magic artifacts are true, here is one possible example of such a powerful and storied item.

KARREK'S BASTION

Wondrous item, artifact (requires attunement)

Karrek was a dwarven warlord in the time when ring wardens were struggling to realize the full potential of their discovery. Without him, the order would have died before it was born. During the nascent ring wardens' trek into the earth to find their home, they ran afoul of a great evil host in the depths. They fought bitterly for every inch of ground but were doomed to be driven out of the molten fire caverns or destroyed utterly.

One of the pilgrims, a clansman of Karrek's, sent word of their plight to the surface stronghold, and Karrek himself answered. He led a force of dwarf shocktroops into the depths and turned the tide of battle. Grievously wounded during the fighting, the stubborn chief waved off more than first aid, refusing to be bedridden while there was work to be done and his people to protect. His wounds worsened and on his death bed, the ring wardens showed him their thanks by offering him the chance to protect his people for all time; they bound his soul into an adamantine ring, where he maintains his vigil still.

Karrek's Bastion resembles a warden's link. It's a magical, sentient, adamantine ring 3 inches in diameter, decorated with gold-inlaid runes. When the ring is attached to a nonmagical weapon, the weapon

- becomes magical with a +3 bonus to attack and damage rolls,
- scores a critical hit on a roll of 19 or 20, and
- does an additional 1d10 fire damage per hit, or 3d10 fire damage to orcs, giants, goblins, and undead.

Random Properties. *Karrek's Bastion* has the following random properties

- 2 minor beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

Unyielding Spirit. While you carry *Karrek's Bastion* on your person, you have resistance to necrotic damage, your hit point maximum can't be reduced, and you can't be frightened.

Spells. While the ring is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *death ward*, *heat metal*, or *stone shape*. Once you use the ring to cast a spell, you can't cast that spell again from it until the next dawn.

Sentience. *Karrek's Bastion* is a sentient, Lawful Good item with Intelligence 14, Wisdom 16, and Charisma 18. It has hearing and darkvision out to 120 feet. The item communicates telepathically with its wielder and can speak, read, and understand Common and Dwarvish.

Personality. The item's purpose is to defend the ring wardens and their allies and to drive back the foes of the dwarves. It is stubborn, brave to a fault, and enjoys humorous wordplay. It urges its wielder to attach it to a maul above all other weapons, but it will grudgingly accept any martial weapon. Trying to attach it to a finesse or ranged weapon is sure to cause a personality conflict.

Karrek's Bastion deeply hates anyone who steals or misuses the secrets of ring magic, and it drives its wielder to harry such individuals to their doom and recover the stolen secrets.

Destroying *Karrek's Bastion*. The adamantine ring must be laid on the first of the forges in the halls of the ring wardens, and one ring warden must slay another ring warden with the forge hammer. While the hammer is still soaked with warm blood, it can be used to unmake the ring on the forge.

Monster: Ring Servant

The head, arms, and torso of this massive figure are composed of metal plates surrounding a core of glowing energy. The whole resembles a vaguely humanoid figure, with two metal rings glowing with runes encircling its fists.

Ring servants are mighty constructs created by ring magic. Though large in stature, they are deceptively light because most of their form is composed of energy. A ring servant stands 10 feet tall and weighs 300 pounds.

Fleeting Form. Ring servants are temporary beings, brought into existence by transmuting two simple metal rings into the weapons that surmount the creature's fists. These rings serve as the catalyst that generates the rest of the thing's form. Ring servants aren't mindless. They understand the fleeting span of their existence and don't rebel against it. Exceptions exist, where powerful ring wardens work tirelessly to imbue a ring servant with permanent existence. Such an enduring transformation is rare, however, and the resulting creature may have difficulty coming to terms with lingering in the world.

Constructed Nature. A ring servant doesn't require air, food, drink, or sleep.

RING SERVANT

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	8 (-1)	13 (+1)	10 (+0)

Saving Throws Str +8, Wis +4

Skills Athletics +8, Perception +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 14

Languages understands the language of its creator but can't speak

Challenge 8 (3,900 XP)

Immutable Form. The ring servant is immune to any spell or effect that would alter its form.

Magic Weapons. The ring servant's slam attacks are magical.

ACTIONS

Multiattack. The ring servant makes two slam attacks and uses Ring of Destruction if it is ready.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. A creature hit by a slam attack must succeed on a DC 16 Strength saving throw or fall prone.

Ring of Destruction (Recharge 5-6). The ring servant magically generates a spinning ring of energy around itself that lasts until the start of its next turn. While the ring is active, any creature that starts its turn within 5 feet of the ring servant or moves to within 5 feet of it during a turn takes 22 (5d8) force damage, or half damage with a successful DC 15 Dexterity saving throw.



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