

# Affordable Arcana



# magic RINGS



# AFFORDABLE ARCANA: MAGIC RINGS



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# AFFORDABLE ARCANA: MAGIC RINGS

## Introduction

Magic rings have always been a staple of fantasy literature and folklore, spanning across cultures and eras. From the Jinn binding ring of Al-Shamardal, the enchanter, found by a fisherman in Arabian Nights, the Avalonian ring granted to Sir Gareth of Orkney in Le Morte d'Arthur, that renders the hero invulnerable to losing any blood at a tournament, to the fabled ring of Solomon, rings have held a key place in stories of great might and magic.

*In fact some of the greatest stories of fantasy legend, hold rings as central elements of the tale, among these Andvarinaut, the famous Ring of the Niebelung, core element of the most famous Norse saga; and of course the One Ring to rule them all.*

*Yet for all their importance and power, many of these tales begin with a ring falling into the hands of a simple farmer, a light fingered thief, or fledgling knight, yet to accomplish mighty deeds or forge a legend.*

*Looking at magic items however, this is rarely reflected, with well over 90% of magic rings costing tens of thousands of gold pieces, well outside the resources of most low level parties, much less characters. In this book, we seek to fix this, presenting rings that are not only affordable, but useful to low level characters, and providing new options to those fond of crafting, to be able to create rings of power, appropriate for all levels.*



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# AFFORDABLE ARCANA: MAGIC RINGS

## Least Minor Rings:

Weaker in power and effect than Lesser Minor rings, Least Minor rings are usually created by novice ringsmiths, making use of lower level spells and effects. This allows for a greater degree of affordability.

### Brawler's Ring

**Aura:** faint transmutation; **CL** 1st

**Slot** ring; **Price** 800 gp; **Weight** —

#### DESCRIPTION

*This ring seems hewn from a single piece of unpolished granite.*

#### EFFECTS

The *brawler's ring* enhances the wearer's ability to deliver devastating blows in combat. Twice per day the ring can be activated, immediately transforming the wearer's hands into living stone. While so affected, the wearer's unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if Small).

If the wearer possesses the unarmed strike class feature or the Improved Unarmed Strike feat, the damage increases to 1d8 (1d6 if Small), and the wearer's strikes additionally ignore the hardness of any object with a hardness less than 8.

This effect lasts for one minute, each time it is used.

#### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *stone fist*; **Cost** 400 gp.

### Hunter's Ring

**Aura:** faint divination; **CL** 11th

**Slot** ring; **Price** 1,000 gp; **Weight** —

#### DESCRIPTION

*This simple ring's green center stone seems to have flecks of blood red within it.*

#### EFFECTS

When the blood of a creature is dropped on the *hunter's ring's* gemstone the liquid is quickly absorbed as the red flecks seem to swirl around almost as if tasting it. Once activated, the ring grants the wearer a +1 competence bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures sharing the same type as the blood's source.

#### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring; **Spells** *instant enemy*; **Special** favored enemy class feature; **Cost** 500 gp.

## Rules and the creation of Least Minor and Flawed magic Rings

Many of the rings in this book make use of cantrips, and low level spells or provide notably scaled down version of more powerful iconic rings. As a result, quite a few of them may not perfectly fit the standard pricing structure for pricing magical items, however care has been taken to provide balanced options, both in regard to power level and character wealth at lower levels.

The new Ring Apprentice feat, presents a modified structure for calculating crafting costs and times, when creating lower level magic rings.



# AFFORDABLE ARCANA: MAGIC RINGS

## Ioun Ring

**Aura:** faint illusion (glamer); **CL** 1st

**Slot** ring; **Price** 500 gp; **Weight** —

### DESCRIPTION

*A simple and elegant ring, with an empty mounting spot for a stone. The setting appears to be malleable enough that any small gemstone can be mounted.*

### EFFECTS

Placing an ioun stone of any shape into the ring's setting, causes it to slightly alter in shape perfectly accommodating the gem as if made just for it.

Any ioun stone mounted within an *ioun ring*, continues to provide its benefits to the wearer as if orbiting his head, however the ring and stone register to *detect* spells as non-magical. Once mounted, an Ioun stone cannot be removed without destroying the ioun stone and ring.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *magic aura*; **Cost** 250 gp.

## Lantern Ring

**Aura:** faint evocation; **CL** 1st

**Slot** ring; **Price** 900 gp; **Weight** —

### DESCRIPTION

*This highly polished silver ring features a tiny bullseye lantern mounting, with a clear cabochon stone at its center. The stone set within seems to catch the light, glittering in spectacular fashion.*

### EFFECTS

As a free action the ring can be commanded to glow as a torch.

Three times per day the ring may be commanded to emanate light as a bullseye lantern. This effect lasts for an hour.

Once per day, the ring can unleash a brilliant burst of light focused on a single target within 30 feet as a *flare* spell. The target is *dazzled* for 1 minute unless it succeeds at a DC 11 Reflex save.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *light, flare*; **Cost** 450 gp.

## Purifying Ring

**Aura:** faint transmutation; **CL** 1st

**Slot** ring; **Price** 800 gp; **Weight** —

### DESCRIPTION

*This clear crystal band has a verdant strand of moss running through its center.*

### EFFECTS

This ring provides protection to its wearer. When created, a *purifying ring* possesses 10 charges. Touching any spoiled, rotten, diseased, poisonous, or otherwise contaminated food or water with the hand wearing this ring, automatically expends a charge, affecting it as if casting *purify food and drink*, making it fit for consumption.

When all 10 charges are consumed, the ring crumbles to dust.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *purify food and drink*; **Cost** 400 gp.





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## Ring of the Brotherhood

**Aura:** faint divination; **CL** 1st

**Slot** ring; **Price** 750 gp; **Weight** —

### DESCRIPTION

*This is a normal yet elegant signet ring, made of silver.*

### EFFECTS

*Rings of the brotherhood* emanate a specific arcane sigil, that is both invisible and undetectable to most. The sigil can only be perceived by someone wearing a similarly keyed ring, with each wearer being able to immediately identify any others within line of sight.

Associated rings are all keyed to each other at the time of creation, granting any selected wearers the ability to instantly identify their hidden allies. If a Ring of the Brotherhood has *identify* cast on it, or is similarly examined, the caster is able to detect its magical nature and purpose with a successful Will save DC 11.

*See invisibility, true seeing, a gem of seeing, or a robe of eyes* allows the caster to perceive the invisible sigil.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *arcane mark, magic aura, read magic*; **Cost** 375 gp.

## Ring of Desperate Defense

**Aura:** faint conjuration (creation)[force]; **CL** 3rd

**Slot** ring; **Price** 700 gp; **Weight** —

### DESCRIPTION

*This heavy ring is made of solid steel, and etched with outlines reminiscent of heraldry.*



### EFFECTS

Once per day, as an immediate action, the ring can be activated to protect the wearer. Upon activation, the ring immediately creates a shimmering suit of chainmail, perfectly fitted, out of opaque force. This armor acts in all ways as masterwork armor of its type (with all attendant bonuses and penalties) and lasts for 3 minutes, after which it dissipates.

The wearer suffers any penalties for wearing armor with which they are not proficient. Because the armor is comprised entirely of force, it has the added bonus of protecting the wearer from the attacks of corporeal opponents.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *instant armor*; **Cost** 350 gp.



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## Ring of Forceful Strikes

**Aura:** faint evocation (force); **CL** 3rd

**Slot** ring; **Price** 900 gp; **Weight** —

### DESCRIPTION

*This ring vibrates slightly, when closely observed.*

### EFFECTS

A *ring of forceful strikes* continually absorbs portions of the kinetic energy generated by the normal movement of its wearer's hand over the course of their daily activities, converting it to raw stored force energy.

A *ring of forceful strikes* has 3 charges. After 8 hours of rest any expended charges are recovered, resetting the total charges to 3.

- **1 charge:** One unarmed strike the ring wearer makes deals lethal damage instead of non-lethal plus an additional 1d4 + Strength bonus points of force damage.

- **2 charges:** Unarmed strikes the ring wearer makes in one round deals lethal damage instead of non-lethal plus an additional 1d4 + Strength bonus points of force damage for each successful attack.
- **3 charges:** The wearer may make a ranged touch attack vs. a single target within 30 feet. A hit deals 3d4 force damage.

If worn by a monk who chooses to use their unarmed strike, the monk can choose (at no charge cost), to do force damage with their attacks, instead of normal bludgeoning damage. Should they choose to do so however, the damage dealt is reduced, as if the monk was 4 levels lower (minimum 1st level).

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *magic missile*; **Cost** 450 gp.



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## Ring of the Iron Grip

**Aura:** faint abjuration; **CL** 1st

**Slot** ring; **Price** 100 gp; **Weight** —

### DESCRIPTION

*This simple, thick band of grey-black iron has a smoothness born of wear, rather than polish.*

### EFFECTS

As a move action the wearer can activate a powerful magnetic grip, allowing any metal weapon wielded in that hand to function as if held in a locked gauntlet (+10 bonus to the wearer's Combat Maneuver Defense to resist disarm maneuvers). As with a locked gauntlet, while the ring is active, the hand affected cannot be used to cast spells or to use skills which require free hands.

Deactivating the ring requires a move action that does not provoke attacks of opportunity.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *mage hand*; **Cost** 50 gp.

## Ring of the Iron Liver

**Aura:** faint conjuration (healing); **CL** 1st

**Slot** ring; **Price** 600 gp; **Weight** —

### DESCRIPTION

*Adorned with a skull and crossbones, this ring smells slightly of rum.*

### EFFECTS

A *ring of the iron liver* provides the wearer a continuous +1 competence bonus to saves against poison and drugs, and a +2 competence bonus to saves against the effects of alcohol.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *remove sickness*; **Cost** 300 gp.

## Ring of the Travelling Mage

**Aura:** faint conjuration (creation); **CL** 9th

**Slot** ring; **Price** 600 gp; **Weight** —

### DESCRIPTION

*This pewter ring has a tiny spellbook as its setting, complete with opening cover.*

### EFFECTS

This ring contains an extradimensional space that acts in a manner similar to a *bag of holding*, allowing the wearer to safely store a full sized spellbook.

The spellbook can be conjured forth, or sent back to storage with a spoken command word, chosen by the ring's owner.

The ring cannot be used to store any other type of book or object - nor does it have any special interaction with other kinds of extradimensional spaces.

### CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring; **Spells** *secret chest*; **Cost** 300 gp

## Shield Ring

**Aura:** faint transmutation; **CL** 1st

**Slot** ring; **Price** 500 gp; **Weight** —

### DESCRIPTION

*This plain steel ring bears a small replica of a shield atop it, scuffed and dented almost as if an actual tiny shield had seen years of use.*

### EFFECTS

Three times per day, the wearer of the *shield ring*, as a free action, may utter a command to activate the ring, transforming it into a buckler worn on the same hand as the ring and providing all the standard protections a buckler affords. Each transformation lasts ten minutes, after which the ring resumes its original form.



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Once per day, the ring can be commanded to take the form of a light steel shield, protecting the wearer as such and allowing the use of such attacks as a shield bash. This transformation persists for 1 minute.

## CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice, Shield Proficiency (any); **Cost** 250 gp.

## Spy's Ring

**Aura:** faint transmutation; **CL** 5th  
**Slot** ring; **Price** 1,000 gp; **Weight** —

## DESCRIPTION

*This gold ring appears to be a simple albeit well-made signet ring common to merchants, diplomats and city officials.*

## EFFECTS

Once per day the wearer, as a move action, may invoke the power of the ring while pressing it into the wax seal of a document. When so activated, the ring's magic alters the text of the sealed document as a *secret page* spell. Within the modified text is usually a cipher or other such clue to the secret word that will reveal the hidden text beneath.

Anyone wearing a *spy's ring* is automatically able to perceive the true text within any document sealed by that particular ring.

## CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *secret page*; **Cost** 500 gp.

## Scouting Rings

**Aura:** faint transmutation; **CL** 3rd  
**Slot** ring; **Price** 600 gp (matched pair);  
**Weight** —

## DESCRIPTION

*This pair of bands are identical, down to the sigil etched on the inside of each.*

## EFFECTS

The *scouting rings* allow two way whispered communication between wearers of the rings up to a range of 120 ft. Individuals who are standing within 5 feet of either wearer can hear these messages with a DC 25 Perception check.

The whispered messages do not require a line, instead being able to circumvent barriers, as long as there is an open path between subjects, which lies within the range of the rings.

Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt block the ability of the rings to communicate.

## CONSTRUCTION REQUIREMENTS

**Feats** Forge Ring or Ring Apprentice; **Spells** *message*; **Cost** 300 gp.





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## Flawed Rings

Often the first, partially functional works of apprentice ring creators, flawed rings were relegated to be destroyed in the basement furnaces of arcane schools, the simple end results of the learning process, a measure of progress. However in recent times such rings have made it onto the market, encouraging enterprising apprentices to sell their early efforts to fledgling adventurers for profit

A flawed ring reflects the true purpose of the original, creating an effect in the same vein albeit substantially weaker or limited in some way. As such their appearance is somewhat similar to that of the original rings.

### Ring of Feather Falling, flawed

**Aura:** faint transmutation; **CL** 1st  
**Slot** ring; **Price** 800 gp; **Weight** —

#### DESCRIPTION

*This ring is crafted with a rough approximation of feathers around its edge.*

#### EFFECTS

Automatically starting the moment the wearer falls more than five feet, this ring slows the wearer's fall, ignoring the first 10 feet fallen, and converting the damage from the second 10 feet to non-lethal damage.

#### CONSTRUCTION REQUIREMENTS

**Feats** Ring Apprentice; **Spells** *feather fall*;  
**Cost** 400 gp.

### Ring of Sustenance, flawed

**Aura:** faint conjuration; **CL** 1st  
**Slot** ring; **Price** 800 gp; **Weight** —

#### DESCRIPTION

*This plain, roughly hewn ring bears a few flaws and cracks.*

#### EFFECTS

This ring bolsters the wearer's body's ability to make the best out of any available food and water. The wearer no longer needs the normal amount of food, having to consume only a handful of simple food once per day, and needing only a small amount of water daily to survive. The spell also refreshes the wearer's mind and body reducing the amount of sleep required to 4 hours. This allows a spellcaster that requires rest to prepare spells to do so after only 4 hours, but this does not allow a spellcaster to prepare spells more than once per day. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to re-attune it to himself.

#### CONSTRUCTION REQUIREMENTS

**Feats** Ring Apprentice; **Spells** *goodberry*, *create water*; **Cost** 500 gp.

### Ring of Jumping, flawed

**Aura:** faint transmutation; **CL** 1st  
**Slot** ring; **Price** 1,000gp; **Weight** —

#### DESCRIPTION

*This simple ring is roughly made with visible notches.*

#### EFFECTS

This ring notably improves the wearer's ability to leap, providing a +2 competence bonus on all his Acrobatics checks to perform high or long jumps.

#### CONSTRUCTION REQUIREMENTS

**Feats** Ring Apprentice; **Special** creator must have 2 ranks in the Acrobatics skill; **Cost** 500 gp.



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## Ring of Swimming, flawed

**Aura:** faint transmutation; **CL** 1st  
**Slot** ring; **Price** 1,000 gp; **Weight** —

### DESCRIPTION

*Rough outlines of fishlike patterns are etched into this simple silver band.*

### EFFECTS

This ring enhances the wearer's swimming ability, continually granting a +2 competence bonus to Swim checks.

### CONSTRUCTION REQUIREMENTS

**Feats** Ring Apprentice; creator must have 2 ranks in the Swim skill; **Cost** 500 gp.

## Ring of Climbing, flawed

**Aura:** faint transmutation; **CL** 1st  
**Slot** ring; **Price** 1,000 gp; **Weight** —

### DESCRIPTION

*This rough leather cord wraps around the wearer's finger.*

### EFFECTS

This ring enhances the wearer's ability to climb, continually granting a +2 competence bonus to Climb checks.

### CONSTRUCTION REQUIREMENTS

**Feats** Ring Apprentice; **Special** creator must have 2 ranks in the Climb skill; **Cost** 500 gp.



## Ring of Protection, flawed

**Aura:** faint abjuration; **CL** 3rd  
**Slot** ring; **Price** 1,000 gp; **Weight** 1 lb

### DESCRIPTION

*This simple metal band is somewhat heavy.*

### EFFECTS

This ring provides partial magical protection. Twice per day, the wearer may activate the ring's protection to gain a +1 deflection bonus to AC for one minute.

### CONSTRUCTION REQUIREMENTS

**Feats** Ring Apprentice; **Spell** shield other; **Cost** 500 gp.

## Ring of Spell Knowledge, flawed

**Aura:** faint (no school); **CL** 1st  
**Slot** ring; **Price** 750 gp; **Weight** —

### DESCRIPTION

*This simple ring possesses arcane etchings.*

### EFFECTS

This ring is capable of storing a pair of 0-level arcane spells, allowing the wearer to gain knowledge of them through study.

The ring is only a storage space; requiring the wearer to see or be affected by a written, active, or cast version of the spell and succeed at a DC 14 Spellcraft check to teach the spell to the ring. Thereafter, the arcane spellcaster may cast the spell as though she knew it, and it appeared on her class' spell list.

### CONSTRUCTION REQUIREMENTS

**Feats** Ring Apprentice; **Special** Creator must be able to cast arcane cantrips; **Cost** 375 gp.



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## New Class Options

Below you'll find new class options for you to use, if you choose to specialize in the creation and use of magical rings.

### Wizard Archetype: Circulumancer

*For a rare few wizards, the secrets of the ring and its perfect circular form give rise to untold versatility and arcane power. A circulumancer's focus on unlocking the secrets of magic rings, allows them to drastically exceed the limits of most who would make use of these powerful magic items.*

#### Ring Bearer (Su)

At 1<sup>st</sup> level, a circulumancer must select the bonded object option for their arcane bond. This object must be a ring, which the circulumancer begins with at no cost. If a circulumancer attempts to cast a spell without his bonded ring worn, he must make a concentration check or lose the spell. The DC for this check is equal to 10 + twice the spell's level. The bonded ring occupies the first of his initial two ring slots.

A circulumancer may add additional magic abilities to his bonded ring as if he has the Ring Apprentice Feat, replacing this with the Forge Ring feat at 5<sup>th</sup> level. The circulumancer's bonded ring possesses the unique ability to be enchanted as multiple magic rings at once

The bonded ring otherwise acts as a normal bonded object, including the ability to be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared.

If a bonded ring is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the ring is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork ring. This ritual takes 8 hours to complete. A ring replaced in this way does not possess any of the additional enchantments of the previous bonded ring. A wizard can designate an existing ring as his bonded ring. This functions in the same way as replacing a lost or destroyed ring except that the new magic ring retains its original enchantment while gaining the benefits and drawbacks of becoming a bonded ring.

This ability alters arcane bond.

#### Arcane Crafter

Instead of specializing in a particular school of magic, a circulumancer instead gains the universalist school, gaining the Arcane crafter sub-school and replacement power at 1<sup>st</sup> level.

This ability alters arcane school.

#### Skilled Crafter

At 1st level, a circulumancer gains Skill Focus: Craft (jewelry) as a bonus feat.

This ability replaces the Scribe Scroll bonus feat.

#### Bonus Feats

At 5th, 10th, 15th, and 20th level, a circulumancer gains a bonus feat. At each such opportunity, he can choose a metamagic feat, or a ring feat. The circulumancer must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gains from advancing levels. The circulumancer is not limited to the categories of Ring Feats, or Metamagic Feats,



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when choosing feats gained from regular level advancement.

This alters the bonus feats received at these levels.

## Prestige Class: Ring Savant

Ubiquitous to almost every form of magical practice, the closed circle is the core of the most powerful of rituals, used to contain untold power and potential. True mastery of magical craftsmanship uses this knowledge to bind unimaginable power to the simple, yet perfect form of the ring, the ultimate closed circle.

The ring savant understands that contained within what to many is merely a simple

magical tool or crutch, lies the immeasurable geometric potential to bind powerful magical effects, capable of altering the wearer's body, manipulating elemental powers and even rewriting reality itself.

Seemingly obsessed with these magical trinkets, ring savants master the art of creating rings of great power, binding the universe's greatest forces and energies, and eventually, even mighty outsiders to a mere mortal's finger, wielding the power of the gods on their hands.

**Hit Die:** d6.

### Requirements

To qualify to become a ring savant, a character must fulfill the following criteria.

**Feats:** Forge Ring

**Skills:** Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Craft (jewelry) 5 ranks

**Spells:** Able to cast arcane or divine spells.

### Class Skills

A ring savant's class skills (and the key ability for each skill) are Appraise (Int), Craft (jewelry) (Int), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 2 + Int modifier.

### Class Features

The following are class features of the ring savant prestige class.

#### Efficient Forging (Ex)

Any ring forged by a Ring Savant requires only 75% of the raw materials usually needed and can be completed in 75% of the normal timeframe. At 7<sup>th</sup> level, this is further reduced to 50% of the normal cost and timeframe.



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## Ring Savant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+0	+0	+0	+1	Efficient Forging, Ring Knowledge	—
2nd	+1	+1	+1	+1	Ring Focus	+1 level of existing spellcasting class
3rd	+1	+1	+1	+2	Ring Mastery	+1 level of existing spellcasting class
4th	+2	+1	+1	+2	Quick Identification	+1 level of existing spellcasting class
5th	+2	+2	+2	+3	Extended Power	+1 level of existing spellcasting class
6th	+3	+2	+2	+3	Enhanced Protection	+1 level of existing spellcasting class
7th	+3	+2	+2	+4	Enhanced Resistance	+1 level of existing spellcasting class
8th	+4	+3	+3	+4	Increased Power	+1 level of existing spellcasting class
9th	+4	+3	+3	+5	Unravel Enchantment	+1 level of existing spellcasting class
10th	+5	+3	+3	+5	Ruler of the Rings	+1 level of existing spellcasting class

### Ring Knowledge (Ex)

A ring savant adds half her class level (minimum 1) as a bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks to identify or activate any magic ring. She can always take 10 on Knowledge (arcana) and Spellcraft checks when applied to magic rings, even if distracted or endangered.

### Ring Focus (Ex)

When wearing more than the maximum number of effective rings allowed, a ring savant may, as a swift action, change which of her rings is active, up to the maximum number allowed. Doing this immediately renders any previously active rings inert until such a time that the focus is switched back. (eg. Under normal circumstances a character can only

effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.)

### Ring Mastery (Su)

At 3rd level, a ring savant can use her own caster level or a worn ring's caster level when using a ring's abilities, if her own caster level is higher. This ability extends to rings she has crafted herself in the past at a lower caster level.

### Quick Identification (Sp)

At 4th level, a ring savant can use *identify* as a swift action (caster level equals her character level), but only pertaining to magical rings or jewelry. She can do this once per day per class level.



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## Extended Power (Sp)

At 5th level, as a swift action a ring savant can double the duration of any effect generated by a ring as if the spell creating the effect were modified by Extend Spell. This does not apply to continuous or permanent effects, nor does it affect the number of times per day a ring's abilities can be used. It does however, affect the duration of each limited use ability a ring possesses.

## Enhanced Protection (Sp)

At 6th level, any ring worn by the ring savant that grants a deflection bonus to AC, increases the protection provided by 1. (e.g. If a *ring of protection* is worn by the ring savant, the ring's deflection bonus increases by 1.)

## Enhanced Resistance (Sp)

At 7th level, any ring worn by the ring savant that grants energy resistance, increases the resistance provided by 50%. (e.g. A *minor ring of energy resistance* would grant 15 points of resistance instead of 10.)

## Increased Power (Sp)

At 8th level, any ring worn by the ring savant that deals hit point damage through a spell or spell-like effect, does so as if the spell effect is modified by Empower Spell.

## Unravel Enchantment (Sp)

At 9th level, the ring savant's understanding of the art of ring enchantment has reached a level that allows her to unravel the creations of other ring forgers. Once per day as a standard action, the ring savant can unleash a wave of metamagical energy that functions as *mage's disjunction*, affecting all magical rings within a 40-ft.-radius burst centered on herself.

All rings or similarly enchanted jewelry within this radius, except those worn or carried by the ring savant are disjoined. At will, the ring savant may also choose a number of targets equal to their primary spellcasting ability modifier, to exclude from the effect.

Each affected ring must make a successful Will save or be turned into a normal item for a duration of 1 minute/ level. A worn ring uses its own Will save bonus or its owner's Will save bonus, whichever is higher. Any saving throw result of a natural 1 on the die, results in the ring failing the save, being destroyed instead of suppressed.

This ability has no effect within an *antimagic field*.

## Ruler of the Rings (Ex)

The ring savant's mastery of ring magic becomes unsurpassed, allowing her to have a number of active magical rings equal to half the number of fingers she possesses in her natural form. For a standard humanoid, this means the ring savant may have ten rings effectively functioning at once.

If the ring savant possesses feats that allow additional rings to be functional, or magical items such as the *hand of glory*, these are included in the total effective number.



# AFFORDABLE ARCANA: MAGIC RINGS

## Feats

Below you'll find a series of new feats for use in your campaign.

### Many Hands

*Your anatomy allows you to benefit from additional magic rings.*

**Prerequisite(s):** Three or more hands.

**Benefit(s):** The number of magic rings that you can effectively wear at one time is limited by the number of hands you possess. This does not apply to temporary forms (such as when under the effects of *alter self* or *polymorph*), but the permanent possession of three or more limbs ending in hands.

**Normal:** A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

### Mystic Jeweler

*Your skill at working with jewelry and mastery of the art of binding magic to the circular form allow you to create unique works of art.*

**Prerequisite(s):** Forge Ring, Craft (jewelry) or Profession (jeweler) 10 ranks

**Benefit(s):** You can create magic rings as other forms of body jewelry. The ring created must still maintain a primarily circular shape, maintaining an effectively closed ring but may be worn in the ears or as a body piercing without taking up a body slot. Crafting a ring in this manner takes 50% longer than it would to craft the same ring traditionally and costs an additional 50% of the base cost.

### Ring Apprentice

*You understand the basics of how magic rings work, and can create rings that produce minor effects.*

**Prerequisite(s):** Caster level 3rd

**Benefit(s):** You can create magic rings with a total value of less than 1,000 gp or possessing the *least minor* descriptor. Crafting a ring takes 1 day for each 100 gp in its base price. To craft a ring, you must use up raw materials costing half of the base price.

You can also mend a broken ring that you would be able to create. Doing so costs half the raw materials and half the time it would take to forge that ring in the first place. Upon reaching 7th level, this feat is replaced with Forge Ring.

### Ring Mudra

*Through your understanding of the flow of energy in the hands, you can initiate the power of more than one ring in the same hand*

**Benefit(s):** You may have two magic rings active simultaneously on the same hand. The second ring must be worn on the thumb in order to remain in effect. When this feat is taken you must select which hand it applies to. This feat can be taken multiple times, each time applying to a different hand.

**Normal:** A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.



# AFFORDABLE ARCANA: MAGIC RINGS

## Versatile Ring Slot

*Your proclivity for magical jewelry allows you to make use of rings on your toes as well as fingers.*

**Prerequisite(s):** Ring Mudra; humanoid

**Benefit(s):** You may wear a third fully functional magic ring on one of your toes. The ring does not need to be visible to be functional, but only one such ring may be active at any one time, in addition to those worn on the hands.

When worn in this way the ring takes the place of the Feet Wondrous item slot.

**Normal:** A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

## Versatile Ring Slot, Improved

*Your talents for magical rings are truly exceptional.*

**Prerequisite(s):** Ring Mudra, Versatile Ring Slot; humanoid

**Benefit(s):** You may wear a fully functional magic ring on one toe of each foot, in addition to those worn on the hands.

When worn in this way the rings take the place of the feet item slot.

**Normal:** A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

## Spells

Presented here are new spells, as used in the above magic rings.

### Protective Ring

**School** abjuration; **Level** cleric/oracle 6, shaman 6, sorcerer 6, wizard 6

#### CASTING

**Casting Time** 10 minutes

**Components** V, S, F (a gold ring)

#### EFFECT

**Range** touch

**Target** Object - ring used as focus; see text

**Duration** 1 day/level (D) or until discharged

**Saving Throw** None (object); **Spell**

**Resistance** no

#### DESCRIPTION

You cast a single abjuration spell of 5th level or lower, that has a target of you or target touched, into a simple gold ring. Upon completion of the casting, this ring may be worn by any individual. If the spell cast into the ring possesses an expensive material component, you must pay the associated cost at the time of casting.

The spell stored within the ring is triggered by a command word of your choosing, provided to the rings wearer, or may be brought into effect by a clearly expressed condition.

Once you cast protective ring, you cannot prepare a new 5th-level spell to replace it until the next time you prepare spells.



# AFFORDABLE ARCANA: MAGIC RINGS

## Protective Ring, Greater

**School** abjuration; **Level** cleric/oracle 9, shaman 9, sorcerer/wizard 9, witch 9

### CASTING

**Casting Time** 10 minutes

**Components** V, S, F (a platinum ring)

### EFFECT

**Range** touch

**Target** Object - ring used as focus; see text

**Duration** 1 day/level (D) or until discharged

**Saving Throw** None (object); **Spell**

**Resistance** no

### DESCRIPTION

This spell functions as protective ring except, for the metal of the material focus, and that the ring can be imbued with an abjuration spell of 8th level or lower, that has a target of you or target touched.



## Protective Ring, Lesser

**School** abjuration; **Level** cleric/oracle 3, shaman 3, sorcerer/wizard 3, witch 3

### CASTING

**Casting Time** 10 minutes

**Components** V, S, F (a silver ring)

### EFFECT

**Range** touch

**Target** Object - ring used as focus; see text

**Duration** 1 day/level (D) or until discharged

**Saving Throw** None (object);

**Spell Resistance** no

### DESCRIPTION

This spell functions as protective ring except for the metal of the material focus, and that the ring can only be imbued with an abjuration spell of 2nd level or lower, that has a target of you or target touched.



# AFFORDABLE ARCANA: MAGIC RINGS

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