

ENCHANTED ARMORY:

RINGS

OF POWER

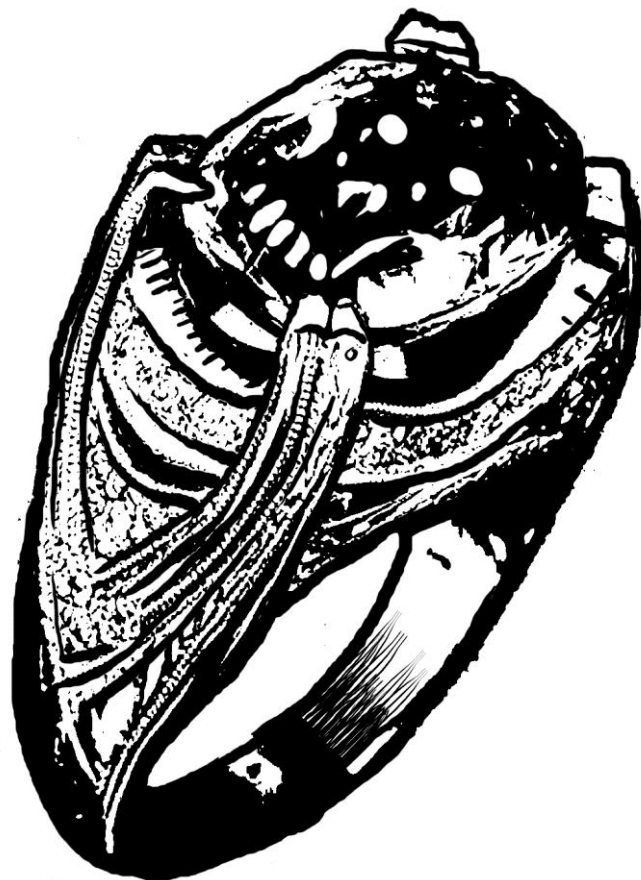


Fab Ring

Ring, uncommon (rare), attunement optional

This fabulous ring has a large emerald encrusted within. Although uncommon in nature, many falsely believe it is rare. When worn you feel a surge of dexterity, giving you a +1 bonus to AC. If attuned, the player also gains a +1 bonus to all Dexterity based skill checks.

DM's secret: When a creature makes an attack against a player wearing the Fab Ring, a critical hit is scored when a natural 19-20 is rolled. The player will never be aware of this secret, even if the ring is attuned - the player will always think the ring is absolutely fabulous.



Mandarin Rings

Ring, legendary

The Mandarin Rings are two rings that are orange in color and each have a different small symbol etched on the outside: one is of a flame and the other is a triangle.

Mandarin Ring (flame): Imbues you with radiant energy. As a bonus action you may launch a powerful bolt from this ring to unerringly hit a target of your choice within 60 feet, dealing it 1d4 points of radiant damage. When worn with any other Mandarin Ring, this damage increases to 1d8.

Mandarin Ring (triangle): When you take an action, you can command the ring to telekinetically “push” any object or creature 1d4x5 feet away from you in the opposite direction. The creature must be within 20 feet of you and must succeed on a Dexterity check (DC 13 + half your level) or be knocked back; if

the creature's check is successful, it becomes immune to the power of this ring. When worn with any other Mandarin Ring, “pushing” has an additional effect -- if the creature's Dexterity check failed by 4 or more, it is knocked prone.

It is said that other Mandarin Rings are known to exist, but these have not yet been documented.

Prone: A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.

- *The creature has disadvantage on attack rolls.*
- *An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.*

Ring of Detect Invisibility

Ring, very rare

When worn, this sapphire ring allows you to see invisible creatures (or objects) as if they were not invisible, as long as it is moving. It will not allow you to see anything invisible that isn't moving (like a trap).

Ring of Noxious Gases

Ring, rare (1d4 damage), very rare (1d8 damage)

This ring has just 1 charge and it regains 1 expended charge daily at dawn. As a bonus action the ring allows you to create an internal chemical reaction that causes you to emit a foul gas that completely surrounds you. Adjacent creatures take 1d4 points of poison damage and must make a successful Constitution check (DC 13 + your constitution bonus if any) or become poisoned for 1d4 rounds.

If your constitution is less than 13, you must also make a successful Constitution check or become poisoned yourself.

Poisoned: A poisoned creature has disadvantage on attack rolls and ability checks.

Ring of Power

Ring, very rare, requires attunement

This gold ring has an ancient elven inscription on the inside and is found with 3d4 charges; one expended charge is replenished daily at dawn. As a bonus action you may expend one



charge to attempt to empower yourself; the DM rolls a d20 and on a result of 15-20, the ring enchants you with a +1 bonus to your attack and damage rolls for 10 minutes. The bonuses and duration stacks with each use until expired.

DM's Secret: On a result of 1, the ring becomes cursed, discharges all its charges, and gives the player a -5 penalty to Strength and Dexterity until the ring can be removed. Once removed, the ring should never be worn by the same player again (if the player tries, the curse and penalty appears again)

Ring of Righteousness

Ring, very rare, requires attunement

This ring is always wrapped with unbreakable elven hair. When worn, it grants you a +1 bonus to AC, but only against creatures of evil alignment.

*Paladin Synergy: If attuned to a Paladin, the ring also empowers you with extra damage against undead creatures - when you make a successful melee attack against an undead creature, and the attack roll resulted in a natural 19-20, it is considered a critical hit.

The ring cannot be worn by evil creatures -- if it is, it deals the wearer 1d4 radiant damage per turn while worn.

Ring of Serpent Strikes

Ring, legendary, requires attunement

This silver ring is shaped like a serpent, with two small beads for eyes at the head. If you are unarmed, and an opponent misses an attack against you, as a reaction you may attempt a snake strike attack, which deals 1d8 points of piercing damage.

*Monk Synergy: If this ring is attuned to a Monk, you may spend one Ki point to imbue the snake strike with venom. On a successful strike, the opponent is poisoned for 2d4 rounds.

Poisoned: A poisoned creature has disadvantage on attack rolls and ability checks.

Ring of Sobriety

Ring, rare

This black ring has elegant etchings of a sun and moon. When worn, it acts as a filter when you consume liquids, filtering out any impurities as long as it isn't poisonous to you. There's a side effect though, as the ring also filters out any inebriating effects of alcohol, essentially turning it into water as you consume it.



Ring of the Dance Lord

Ring, very rare / legendary

This glamorous gold ring is adorned in fake jewels and is warm to the touch; it holds just 1 charge which is regained daily at dawn. Using your action you can expend this charge to release the dance spirits within -- the spirits will raise you up 10 feet and force you into a ritual dance. Allies within 30 feet that can see your miraculous dance will be empowered with *Dance Inspiration* for 10 minutes (this does not include you).

Dance Inspiration: You gain a +2 bonus to all your attack rolls, Dexterity based checks, and +5 to any attempts at dancing.

Very rare version: Using this ability is a very taxing experience; as soon as your dance is complete, the spirits will leave and you receive a -2 penalty to attack rolls and ability checks for the same 10 minutes.

Ring of the Day Walker

Ring, legendary

This red ring is very smooth and glows when it touches blood. This unique ring protects you from extreme heat effects, granting you resistance to fire. If placed on the finger of an undead creature, it has a bonus effect -- it grants the creature immunity to any negative effects of sunlight. This ring is highly sought after by vampires and they will go to great lengths to acquire one.

Ring of the Dead

Ring, legendary

This ring is made of bone and is smooth to the touch. When placed on the finger of a humanoid corpse, the corpse will come back to life and allow you to ask it just one question; the corpse must answer truthfully. The corpse will animate just long enough to answer your question or for one minute, whichever is first. The ring has no effect on skeletons or other creatures without vocal chords.

The Ring of the Dead must not be placed on the finger of a living being; if it is, the creature immediately takes 2d10 points of radiant damage and it becomes cursed; the wearer cannot remove the rings under normal circumstances and receives a -2 penalty to all attributes as long as it is worn.



Skeleton Ring

Ring, rare

This silver ring has a sword and shield encrusted within it. As an action you may command the ring to transmute into a skeleton key, allowing it open nearly any non-magical lock. The key itself remains attached to the ring until used, and requires a Dexterity check to use due to its fragile nature (DC 10). If the Dexterity roll resulted in a natural 1-5, the key breaks off, rendering the ring powerless.

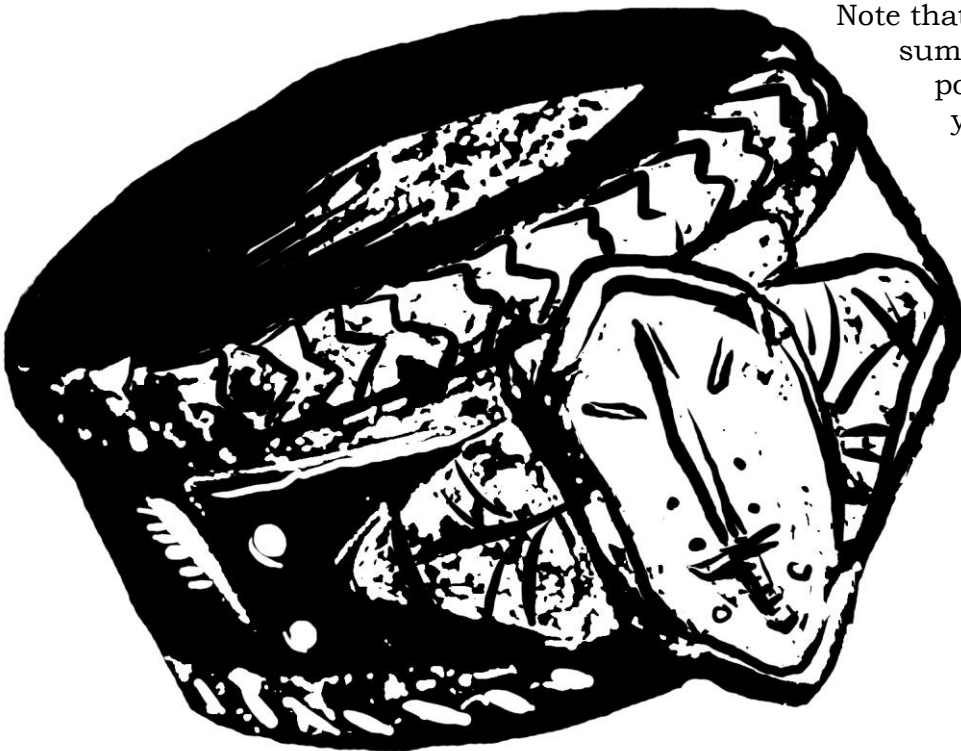
Yojimbo Ring

Ring, legendary, requires attunement

This elegant ring has etchings of bunnies on its outside and is often silver in color. Whenever you drop to less than 20% of your maximum hit points, the ring will automatically summon a Fighter to your side to protect you. The Fighter manifests with the same attribute values as you, half your maximum hit points, an AC of 15 + half your level, and a +1 longsword.

The fighter responds to any commands you give it. If you are unconscious, the fighter will stand by your side and defend you. After one hour, you have been killed, or the fighter has been killed (whichever is first), the Fighter will be absorbed back into the ring and cannot be summoned again until after a long rest.

Note that the ring will only summon the Fighter if your hit points drop below 20% of your maximum. It will not be summoned if you are already below 20% at the time you put on the ring (or if you're below 20% after a long rest).



BONUS ITEMS

Cleric's Ring

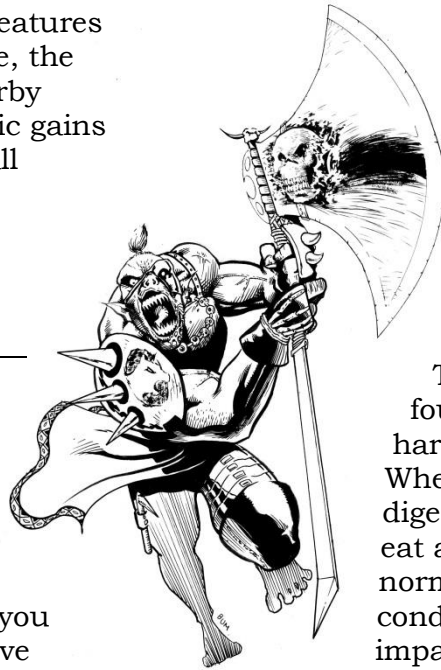
Ring, very rare, requires attunement

This gold ring is adorned with small jewels on the outside, with cryptic lettering on the inside. When worn, it grants the wearer the ability to sense undead creatures within 20 feet. However, when worn a Cleric, these powers are amplified -- the Cleric will be able to sense undead creatures within 50 feet. Furthermore, the Cleric gains insight on nearby undead creatures; the Cleric gains a +2 bonus to AC against all melee attacks by undead creatures.

Coldsnap

Ring/amulet, rare, requires attunement

This magic trinket is blue in color with icicle carvings - it often appears as a ring, but sometimes appears as an amulet. As a bonus action you can activate Coldsnap to give yourself an aura of cold that emits up to a radius of 10 feet. Any creatures (friend or foe) within the radius are dealt 1d4 points of cold damage at the beginning of each of their turns. This aura always lasts 1 hour, and during that time you will take double damage from all fire damage. While the aura is active, Coldsnap cannot be removed by any means, nor can you end its aura early.



Ring of Orcish Fury

Ring, rare (+1), very rare (+2)

This brass ring is crudely constructed with dent marks and battle burns. When worn, the ring grants you a +1 bonus to all melee attack rolls that have a strength modifier, but causes you to have an increased metabolism, requiring you to eat and drink twice as often as normal. Taking off the ring will end the bonus, but will not normalize your metabolism for 48 hours.

Ring of Slow Digestion

Ring, uncommon

This simple ring is sometimes found made of wood, but is as hard as any metal you've seen. When worn, it slows down your digestive track - you only need to eat and drink at 1/3 the rate you normally would (under normal conditions). Note that this has no impact on magical effects that cause you hunger or related symptoms.

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