

# THE INFINITY RINGS™

**For the Pathfinder Roleplaying Game.** A collection of 52 mischievous magical Rings, some highly useful, some annoyingly cursed, some purely of whimsical value, one a true artifact.



Ages ago a wizard known as Harhwehl the Bear became obsessed with immortality. He studied ancient tomes and consulted with every mage, sage, and holy man he could find, but all told him that nothing lasts forever. Should he pursue this line of study, he was warned, only bad things would befall him and he would spend his life as one who was cursed. He rejected their notions and continued his studies, determined to become one with the infinite.

Harhwehl focused his magical experiments on creating special gold Ring. His theory was that the inner ethereal essence of a being was beyond decay and would last forever. Gold being a precious metal that shows little decay over time, it would be a perfect vessel. By further imbuing it with the ability to regenerate and renew his body, he would effectively become immortal.

When he was done forging his first Ring, he placed it on his hand and immediately a small toy duck appeared in one of his pockets. Assuming this to be an odd side effect, he kept the Ring on. The next day, a fresh pastry appeared in the same pocket. On the third day, a small dagger appeared in the pocket. Harhwehl accidentally cut himself on the dagger. When the cut failed to heal, he deemed the first Ring to be a failure.

Many more times did Harhwehl attempted to forge what he termed the Infinity Ring. Each time, he failed. He became monomaniacal, an obsessive madman, devoting all of his time and resources to the creation of the True Ring. He continued to grow old, as all mortals do, but did not abandon his goal. Legend says that he did achieve success, forging a Ring that accomplished all that he had wanted to it to do. As he went to put it on his finger, his aged body failed him, and he fell dead. He left behind no family, no friends, no legacy other than a collection of bizarre golden Rings.

Each Infinity Ring is made of pure gold, and carved with delicate and complex patterns, with a prominent infinity symbol that glows when the power of the Ring is activated. All of these Rings are identical. Each Ring is magically repulsive to the others, and as such a wearer may only wear one at any time. In fact, wearers of an Infinity Ring cannot come within 5 feet without being gently pushed back from each other.

Infinity Rings do not use charges.

**Table 1-1 Type of Infinity Ring Found**

01	<i>Ring of anarchy</i>
02	<i>Ring of animal magnetism*</i>
03	<i>Ring of awareness</i>
04	<i>Ring of awkwardness*</i>
05	<i>Ring of backfiring*</i>
06	<i>Ring of beer</i>
07	<i>Ring of brilliant energy</i>
08	<i>Ring of sidekicks*</i>
09	<i>Ring of contacts*</i>
10	<i>Ring of dancing</i>
11	<i>Ring of death*</i>
12	<i>Ring of defending</i>
13	<i>Ring of disruption</i>
14	<i>Ring of ducking</i>
15	<i>Ring of explosions*</i>
16	<i>Ring of faerie fire*</i>
17	<i>Ring of feeble-mindedness*</i>
18	<i>Ring of flaming</i>
19	<i>Ring of flaming burst</i>
20-50	<i>Ring of forgery, magical</i>
51-70	<i>Ring of forgery, non-magical</i>
71	<i>Ring of frost</i>
72	<i>Ring of the gecko*</i>
73	<i>Ring of ghost touch</i>
74	<i>Ring of goat witness*</i>
75	<i>Ring of icy burst</i>
76	<i>Ring of impact*</i>
77	<i>Ring of ki focus</i>
78	<i>Ring of mercy*</i>
79	<i>Ring of meteorology</i>
80	<i>Ring of mighty cleaving</i>
81	<i>Ring of mistaken identity*</i>
82	<i>Ring of misunderstanding (-)</i>
83	<i>Ring of misunderstanding (+)</i>
84	<i>Ring of pancakes</i>
85	<i>Ring of partial invisibility*</i>
86	<i>Ring of pet swarming*</i>
87	<i>Ring of pockets</i>
88	<i>Ring of shock</i>
89	<i>Ring of shocking burst</i>
90	<i>Ring of smoothness</i>
91	<i>Ring of sparks</i>
92	<i>Ring of speed</i>
93	<i>Ring of stabilization</i>
94	<i>Ring of surprise*</i>
95	<i>Ring of the spectrum*</i>
96	<i>Ring of throwing</i>
97	<i>Ring of thundering</i>
98	<i>Ring of trivia*</i>
99	<i>Ring of viciousness*</i>
100	<i>Ring of wounding</i>

\*Cursed ring, removable only with *dispel curse*

All of the Infinity Rings are actually infused with some small bit of Harhwehl's personality. The failures of each Ring reflect his concerns, distractions, and deteriorating mental state, leading to the range of powers vastly unrelated to those he was seeking to place into the Rings. In this way he has, ironically, achieved some degree of fame and longevity, if not true immortality.

Each Infinity Ring has its own story, and only a fraction of each Ring's tale has been told here. As with most legends, the life of Harhwehl and his Rings is fraught with both gaps and contradictions. It is up to the gamemaster to decide how much, if any, of the information is true, and how the missing pieces might intersect with and be filled by the events of the campaign setting.

Genuine Rings are seldom given up by their owners and rarely placed for sale. This is often because some Rings are cursed and cannot be removed. Wizards and collectors value the Rings for their history, but keep them safely locked away. Other Rings are valued for their utility, and are cherished by their owners for their beneficial abilities. A few were used a payment by Harhwehl himself, in order that he might acquire more materials to take another try at creating the True Infinity Ring. Many were stolen, not by the spies, thieves, and assassins that he came to fear in later life, but by the longsuffering agents who ran his errands and handled his day to day business, the few people that he had actually trusted.

### INFINITY RING OF ANARCHY

**Aura** moderate evocation; **CL** 7<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

Some say that the wizard Harhwehl was always chaotically-aligned, and that this Ring represents a manifestation of that principal within him. Others say that he was once lawful, and over time his madness and obsession led to a shift in his alignment; if so, this Infinity Ring is a result of that plunge into insanity.

This Ring contains the power of chaos, and extends that power to any weapon held in the hand the Ring is worn on, and to unarmed strikes made with that hand. It allows the wearer to bypass damage reduction that can be overcome by chaos, and deals an additional 2d6 points of damage to lawfully-aligned creatures. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

If the wearer is of lawful alignment, the Ring acts as if cursed and cannot be removed. It bestows a negative level until it can be taken off using a *remove curse* spell.

### INFINITY RING OF ANIMAL MAGNETISM

**Aura** moderate enchantment; **CL** 7<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

Legends say that Harhwehl was a great lover of animals, and kept a great many pets. Many of these were allowed

to accompany him into his laboratory while he conducted his experiments. It is believed that during the creation of this Infinity Ring, he was distracted by one of more of his favorite pets.

Any non-magical animal that comes within 25 feet of the wearer must make a DC 17 Will save or be compelled to follow the wearer around. It will not obey or otherwise aid the wearer, but will go to great lengths to remain within 50 feet of the wearer at all times, including scratching at doors, entering through windows, tunneling through walls, and other acts of destruction. The animal behaves normally, eating, hunting, foraging, sleeping, and conducting other activities as usual. If it must leave the wearer's side, it will do so for as brief a time as possible.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF AWARENESS

**Aura** strong divination **CL** 17<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

In his later years, Harhwehl became increasingly paranoid that others were out to steal his secrets. To that end he set up an elaborate array of mirrors in his laboratory, so that no one could approach without his knowledge. The power of this Infinity Ring stems from his paranoia.

The wearer of this Ring is never surprised or flat-footed, as per the spell *foresight*. They do not gain an insight bonus to armor class or Reflex saves, however. See *foresight* in the Pathfinder Roleplaying Game Core Rulebook.

### INFINITY RING OF AWKWARDNESS

**Aura** moderate enchantment; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

While still a relatively young man, it is said that Harhwehl attempted to court many beautiful young women. His growing obsession with the Infinity Rings, however, drove him to distraction and led to romantic failures. This Infinity Ring reflects the failure of his social graces.

The wear of this Ring takes a -20 circumstance penalty to all Bluff and Diplomacy checks when dealing with potential romantic partners.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF BACKFIRING

**Aura** strong conjuration; **CL** 17<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

There was a period where Harhwehl's experiments became increasingly sloppy, cutting corners, using inferior or makeshift materials, making half-hearted

hand gestures, and mumbling verbal components. This Infinity Ring is a manifestation of his laziness.

Any arcane spellcaster standing within 30 feet of the wearer of this Ring has a spell failure chance as described below. The gamemaster should roll, and not tell the players what is actually happening.

01-20	<i>Timing failure</i> Spells do not take effect immediately, but instead go off in 1d6 rounds.
21-40	<i>Aiming failure</i> Spell targets random target within 100 feet, including the caster.
41-60	<i>Eldritch failure</i> Reality is torn asunder. Roll a d10. On a result of 1-9, a monster from the appropriate <i>summon monster</i> list appears and attacks the caster. On a roll of 10, a character from another genre (superhero, WWII soldier, spaceman, pulp hero, etc.) appears and attacks the caster. Use statistics for an appropriate monster to simulate the displaced character.
61-80	<i>Spell failure</i> The caster believes the spell has been successfully cast, but is dazed for 1d6 rounds.
81-99	<i>Conjuration Failure</i> No matter what spell was being cast, a cute, tiny kitten appears instead.
00	<i>Total failure</i> The caster implodes in a flurry of sparks and brimstone, taking 10d10 points of damage. All creatures within a 30 foot radius take 6d6 points of force damage, and must also make a DC 17 Fortitude save against nausea or be dazed for 1d6 rounds. However, if the wearer of the Infinity Ring states "I wish that hadn't happened," all is restored.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF BEER

**Aura** moderate conjuration; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

Working over a forge can create a mighty thirst, and Harhwehl was known to maintain a deep cellar filled with casks of magically chilled beer. Legend says that during the forging of this Infinity Ring, he called out to one of his servants to fetch him a drink.

Water in any canteen the wearer is carrying is automatically transformed into beer. The amount of beer is equal to the amount of water the canteen holds.

### INFINITY RING OF BRILLIANT ENERGY

**Aura** strong transmutation; **CL** 16<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

Harhwehl's theories on the ethereal natural of the soul led him to experiment with forging a Ring that was immaterial as well. This Infinity Ring is the result of one of those experiments.

When activated this Ring transforms itself into solid light, and illuminates a 20 foot radius. This power extends to any weapon held in the hand the Ring is worn on. It passes through non-living matter, including undead, without harm. It does affect living creatures, however. Any weapon wielded in this hand ignores armor, allowing the wearer to use the target's touch attack armor class rather than normal AC. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF COHORTS

**Aura** strong conjuration; **CL** 19<sup>th</sup>

**Slot** Ring; **Weight** --

#### DESCRIPTION

Partly out of loneliness, partly out of the need for assistance, Harhwehl at one point sought an apprentice. Each of these befell some horrible fate, typically as the result of an accident during some minor experiment. Wracked with guilt while at the same time growing even more terrified at the prospect of his own mortality, his heavy emotional state resulted in the ability instilled in this Ring.

The wearer gains a single cohort, as per the Leadership feat. This cohort will always have the minimum number of hit points for his class, including any Constitution bonus. If a successful to-hit number rolled against the wearer is an odd number, the cohort is attacked and takes damage instead. This is in addition to any attacks directed at the cohort. When the cohort dies, a new one will present himself to the wearer at the next opportunity.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF CONTACTS

**Aura** strong conjuration; **CL** 15<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

Harhwehl once had many friends, and as he slid deeper into his obsession he would reminisce about them and the time they had spent together. During the forging of this Infinity Ring his mind wandered into such fond remembrance, resulting in its unusual power.

The next non-player character the wearer encounters will imprint upon the ring. Once per game session that NPC will appear, even in the most unlikely circumstances, always with a perfectly reasonable excuse for being there.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF DANCING

**Aura** strong transmutation; **CL** 15<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

To aid in his experiments, Harhwehl would sometimes animate objects to act as extra hands. Legends make vague references to an accident involving a pet mouse and an animated broomstick, which resulted in this Infinity Ring.

This Ring's power extends to any weapon held in the hand the Ring is worn on. The weapon can be loosed to attack on its own for 4 rounds, using the same base attack bonus as the Ring wearer, then automatically returns to the hand of the wearer for 4 rounds. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF DEATH

**Aura** strong universal; **CL** 19<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

Harhwehl's obsession with his own mortality manifested itself in many odd ways. His journals contain his speculations on many ways in which he might die, and his pervasive fear of death. It is believed these things were on his mind during the forging of this Infinity Ring.

At the start of each game session, roll a d20. If that number is rolled naturally in an attack against the wearer, the wearer is killed. At the end of the fight, the wearer gets back up again, with the number of hit points she had before the fight began, as if the death had never occurred. The wearer remembers being killed, but no one else does, and as a result is *shaken* for the next 24 hours.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF DEFENDING

**Aura** moderate abjuration; **CL** 8<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

As his paranoia increased, Harhwehl added more wards and protections to laboratory. This Infinity Ring was forged as a traveling merchant knocked upon his door, setting off alarms and defensive spells.

This Ring's power extends to any magical weapon held in the hand the Ring is worn on. Some or all of the enhancement bonus of the weapon can be allocated to the wearer's armor class. The weapon must already be magical, and gains no additional bonuses to hit.

### INFINITY RING OF DISRUPTION

**Aura** strong conjuration; **CL** 14<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

One of Harhwehl's concerns was accidentally ending up as an undead creature such as a lich, and as such he

took many precautions when dealing with necromantic magic. He sometimes went overboard, which resulted in this Infinity Ring.

This Ring's power extends to any bludgeoning weapon held in the hand the Ring is worn on. An undead creature struck by the weapon much make a DC 14 Will save or be destroyed. The weapon itself is not considered magical and gains no bonuses to hit; this ability does not affect piercing or slashing weapons.

### INFINITY RING OF DUCKING

**Aura** strong divination; **CL** 17<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

As Harhwehl slipped deeper into seclusion and delusion, he came to fear assassins. Legends say that this was one his mind when some concerned friends arrived at his door during the forging of this Infinity Ring, which he mistook for an attack on his laboratory.

The wearer of this Ring gains a +2 insight bonus to armor class and Reflex saves, as per the spell *foresight*. They do not gain the ability to not be surprised or flat-footed, however. See *foresight* in the Pathfinder Roleplaying Game Core Rulebook.

### INFINITY RING OF EXPLOSIONS

**Aura** moderate evocation; **CL** 7<sup>th</sup>

**Slot** Ring; **Weight** --

#### DESCRIPTION

At one point Harhwehl theorized that the soul and the body were both wavelengths of energy, and if that energy could be captured it could be concentrated and transferred into this Infinity Ring. He got the concentration and transfer of energy part right, but failed on the soul, body, and capture parts.

At the start of each game session, the gamemaster should roll a d20 and record the result. During the game session, if the gamemaster rolls that same unmodified result on a d20 for any reason, an explosion occurs. This happens 30 feet away from the Ring's wearer, closer if the explosion would take place within a thick wall or solid rock. Roll a d12 to determine what direction, clockwise around the character, it goes off. The explosion does 10d6 points of damage, half if creatures in the blast range can make a DC 17 Reflex save.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF FAERIE FIRE

**Aura** faint evocation; **CL** 5<sup>th</sup>

**Slot** Ring; **Weight** --

#### DESCRIPTION

No record exists as to what went wrong with this experiment. Whenever the wearer of this Ring is awake, they are covered in *faerie fire* as per the spell of the same name, and suffer a -20 penalty to Stealth checks.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

#### **INFINITY RING OF FEEBLEMINDEDNESS**

**Aura** moderate enchantment; **CL** 11<sup>th</sup>

**Slot** ring; **Weight** --

##### **DESCRIPTION**

In the period between the forgings of the *Infinity Rings of Misunderstanding*, Harhwehl selectively shared tiny bits of his research in an attempt to gain financing. Unfortunately, he shared his learning with the very same sages, mages and holy men who originally urged him to abandon his quest lest he be cursed and damned. That they could not be swayed by huge volume of research that proved them wrong weighed heavily on his mind as he crafted this Infinity Ring.

The wearer of this Ring has their Intelligence and Charisma reduced to 1 as per the *feblemind* spell. They cannot community effectively, are unable to cast spells, and cannot use skills dependent upon those attributes.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

#### **INFINITY RING OF FLAMING**

**Aura** moderate evocation; **CL** 10<sup>th</sup>

**Slot** Ring; **Price** 2,000 gp; **Weight** --

##### **DESCRIPTION**

Following the failure that resulted in the *Infinity Ring of Explosions*, Harhwehl continued his researches into energy capture and transfer, resulting in this Infinity Ring.

This Ring's power extends to any weapon held in the hand the Ring is worn on, or to the hand itself when using an unarmed strike. Upon uttering the command words (common: "*please don't explode*") the weapon or hand becomes bathed in fire that does not harm the Ring wearer, but deals an additional 1d6 points of fire damage on a successful hit. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

#### **INFINITY RING OF FLAMING BURST**

**Aura** strong evocation; **CL** 12<sup>th</sup>

**Slot** Ring; **Price** 8,000 gp; **Weight** --

##### **DESCRIPTION**

Following the failure that resulted in the *Infinity Ring of Explosions* and the *Infinity Ring of Flaming*, Harhwehl continued his researches into energy capture and transfer, resulting in this Infinity Ring.

This Ring's power extends to any weapon held in the hand the Ring is worn on. After uttering the proper command words (common: *please don't burn me*), the weapon or hand becomes bathed in fire that does not harm the Ring wearer, but deals an additional 1d6 points of fire damage on a successful hit, and another 1d10 points on top of that on a confirmed critical hit. A non-magical weapon is not considered magical as a

result of this ability, and gains no additional bonuses to hit.

#### **INFINITY RING, FORGERY (MAGICAL)**

**Aura** faint illusion; **CL** 5<sup>th</sup>

**Slot** Ring; **Weight** --

##### **DESCRIPTION**

Because Infinity Rings are prized by collectors yet hard to come by, there are a number of forgeries in circulation. Because so many of the Rings are cursed, few are willing to try them on.

These rings radiate a magical aura, but don't do anything else.

#### **INFINITY RING, FORGERY (NON-MAGICAL)**

**Aura** none (non-magical); **CL** --

**Slot** Ring; **Price** 200 gp; **Weight** --

##### **DESCRIPTION**

This is a gold ring with an infinity symbol inscribed upon it, of identical craftsmanship to genuine Infinity Rings. It may have been magical once, but it has no power now. It is of masterwork quality, however, and perfectly prepared to be enchanted.

#### **INFINITY RING OF FROST**

**Aura** moderate evocation; **CL** 8<sup>th</sup>

**Slot** Ring; **Price** 2,000 gp; **Weight** --

##### **DESCRIPTION**

In a reversal of his experiments that culminated in the *Infinity Ring of Flaming Burst*, Harhwehl toyed with the idea of drawing energy out of an object rather than condensing it. His success seems to have been limited to the removal of heat, resulting in this Infinity Ring.

This Ring's power extends to any weapon held in the hand the Ring is worn on, or to the hand itself when using an unarmed strike. Upon uttering the command words (common: "*draw forth*") the weapon or hand becomes sheathed in a light layer of frost that does not harm the Ring wearer, but deals an additional 1d6 points of cold damage on a successful hit. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

#### **INFINITY RING OF THE GECKO**

**Aura** faint enchantment; **CL** 7<sup>th</sup>

**Slot** Ring; **Weight** --

##### **DESCRIPTION**

Harhwehl's love of pets, combined with his increasing isolation from other humanoids and deepening madness, affected the creation of this Infinity Ring.

At the start of the game session, the gamemaster should secretly roll a d20 and record the result. During the game, if the gamemaster rolls that natural, unmodified result for any reason, the wearer sees a small, talking gecko appear. No one else can see the gecko or detect it in any way, but it will carry on lengthy conversations with the wearer, all of which eventually come around to the topic of insurance.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF GHOST TOUCH

**Aura** moderate conjuration; **CL** 9<sup>th</sup>  
**Slot Ring; Price** 2,000 gp; **Weight** --

#### DESCRIPTION

The product of the same line of research as Harhwehl's *Infinity Ring of Brilliant Energy*, he hoped that this natural of this Ring would allow it to hold the essence of both soul and body.

This Ring's power extends to any weapon held in the hand the Ring is worn on, or the hand itself while using an unarmed strike. The weapon is simultaneously corporeal and incorporeal. It can strike incorporeal creatures, ignoring damage reduction due to their state, but can also be touched those creatures. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF THE GOAT WITNESS

**Aura** faint enchantment; **CL** 11<sup>th</sup>  
**Slot Ring; Weight** --

#### DESCRIPTION

Harhwehl's love of pets, combined with his increasing levels of insanity, led to many strange things. This Infinity Ring is among the strangest to result from his faltering mental state.

Whenever the wearer is called on to make a Perception check, they see a goat over their left shoulder. It is an ordinary, non-magical animal, and it is always the same goat. No one else can see it, hear it, or otherwise detect it, but the wearer will be aware that it is following them. The goat remains until the wearer goes to sleep, at which time it vanishes until the next Perception check.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF ICY BURST

**Aura** moderate evocation; **CL** 10<sup>th</sup>  
**Slot Ring; Price** 8,000 gp; **Weight** --

#### DESCRIPTION

A continuation of the line of thinking that resulted in the *Infinity Ring of Frost*, Harhwehl apparently believed that the problem was simply one of increasing the power. Rather than achieving the successful extraction of life energy, he became more efficient at extracting heat, resulting in this Infinity Ring.

This Ring's power extends to any weapon held in the hand the Ring is worn on. After uttering the proper command words (common: *please no frostbite*), the weapon or hand becomes covered with in a heavy layer of frost that does not harm the Ring wearer, but deals an additional 1d6 points of cold damage on a successful hit, and another 1d10 points on top of that on a confirmed critical hit. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF IMPACT

**Aura** strong universal; **CL** 17<sup>th</sup>  
**Slot Ring; Weight** --

#### DESCRIPTION

Harhwehl's laboratory frequently fell into disrepair during his bouts of mania. Legend says that during the same period that the *Infinity Ring of Backfiring* was forged, a shelf collapsed resulting in the wizard being bonked on the head by books, as well as a dwarven throwing stone and an anvil that were inexplicably stored up high. This Infinity Ring was allegedly forged while he was suffering from a concussion.

At the start of each game session, the gamemaster should make a secret d20 roll and record the result. If the Ring wearer's player makes a roll totaling the secret number, something falls on the wearer's head, doing 6d6 points of damage. This might be something logical relative to where the wearer is standing, or a random item that appears out of thin air.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF KI FOCUS

**Aura** moderate transmutation; **CL** 8<sup>th</sup>  
**Slot Ring; Price** 2,000 gp; **Weight** --

#### DESCRIPTION

No philosophy of life energy and the human spirit was beyond Harhwehl's notice. This Infinity Ring was forged after extensive study of other cultures and the means monks use to control their bodies.

This Ring's power extends to any weapon held in the hand the Ring is worn on. The wearer is able to use any ki powers they possess, normally only used with an unarmed strike, through the weapon. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF MERCY

**Aura** faint conjuration; **CL** 5<sup>th</sup>  
**Slot Ring; Price** 2,000 gp; **Weight** --

#### DESCRIPTION

Having sustained several injuries during his researches, Harhwehl for a period became very focused on his personal safety and well-being. It is believed that his concentration on avoiding harm during the forging of this Infinity Ring resulted in its manifested powers.

This Ring's power extends to any weapon held by the wearer in either hand. All damage dealt by the wearer becomes non-lethal, but deals an addition 1d6 point. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF METEOROLOGY

**Aura** faint divination; **CL** 13<sup>th</sup>  
**Slot ring; Weight** --

#### **DESCRIPTION**

Harhwehl apparently daydreamed about the weather a lot; doing so while forging this Infinity Ring resulted in its abilities.

The wearer is able to predict the weather in his immediate area with complete accuracy once per day.

#### **INFINITY RING OF MIGHTY CLEAVING**

**Aura** moderate evocation; **CL** 8<sup>th</sup>

**Slot Ring; Price** 2,000 gp; **Weight** --

#### **DESCRIPTION**

As with the *Infinity Ring of Dancing*, Harhwehl sought ways to do more things at once in order to be more productive in his experiments. That, combined with his paranoia about spies, thieves, and assassins, resulted in this Infinity Ring.

This Ring's power extends to any weapon held in the hand the Ring is worn on, or to the hand itself if making an unarmed strike. On a successful roll to hit, the wearer may make an additional attack against a different, adjacent target. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

#### **INFINITY RING OF MISTAKEN IDENTITY**

**Aura** faint enchantment; **CL** 9<sup>th</sup>

**Slot Ring; Weight** --

#### **DESCRIPTION**

In the early days Harhwehl periodically ventured away from his laboratory to purchase materials for his experiments. Because these supplies include a large amount of gold, many believed him to be a wealthy nobleman, related in some way to the lords of the land. This led to peasants and other seekers of courtly favor to present themselves on his doorstep, seeking his aid in any number of mundane matters. This distraction was continual for a while, until he was able to convince people otherwise, and influenced the powers of this Infinity Ring during its creation. Harhwehl later became more discreet in making his purchases, and used a handful of trusted agents rather than taking time away from his work to handle these things personally.

The wearer of this Ring is continually mistaken for a member of local aristocracy by non-player characters, for good or ill. It makes no difference whether there is any physical resemblance or not. Further, anyone detecting alignment on the wearer will get a result equating to that of the family. If the wearer tries to tell the truth about his identity, Sense Motive checks and other spells that discern the truth will show that he is lying.

#### **INFINITY RING OF MISUNDERSTANDING, NEGATIVE (-)**

**Aura** faint enchantment; **CL** 9<sup>th</sup>

**Slot Ring; Weight** --

#### **DESCRIPTION**

At the height of his madness, Harhwehl attempted to share some of his research with other wizards,

convinced that they would be duly impressed with his genius and aid him in financing his work. Every word he shared was pure poetry to him; they found his explanations to be no more than the ramblings of a madman. This was the final Infinity Ring he forged before withdrawing entirely from contact with other humanoids.

The wearer suffers a -20 penalty on all Bluff and Diplomacy checks to explain anything. Further, on a failed Sense Motive check a non-player character will take the wearer to mean the exact opposite of what he is actually saying, and react unfavorably to what they misheard.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

#### **INFINITY RING OF MISUNDERSTANDING, POSITIVE (+)**

**Aura** faint enchantment; **CL** 9<sup>th</sup>

**Slot Ring; Weight** --

#### **DESCRIPTION**

Prior to the events that led to the forging of the *Infinity Ring of Negative Misunderstanding*, Harhwehl had previously presented some of his research to other wizards. While they did not understand the work, they felt that its incomprehensibility actually reflected a higher order of genius. For this reason they financed his research for many years. He was riding high on this good fortune during the forging of this Infinity Ring.

The wearer suffers a -20 penalty on all Bluff and Diplomacy checks to explain anything. Further, on a failed Sense Motive check a non-player character will take the wearer to mean something other than what he actually means, although they will react favorably to what they misheard.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

#### **INFINITY RING OF PANCAKES**

**Aura** moderate universal; **CL** 17<sup>th</sup>

**Slot Ring; Weight** --

#### **DESCRIPTION**

Forging Rings is hungry work. This Infinity Ring is proof of what happens when one tampers with wishes while nursing a craving for comfort food.

Whenever the wearer stops at an inn, tavern, restaurant, or any place that serves food, that establishment will be serving all-you-can-eat pancakes for the price of a common meal. This includes any fruits, breakfast meats, syrups, or other culinary accoutrements that wearer desires. It does not matter what time of day or night it is, or if pancakes are appropriate for the type of establishment or the culture the establishment is located in.

#### **INFINITY RING OF PARTIAL INVISIBILITY**

**Aura** faint illusion; **CL** 7<sup>th</sup>

**Slot Ring; Weight** --

### **DESCRIPTION**

An early attempt at the line of research that resulted in the Infinity Ring of Ghost Touch, Harhwehl was focused on the duality of a material body and immaterial soul while crafting this Infinity Ring.

The wearer of this Ring can become invisible at will as per the spell *invisibility*. However, their clothing and equipment remain visible.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### **INFINITY RING OF PET SUMMONING**

**Aura** faint conjuration; **CL** 5<sup>th</sup>

**Slot Ring; Weight** --

### **DESCRIPTION**

Harhwehl kept many pets, which helped him to fight off a growing loneliness as he threw himself deeper into his researches and became distrustful of other humanoids. His laboratory was filled with beehives, ant farms, hamster cages, and other habitats. The distraction they provided affected his work, as seen in this Infinity Ring. The wearer can summon a small animal of 1HD or less, once per day. Each animal is permanent, and does not disappear after a set duration. The pet will stay with the wearer as long as the wearer feeds and trains the animal.

Roll a d20 to see the type of pet summoned:

01	<i>bat</i>
02	<i>bees</i>
03	<i>cat</i>
04	<i>dog</i>
05	<i>eagle</i>
06	<i>fire beetle</i>
07	<i>frog, giant</i>
08	<i>hawk</i>
09	<i>lizard</i>
10	<i>monkey</i>
11	<i>owl</i>
12	<i>pseudodragon</i>
13	<i>rat</i>
14	<i>raven</i>
15	<i>spider, giant</i>
16	<i>toad</i>
17	<i>viper</i>
18	<i>weasel</i>
19	<i>wolf</i>
20	Roll twice, but the creatures that appear immediately start fighting each other.

For statistics for the summoned pets, see the *Pathfinder Roleplaying Game Bestiary*.

### **INFINITY RING OF POCKETS**

**Aura** moderate conjuration; **CL** 9<sup>th</sup>

**Slot Ring; Weight** --

### **DESCRIPTION**

The account of the first attempt at crafting an Infinity Ring has been examined and analyzed by wizards and historians throughout the ages. It is the most coherent

of Harhwehl's journals, taking place before he began down the road of obsession. Some think that this was the result of youth and distraction; others think that he simply had no grasp on the concept of wishes. Most agree that the latter accounts for most of the Infinity Rings turning out as they did.

Every day something random appears in one of the wearer's pockets. If the item is not removed, it vanishes the next day when a new object appears. These items are fragile and not particularly valuable or useful, as per those created using the *prestidigitation* spell.

### **INFINITY RING OF SHOCKING**

**Aura** moderate evocation; **CL** 8<sup>th</sup>

**Slot Ring; Price** 2,000 gp; **Weight** --

### **DESCRIPTION**

Refining his studies of energy, Harhwehl's turned his sights to the idea that the human body operated via electrical impulses. If this could be harnessed and transferred into a Ring, his dream of the Infinity Ring could be achieved. That gold is an excellent conductor of electricity only solidified his conviction that he was on the right track this time. Clearly, he was not.

This Ring's power extends to any weapon held in the hand the Ring is worn on, or to the hand itself when using an unarmed strike. Upon uttering the command words (common: "*neuropath*") the weapon or hand becomes sheathed in faint arcs of electricity that do not harm the Ring wearer, but deal an additional 1d6 points of electrical damage on a successful hit. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### **INFINITY RING OF SHOCKING BURST**

**Aura** moderate evocation; **CL** 10<sup>th</sup>

**Slot Ring; Price** 8,000 gp; **Weight** --

### **DESCRIPTION**

The failure that resulted in the creation of the *Infinity Ring of Shock* again led Harhwehl to the conclusion that the error was simply a need for more power. This Infinity Ring was the result.

This Ring's power extends to any weapon held in the hand the Ring is worn on. After uttering the proper command words (common: *electrocution*), the weapon or hand becomes surrounded by heavy arcs of electricity that do not harm the Ring wearer, but deal an additional 1d6 points of electrical damage on a successful hit, and another 1d10 points on top of that on a confirmed critical hit. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### **INFINITY RING OF SMOOTHNESS**

**Aura** moderate enchantment; **CL** 5<sup>th</sup>

**Slot Ring; Weight** --

### **DESCRIPTION**

While the *Infinity Ring of Awkwardness* reflects the impact of Harhwehl's obsession on his social skills, this



earlier Infinity Ring shows the effect of thinking too much about girls on his quest for immortality.

The wear of this Ring gains a +10 circumstance bonus to all Bluff and Diplomacy checks when dealing with potential romantic partners.

### INFINITY RING OF SPARKS

**Aura** moderate evocation; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

This is believed to be the precursor to the *Infinity Ring of Shock*. It is not mentioned anywhere in Harhwehl's notes, so it is possible that it was the result of some other line of inquiry, or simply the product of an accident.

On a successful touch attack, the wearer can deliver 5d6 points of electrical damage to a single target as per the spell *shocking grasp*.

### INFINITY RING OF SPEED

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

**Slot** ring; **Weight** --

#### DESCRIPTION

Yet another result of Harhwehl's increasing panic over running out of time before finding the key to immortality, the wizard was focused on efficiency and getting more done in less time while crafting this Infinity Ring.

This Ring's power extends to any weapon held in the hand the Ring is worn on, as well as unarmed attacks made with the hand. The wearer may make one additional attack at full based attack bonus; this does not stack with similar abilities, such as the *haste* spell. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF STABILIZATION

**Aura** moderate conjuration; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

This Infinity Ring may qualify as a minor success relative to Harhwehl's other work.

If the wearer is reduced to -1 or fewer hit points, they are automatically stabilized and stop taking additional damage from bleeding.

See the spell *stabilize* in the *Pathfinder Roleplaying Game Core Rulebook*.

### INFINITY RING OF SURPRISE

**Aura** strong abjuration; **CL** 17<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

At the height of Harhwehl's most chaotic behavior, and after several failed attempts at crafting an Infinity Ring that functioned in any way resembling his intentions, he began to feel that imposing order on the functions of body and soul were the wrong line of research. This was

during the same period as forging of the *Infinity Ring of Anarchy* and the *Infinity Ring of Impact*. His temporary abandonment of all order and reason resulted in this Infinity Ring.

Every 24 hours, the abilities of this Ring change. Roll on Table 1-1 to determine the type of Ring it becomes. If the Ring rolled is cursed, the wearer cannot remove it until 24 hours of passed and a non-cursed Ring result is rolled. A *remove curse* spell simply causes the Ring to change again.

### INFINITY RING OF THE SPECTRUM

**Aura** moderate transmutation; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

For a while Harhwehl believed that while the soul could be captured and sustained within the perfection of a gold Ring, the body might also be perfected through magic to serve as an equally suitable vessel. Use the Infinity Ring to perfect the body, and use the perfect body to house the soul for eternity. Unfortunately, Harhwehl did not have a clear idea as to what constituted physical perfection, resulting in this Infinity Ring.

Each day, the wearer's race and skin color change. This only alters appearance and does not change the wearer's actual racial traits. Roll below to determine the race and skin color:

01-14	<i>dwarf</i>
15-28	<i>elf</i>
29-42	<i>gnome</i>
43-56	<i>half-elf</i>
57-70	<i>halfling</i>
71-84	<i>half-orc</i>
85-98	<i>human</i>
99-100	wearer's actual race
01-11	black
12-22	blue
13-33	green
34-44	indigo
45-55	orange
56-66	red
67-77	violent
78-88	white
89-99	yellow
100	wearer's normal color

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF THROWING

**Aura** faint transmutation; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

After a series of failures, Harhwehl took to throwing his imperfect Rings across the laboratory in a fit of pique. His anticipation that this Infinity Ring would likewise fail and suffer the same fate led to the manifestation of its powers.

This Ring's power extends to any weapon held in the hand the Ring is worn on. If it is a weapon made for throwing, add 10 feet to its range; if it is not balanced for throwing, treat it as if it has a range of 10 feet. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF THUNDERING

**Aura** faint necromancy; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

It is believed that on the day this Infinity Ring was forged, Harhwehl was daydreaming about the weather while contemplating extending his experiments to include necromancy.

This Ring's power extends to any weapon held in the hand the Ring is worn on, as well as the hand itself when using an unarmed strike. In a critical hit, the impact creates a loud thunderclap that does an additional 1d8 points of damage to the target but does not affect the wearer. The target will also be struck permanently deaf unless they make a successful DC 14 Fortitude save. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

### INFINITY RING OF TRIVIA

**Aura** faint divination; **CL** 5<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

It is known that Harhwehl did not craft all of the Rings himself, and used a series of goldsmiths, jewelers, and even blacksmiths to fashion the Rings prior to enchantment.

The wearer of this Ring can touch any magic item and know the name of the person who forged it. It conveys no other information about either the item or the crafter.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF VICIOUSNESS

**Aura** moderate necromancy; **CL** 9<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

It was only a matter of time before Harhwehl turned to necromancy in his efforts to preserve the body. He thought that perhaps life energy could be siphoned from one creature to another, thus prolonging the life of one at the cost of the other. The failure of this Infinity Ring led to the experiments that led to the Infinity Ring of disruption.

This Ring's power extends to any melee weapon held in either hand of the wearer. On a successful hit, it deals an additional 2d6 points of damage to the target. However, it also deals an additional 1d6 points of

damage to the wearer. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

This Ring is cursed, and can only be removed from the wearer's hand through the aid of a *remove curse* spell.

### INFINITY RING OF WOUNDING

**Aura** moderate evocation; **CL** 10<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

Some believe that this was an early attempt at the necromantic line of inquiry that to the creation of the *Infinity Ring of Wounding*.

This Ring's power extends to any weapon held in the hand the Ring is worn on, or unarmed strikes made with that hand. Each successful hit deals the target an addition point of bleed damage. A non-magical weapon is not considered magical as a result of this ability, and gains no additional bonuses to hit.

See the *bleed* in the *Pathfinder Roleplaying Game Core Rulebook*.

### The True Infinity Ring

While it is not included on the table of Infinity Rings, it would feel like a cheat if we didn't include the True Infinity Ring that poor crazy Harhwehl spent his life trying to create. Gamemasters should treat it as the artifact that it is, and be very careful about allowing it to fall into the hands of a player character.

### THE TRUE INFINITY RING

**Aura** conjuration; **CL** 20<sup>th</sup>

**Slot** ring; **Weight** --

#### DESCRIPTION

The wearer of this Ring automatically heals 4d8 points of damage per round, and regrows any severed limbs within 2d10 rounds. It also renders the wearer immune to the effects of *exhaustion* and *fatigue*.

If the wearer's body is ever killed, his soul is automatically transferred into the Ring as per the spell *magic jar*. He can then attempt to take control of and transfer his consciousness into another creature, transferring its soul into the Ring. After 24 hours, the new body polymorphs into a duplicate of the wearer's original body and the creature's soul vacates the Ring, leaving it open for the wearer's soul.

#### DESTRUCTION

If the wearer's new body is killed during the 24 period where the possessed creature's soul is still within the Ring, the True Infinity Ring will be destroyed as well. The possessed creature's body will automatically be resurrected, and its soul restored to the body.

## **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
  2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
  3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
  4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
  5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
  6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
  7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
  8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
  9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
  10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
  11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
  12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
  13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
  14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
  15. COPYRIGHT NOTICE  
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.  
Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.  
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.  
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
- 

## **Asparagus Jumpsuit™**

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

**THE INFINITY RINGS** © Copyright 2012 Steve Nibelink & Berin Kinsman. All rights reserved. This is version 1.0 of this document, released on July 31, 2012.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/> compatibility for more information on the compatibility license.