

# MISSING MAGIC: RINGS™

**For the Pathfinder Roleplaying Game.** An alternative random treasure table for magical rings, plus 12 new rings inspired by classic treasures.



**Table 5-1 Rings**

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07-08	<i>Djinn Summoning</i>
09-11	<i>Dominate Animal</i>
12-14	<i>Dominate Person</i>
15	<i>Elemental Command</i>
16-21	<i>Endure Elements</i>
22-27	<i>Energy Resistance</i>
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70	<i>Regeneration</i>
71-72	<i>Shooting Stars</i>
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91-92	<i>Telekinesis</i>
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95-98	<i>Water Walking</i>
99	<i>Wizardry</i>
100	<i>X-Ray Vision</i>

## RING OF CONFUSION

These rings come in six varieties. Roll to determine which type:

01-20	<i>Confusion (Bull's Strength)</i>
21-40	<i>Confusion (Flying)</i>
41-60	<i>Confusion (Invisibility)</i>
61-80	<i>Confusion (Levitation)</i>
81-90	<i>Confusion (Shocking Grasp)</i>
91-100	<i>Confusion (Spell Turning)</i>

See individual entries for each specific ring. When the power of the ring is activated, it also acts as a *confusion* spell on the wearer. The wearer must make a DC 14 Will save or become confused. The other ability functions whether the wearer is functioning normally or not. See the *confusion* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

## RING OF CONFUSION (BULL'S STRENGTH)

**Aura** transmutation; **CL** 7<sup>th</sup>

**Slot** ring; **Price** 20,000 gp; **Weight** --

### DESCRIPTION

This ring bestows the benefits of the spell *bull's strength* on the wearer when activated, as well as the effects of the *confusion* spell. See the *bull's strength* and *confusion* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

### CONSTRUCTION

**Requirements** Forge Ring, *bull's strength*, *confusion*;  
**Cost** 10,000 gp

## RING OF CONFUSION (FLYING)

**Aura** transmutation; **CL** 7<sup>th</sup>

**Slot** ring; **Price** 30,000 gp; **Weight** --

### DESCRIPTION

This ring allows the wearer to *fly* as per the spell of the same name when activated. It also inflicts the effects of the *confusion* spell. See the *fly* and *confusion* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

### CONSTRUCTION

**Requirements** Forge Ring, *confusion*, *fly*;  
**Cost** 15,000 gp

## RING OF CONFUSION (INVISIBILITY)

**Aura** illusion (glamer); **CL** 7<sup>th</sup>

**Slot** ring; **Price** 20,000 gp; **Weight** --

### DESCRIPTION

This ring allows the wearer to become invisible as per the *invisibility* spell on the wearer when activated, as well as the effects of the *confusion* spell. See the *invisibility* and *confusion* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

### CONSTRUCTION

**Requirements** Forge Ring, *confusion*, *invisibility*;  
**Cost** 10,000

## RING OF CONFUSION (LEVITATION)

**Aura** transmutation; **CL** 7<sup>th</sup>

**Slot** ring; **Price** 20,000 gp; **Weight** --

### DESCRIPTION

This ring bestows the benefits of the spell *levitate* on the wearer when activated, as well as the effects of the *confusion* spell. See the *levitation* and *confusion* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

### CONSTRUCTION

**Requirements** Forge Ring, *confusion*, *levitate*;  
**Cost** 10,000 gp

### RING OF CONFUSION (SHOCKING GRASP)

**Aura** evocation (electricity); **CL** 7<sup>th</sup>  
**Slot** ring; **Price** 10,000 gp; **Weight** --

#### DESCRIPTION

This ring bestows the benefits of the spell *shocking grasp* on the wearer when activated, as well as the effects of the confusion spell. See the *shocking grasp* and *confusion* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Forge Ring, *confusion*, *shocking grasp*; **Cost** 5,000 gp

### RING OF CONFUSION (SPELL TURNING)

**Aura** abjuration; **CL** 13<sup>th</sup>  
**Slot** ring; **Price** 70,000 gp; **Weight** --

#### DESCRIPTION

This ring bestows the benefits of the *spell turning* spell on the wearer when activated, as well as the effects of the *confusion* spell. See the *invisibility* and *confusion* spells in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Forge Ring, *confusion*, *spell turning*; **Cost** 45,000 gp

### RING OF DJINN CALLING

See *ring of djinn calling* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF DOMINATE ANIMAL

**Aura** enchantment (compulsion); **CL** 5<sup>th</sup>  
**Slot** ring; **Price** 30,000 gp; **Weight** --

#### DESCRIPTION

This ring allows the wearer to control one animal as the spell *dominate animal*. The target creature can make a DC 12 Will save to resist. See the *dominate animal* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Forge Ring, *dominate animal*; **Cost** 15,000 gp

### RING OF DOMINATE PERSON

**Aura** enchantment (compulsion); **CL** 9<sup>th</sup>  
**Slot** ring; **Price** 50,000 gp; **Weight** --

#### DESCRIPTION

This ring allows the wearer to control one humanoid creature as the spell *dominate person*. The target can make a DC 15 Will save to resist. See the *dominate person* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Forge Ring, *dominate person*; **Cost** 25,000

### RING OF ELEMENTAL COMMAND

This ring allows the wearer to summon one type of elemental. Roll randomly below to determine the type of elemental the ring can command:

01-25	Air
26-50	Earth
51-75	Fire
76-100	Water

See *ring of elemental command* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF ENDURE ELEMENTS

**Aura** abjuration; **CL** 1<sup>st</sup>  
**Slot** ring; **Price** 10,000 gp; **Weight** --

#### DESCRIPTION

The wearer is protected from extreme temperatures in natural environments. See the *endure elements* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Forge Ring, *endure elements*; **Cost** 5,000 gp

### RING OF ENERGY RESISTANCE

This ring protects the wearer from one type of energy. Roll to determine the type of resistance provided:

01-10	Acid
11-30	Cold
31-50	Electricity
51-90	Fire
91-100	Sonic

See *ring of energy resistance* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF FEATHER FALLING

See *ring of feather falling* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF FREEDOM OF MOVEMENT

See *ring of freedom of movement* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF GHOUL TOUCH

**Aura** necromancy; **CL** 3<sup>rd</sup>  
**Slot** ring; **Price** 20,000 gp; **Weight** --

#### DESCRIPTION

The wearer of this ring can paralyze a target with a touch as per the spell of the same name. The DC for the target's saving throw is 12 and the effect lasts for 1d6+2 rounds. See the *endure elements* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

#### CONSTRUCTION

**Requirements** Forge Ring, *ghoul touch*; **Cost** 10,000 gp

### RING OF GRASPING

**Aura** evocation (force); **CL** 13<sup>th</sup>  
**Slot** ring; **Price** 70,000 gp; **Weight** --

### DESCRIPTION

The wearer of this ring can conjure a giant hand that can interpose, bull rush, or grapple a single target. This ring acts as the *grasping hand* spell. CMB and CMD are both 24. See the *grasping hand* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

### CONSTRUCTION

**Requirements** Forge Ring, *grasping hand*;  
**Cost** 35,000 gp

### RING OF INVISIBILITY

See *ring of invisibility* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF MIRACLES

**Aura** evocation; **CL** 17<sup>th</sup>  
**Slot** ring; **Price** 120,000 gp; **Weight** --

### DESCRIPTION

This ring allows the wearer to perform up to three miracles as per the spell of the same name. Roll 1d3 to determine the number of miracles in a randomly generated ring. See the *miracle* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

### CONSTRUCTION

**Requirements** Forge Ring, *miracle*; **Cost** 90,000 gp

### RING OF PROTECTION

Roll to determine which type of ring of protection:

01-50	<i>ring of protection +1</i>
51-75	<i>ring of protection +2</i>
76-90	<i>ring of protection +3</i>
91-98	<i>ring of protection +4</i>
99-100	<i>ring of protection +5</i>

See *ring of protection* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF REGENERATION

See *ring of regeneration* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF SHOOTING STARS

See *ring of shooting stars* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF SPELL STORING

Roll to determine the type of ring of spell storing:

01-50	<i>ring of spell storing, minor</i>
51-75	<i>ring of spell storing</i>
76-100	<i>ring of spell storing, major</i>

Then roll to determine the type of spells:

01-50	arcane spells
51-75	divine spells
76-100	both arcane and divine

See *ring of spell storing* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF SPELL TURNING

Roll to determine the type of ring of spell turning:

01-90	<i>ring of spell turning</i>
91-100	<i>ring of spell turning, major</i>

See *ring of spell turning* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF SUGGESTION

**Aura** enchantment; **CL** 5<sup>th</sup>  
**Slot** ring; **Price** 3,000 gp; **Weight** --

### DESCRIPTION

This ring will identify as a different sort of ring (roll randomly), but it does nothing. The wearer will believe is operating as the sort of ring they think it to be (i.e. that they are invisible, gaining a protection bonus, and so on) up to the limitations of the *suggestion* spell. A DC 13 Will save will allow the wearer to realize the truth. See the *suggestion* spell in the *Pathfinder Roleplaying Game Core Rulebook*.

### CONSTRUCTION

**Requirements** Forge Ring, *suggestion*; **Cost** 1,500 gp

### RING OF SWIMMING

Roll to determine the type of ring of swimming:

01-75	<i>ring of swimming</i>
76-100	<i>ring of swimming, improved</i>

See *ring of swimming* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF TELEKINESIS

See *ring of telekinesis* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF THREE WISHES

See *ring of three wishes* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF WATER WALKING

See *ring of water walking* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF WIZARDRY

Roll to determine the type of ring of wizardry:

01-50	<i>type I</i>
51-75	<i>type II</i>
76-90	<i>type III</i>
91-100	<i>type IV</i>

See *ring of wizardry* in the *Pathfinder Roleplaying Game Core Rulebook*.

### RING OF X-RAY VISION

See *ring of x-ray vision* in the *Pathfinder Roleplaying Game Core Rulebook*.

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Asparagus Jumpsuit™ is Berin Kinsman (formerly known as UncleBear) and his wife, the artist Katie Kinsman. Visit us at [asparagusjumpsuit.com](http://asparagusjumpsuit.com).

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