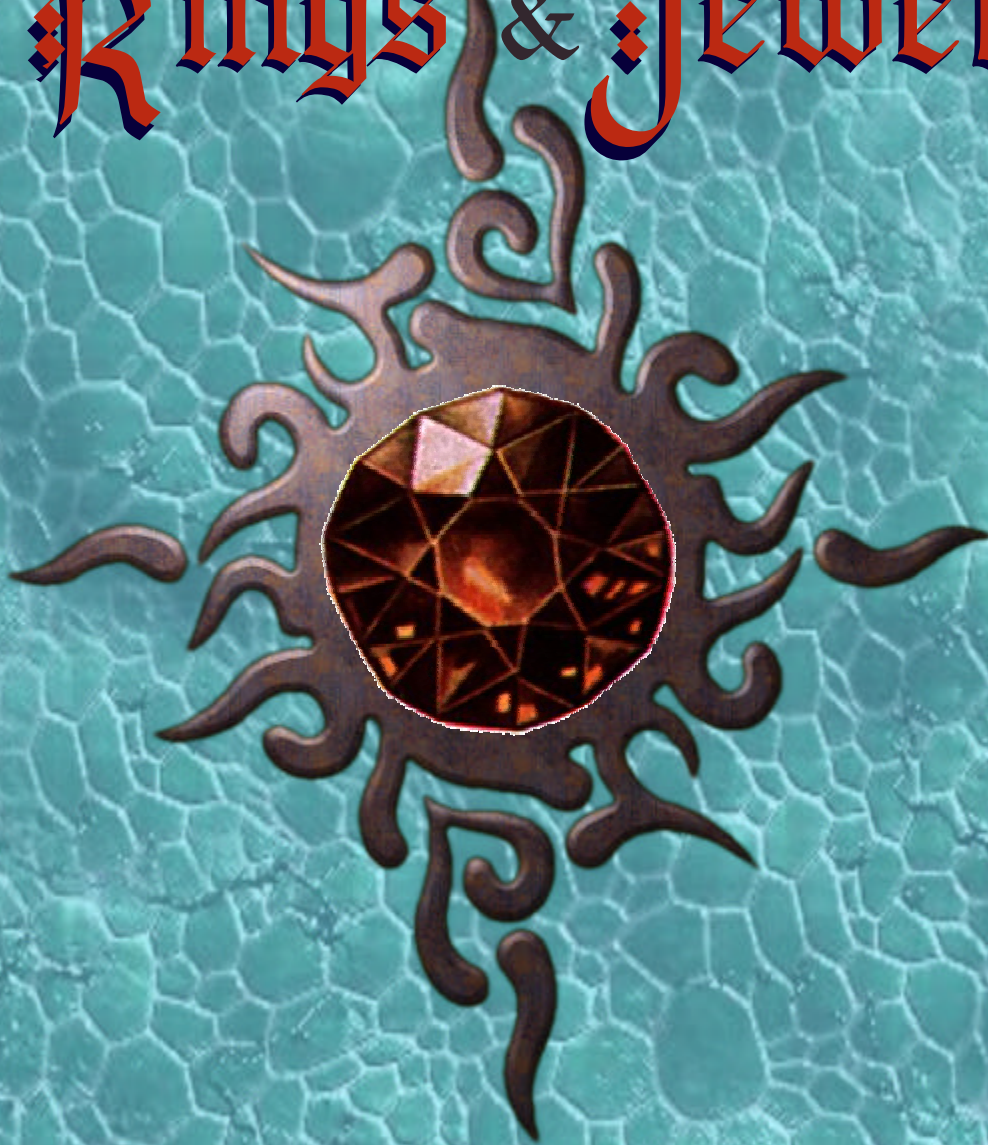


Bits of Magicka: Rings & Jewels



Tabletop
ADVENTURES

Bits of Magicka: Rings & Jewels™

Credits

Author:

Greg Ragland

Editor:

Vicki Potter

Proofreading:

John Stam

Layout:

Marcella Ganow

Cover Art:

UK& Publishing

Cover Layout:

Marcella Ganow

Border Art:

Jesus & Javier Carmona

Other Art:

Brenna Alyn Walters

Marina Badani

Some clipart by:

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Table of Contents

<i>Credits</i>	1
<i>Table of Contents</i>	3
<i>Introduction</i>	4
<i>Rings & Jewels</i>	7
Encounter Level One	7
Encounter Level Two	9
Encounter Level Three	10
Encounter Level Four	12
Encounter Level Five	14
Encounter Level Six	15
Encounter Level Seven	17
Encounter Level Eight	18
Encounter Level Nine	20
Encounter Level Ten	21
Encounter Level Eleven	23
Encounter Level Twelve	24
Encounter Level Thirteen	27
Encounter Level Fourteen	28
Encounter Level Fifteen	29
Encounter Level Sixteen	31
Encounter Level Seventeen	33
Encounter Level Eighteen	36
Encounter Level Nineteen	38
Encounter Level Twenty	40
<i>Index</i>	43
<i>Appendix One: Random Item Chart</i>	44
<i>Open Game License</i>	47
<i>Item Cards</i>	48

Introduction

Welcome to *Bits of Magicka™: Rings and Jewels*, the second in a series dedicated to enhancing magical treasures in your game!

Do you ever feel as if the treasure your characters come across has become bland or stale? Has looting an enemy become nothing more than a tally of gold piece value earned, and magical powers accrued?

No more! Take back your game, and put mystery and excitement back into the treasures you award. The *Mother of All Treasure Tables™* provided you with hundreds of interesting and rare nonmagical treasures to spice up your hoard. Now the *Bits of Magicka* series takes up where that book left off, presenting a hundred interesting and evocative takes on magical treasures for your game. These are not bare-bones compilations of stats, but living, breathing treasures complete with unique descriptions and brief notes on their histories. However, while other products in the past have gone into exhaustive detail on each item, *Bits of Magicka* focuses on adaptability and ease of use. A full page of historical detail for one ring might provide interesting reading, but it is not conducive to a random treasure placement!

Where the first installment focused on scrolls and scroll variants, spellbooks, and other magical texts, *Bits of Magicka™: Rings and Jewels* turns its attention to gems and jewelry, from the most common of enchanted rings to earrings, necklaces, medallions, jewels, even crowns and masks.

So sit back and enjoy! A world of exotic treasures is only a die roll away!

Using *Bits of Magicka™*

Whether you are a game master who loves to create adventure on the fly, a meticulous GM who crafts adventures well in advance to exacting specifications, or a beleaguered GM who barely has time to run published modules “out of the box,” *Bits of Magicka* can work for you. Here are some of the ways:

1. Seed into existing adventures: Whether you are running a pre-published adventure or something you created yourself, you can spice things up by replacing or supplementing existing written treasures with items from *Rings and*

Jewels. Just go through the list, pick something that fits the power level and style of your encounter, and put it in!

2. Shooting from the hip: When building random encounters on the fly (such as with the *Mother of All Encounter Tables™* by *Necromancer Games™*), you can use these charts to quickly assign treasure to the creatures encountered. I recommend building such encounters a little in advance for maximum benefit, so your adversaries are paired with treasures that work in harmony with their abilities, or so you at least know how and why they are carrying what treasures they have.

3. Ideas for quests: The treasures in this product also make great seeds for side quests or even centerpieces to major expeditions. A comely woman could hire the characters to recover her stolen jewel, not revealing until it is recovered that she is the hag Viruja, and the jewel is her *heartstone* (item #23). A PC could find the *strangler's ring* (item #19), then find himself at the center of a murder investigation as the true killer, wearing its mate, seeks to frame the character and claim the ring once the character has been imprisoned or executed. Adventurers might have to deal with an angry sorcerer commanding the *ring of Firth Anaar* (item #99), perhaps befriending the bitter djinni as a means of tracking down her master and defeating him. The possibilities are endless!

When using this product, we suggest you include unusual treasures such as these sparingly—maybe only once every two or three encounters at the most. That way you make the rewards you give out more interesting, without bogging down the action too much in investigation of unusual treasures.

We made this list of treasures as accessible and flexible as possible, for you to use. If you plan to roll a random treasure using the usual tables, you can instead roll on the table in Appendix One, substituting it for the normal tables for rings or wondrous items. Alternately, you could simply pick a treasure with a value appropriate to the difficulty of its associated encounter; each treasure has an ‘EL’ listing, which gives the encounter level for which the treasure might be appropriate.

You need not stick religiously to these values; you can build more valuable treasures from several items of lesser value, or break up some of the most valuable treasures into smaller parts. This latter option could also serve to drive your campaign, for it gives the characters an incentive to seek out the remainder of the missing treasure. For example, consider the four rings that comprise the *Rings of Air* (item #100): only when all four have been found does the item become functional, and considering the value of the item, seeking each ring could become the foundation of a major quest.

Reading the Entries

The entries in *Bits of Magicka* are arranged as follows:

TITLE: Gives a brief title describing the work.

APPEARANCE: A description of a work, which you can read directly to the players. [Notes in brackets are for your eyes only.]

HISTORY: A few brief historical notes on who created the item and why, and some idea of what has happened to it. This section focuses more on notable people and events surrounding the item rather than being an exhaustive description of each item's creation and history, and the ultimate fate of each entry is left for you to determine, as it depends entirely on where you place the treasure in your game. Names of NPCs, places, and organizations involved with the item are often given, but feel free to replace these with

appropriate names from your own campaign. This section could be helpful in particular if a party has access to the services of a bard or historian, or spells such as *legend lore*. The exact difficulty of skill and ability checks to determine the information is also left to you, since you decide how significant a role an item has had in the history of your campaign.

PROPERTIES: Lists the actual contents and statistics of each entry, whether it is essentially the same as an existing magic item, a variant of it, or something entirely new. For collections of several smaller items, individual values may be listed parenthetically. This section also lists the strength and type of magical and alignment-based auras, if any, for each item, and the total value of an entry.

EL: The Encounter Level indicates the level at which this entry would be an appropriately valued treasure on its own. Use this as a quick guide to determine the relative power of an entry in relation to the encounter to which you have assigned it.

Remember: *Bits of Magicka*TM: *Rings and Jewels* is designed to augment your imagination and make it easier to add flavor to your game. Never feel constrained by the exact description, properties, or history of any entry—feel free to adjust them to suit your particular needs, and above all, have fun!

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Rings & Jewels

1. Cursed Ring of Invisibility

APPEARANCE

Hundreds of tiny parallel ridges have been stamped into this otherwise featureless brass ring.

HISTORY

An unknown wizard crafted this ring; the original intent was evidently a ring that would grant invisibility, but the wizard made an error in the enchantment process and reversed the effect, so that the wearer would only become invisible to himself but not to others.

The ring was sold as a curiosity to Zedoryn, Warlock of Shadow's Grotto, who placed the ring in his lair as punishment for would-be thieves.

PROPERTIES

If divination spells are used to discern the functions of this item, it appears to be a *ring of invisibility* that activates by twisting the band on one's finger.

The ring's functions are reversed; instead of turning invisible to others, the wearer becomes invisible only to his own view. However, the ring is also cursed, so that the wearer thinks others cannot see him, no matter what they say or do to convince him otherwise. The wearer will not willingly part with it until a *remove curse* has been cast on the ring.

Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price n/a. EL 1. **Total Value:** 0 gp.

2. Ring of the Sequestered Digit

APPEARANCE

Fine runes have been etched into this frosted blue glass or crystal ring.

HISTORY

The woman who crafted this ring had intended to make a device that would transfer her entire body into an extradimensional space, enabling her to hide from possible enemies. The process was not successful, however, and resulted in a much less useful item. Making the most of her meager result, she added a minor illusory effect and sold the ring

at a low price to a local thieves' guild, where it was used to aid in disguises.

PROPERTIES

This ring "stores" the finger upon which it is worn in a small extradimensional space, and conceals itself and the stump with a minor illusion to make it look as if the finger was severed long ago.

The ring can only be used to sequester a finger or similar digit in this manner; it cannot otherwise be used as an extradimensional storage space.

Faint conjuration and illusion; CL 9th; Forge Ring, *Leomand's secret chest, minor image*; Price 100 gp. EL 1. **Total Value:** 100 gp.



3. Ring of Guidance

APPEARANCE

Forged from a steel alloy, this ring bears a polished oval stone with a rippled reddish-white translucent luster, into which has been incised the symbol of the god of travel.

HISTORY

Rings such as this have been made in significant numbers by the Church of the Wandering Saint, an order dedicated to the god of travel.

PROPERTIES

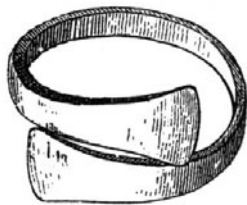
The wearer of this ring can call upon it once per day as an immediate action to gain a +1 competence bonus on a single attack roll, saving throw, or skill check. The ring must be worn for 24 hours before it will function.

Faint divination; CL 1st; Forge Ring, *guidance*; Price 200 gp. EL 1. **Total Value:** 200 gp.

4. Ring of Clever Magic

APPEARANCE

Although the exterior of this silver ring is smooth and featureless, the inside of the band bears two marks: one a bold, twisted rune, the other the symbol of the god of thieves.



HISTORY

Commissioned by the rogue Sampierre, this ring was intended to assist him in his burglaries. He was captured by the law and executed before he could take delivery of the ring, so it was sold to a wandering adventurer instead.

PROPERTIES

This ring grants its wearer a +2 competence bonus to Use Magic Device skill checks.

The second symbol on the inside of the ring is the Draconic symbol for magic.

Faint transmutation; CL 3rd; Forge Ring, creator must have 2 ranks in Use Magic Device; Price 400 gp. EL 1. **Total Value:** 400 gp.

5. Earrings of Acute Hearing

APPEARANCE

This is a pair of silver earrings, pendant style, set with a series of tiny teardrop-shaped emeralds in a leaflike pattern. The silver is a bit tarnished, but the earrings are otherwise in excellent condition.

HISTORY

The bard Asunat ab Ilaayi was given these earrings as a gift by a caliph she had impressed with her ballads before Asunat set out on a journey to distant lands to learn new songs to add to her repertoire.

PROPERTIES

These earrings grant the wearer a +2 competence bonus on Listen checks. They occupy the headband slot for the purposes of magic items worn on the body.

Faint transmutation; CL 1st; Forge Ring, caster must have at least 2 ranks in Listen; Price 400 gp. EL 1. **Total Value:** 400 gp.

6. Ring of Filching

APPEARANCE

A bright red gemstone cut in the shape of a heart has been set into a fine gold band polished to a satin finish. The bezel into which the stone has been set is scored by nearly invisible striations. The center of the red stone has been engraved and filled with gold leaf, depicting the image of a hand in a warding or welcoming gesture, palm forward and fingers together.

HISTORY

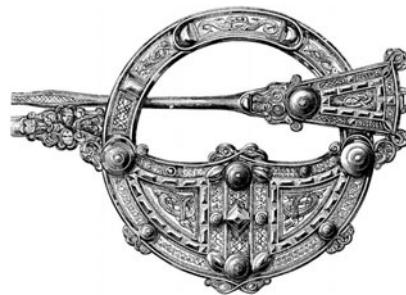
“Miser” Mathis, a notorious skinflint, spent an inordinate amount of time and effort to have this ring forged as a means of surreptitiously swiping small coins. When his filching was discovered he was arrested, and became the laughingstock of his community. The ring was stolen from the constabulary’s safe soon after.

PROPERTIES

At will, the wearer of this ring can attract small, unsecured objects to the hand wearing the ring. These objects must be within 10 feet, and can weigh no more than 1/10 of a pound. If the object is in the possession of another creature, that creature is entitled to a DC 10 Reflex save to avoid the theft, if unaware; for an object that is tightly gripped, roll an opposed Strength check against the ring’s effective Strength score of 1. An attracted object flies to the hand of the wielder, so a successful Sleight of Hand check may be required to avoid notice of this action, when applicable.

The heart-shaped stone is fashioned of polished red coral.

Faint transmutation; CL 1st; Forge Ring, *mage hand*; Price 450 gp. EL 1. **Total Value:** 450 gp.



7. Ring of Elemental Endurance

APPEARANCE

A trio of three tiny black diamonds has been set in a line along the top of this silver ring. The ring has a dull, matte finish save for a polished band running along each rim around the circumference of the ring.

HISTORY

Rangers of the Deeping Vale League craft rings such as this to protect their members from harsh winter nights, particularly when they must travel into high mountains in pursuit of dangerous predators.

PROPERTIES

This ring protects the wearer from extremes of natural temperature as per the spell *endure elements*. However, it only functions at night.

Faint abjuration; CL 5th; Forge Ring, *endure elements*; Price 500 gp. EL 2. **Total Value:** 500 gp.

8. Ring of the Artful Dodger

APPEARANCE

Strung on a three-foot diameter leather thong, this white gold ring has been fashioned to resemble a tightly coiled rope.

HISTORY

A wealthy patron of the acrobat Daniel Songsworn gifted him this ring as a token of her affections. Daniel wore it for several years before he was slain by the ogre Morgrath, who claimed it as a prize.

PROPERTIES

This ring grants its wearer a +1 competence bonus to Balance, Climb, Jump, Swim, and Tumble checks.

Faint transmutation; CL 3rd; Forge Ring, creator must have 1 rank each in Balance, Climb, Jump, Swim, and Tumble; Price 600 gp. EL 2. **Total Value:** 600 gp.

9. Apprentice's Ring

APPEARANCE

This simple band of tin is engraved with mystic runes; it looks scuffed

and dented, as if it has seen much abuse on the hands of prior wearers.

HISTORY

The master wizard Lohmann the Wise created this ring as a test for his apprentices. Those who carried about their tasks without resorting to its powers proved themselves honest, while the side effect of the ring made the lazier students more tractable to his demands.

PROPERTIES

This ring grants its wearer the ability to use *prestidigitation* at will. The ring has a drawback: once it has been used, the wearer becomes more credulous, receiving a -4 penalty on opposed checks against the Bluff, Intimidate, and Diplomacy skills. Once this drawback has been activated, the ring cannot be removed without a casting of *remove curse* upon it.

Faint (no school); CL 3rd; Forge Ring, *prestidigitation*; Price 600 gp. EL 2. **Total Value:** 600 gp.

10. Ring of Mice

APPEARANCE

Four tiny mice have been set into the face of this copper ring in opalescent stone, facing outward from a small faceted amethyst at the center. Each of the mice has been cunningly fashioned from different colors of material to give each a unique appearance.

HISTORY

Forged over eight hundred years ago, the sorcerer Galth Immur created this device as a source of



entertainment for his children. The ring was passed on through his family, and later found its way into other households, where it would become the treasured possession of a lonely child for a time before being set aside or lost.

PROPERTIES

The wearer of this ring can conjure forth up to four mice, one at a time or all together, once a day for up to one hour at a time. They are named Chester, Patch, Longtail and Whisker. Though the mice cannot speak, they understand Common to a limited degree and seem to have an empathic connection to the wearer. Each of the mice is unique, as follows:

Chester is the boldest of the mice, the first to perform daring deeds; he also appears to be the leader of the mice. He is a rich reddish chestnut color with fine black whiskers.

Patch is a white mouse with a large tan patch of fur on his snout. He is the laziest and most cuddly of the four, preferring naps in the sun or in the lap of his owner to frolicking or engaging in escapades.

Longtail is a deep brown, almost black, with longer fur than the others. He is the most cunning and mischievous, often filching small shiny objects or morsels of bread from under the watchful eyes of the big folk.

Whisker, a white mouse with long ivory whiskers, is the friskiest of the four, dancing, leaping and performing similar antics out of sheer mousy joy. He is also the most skittish, and the first to run and hide if a dangerous predator approaches.

If a mouse is killed, it takes one week before it can be conjured forth from the ring again.

Ring-Mouse: CR —; SZ Fine Magical Beast; HD 1/10 d10+3; hp 4; Init +7; Speed 20 feet, climb 10 feet, swim 10 feet; AC 21 (+8 size, +3 Dex), touch 21, FF 18; BAB/Grp +1/-20; Atk —; S/R 1/2 feet/0 feet; SQ darkvision 60 ft., low-light vision, scent; AL NG; SV Fort +2, Ref +5, Will +3; Str 1, Dex 16, Con 10, Int 6, Wis 15, Cha 16.

Skills: Balance +8, Climb +12, Hide +23, Listen +4, Move Silently +7, Spot +4, Survival +4 (+8 tracking), Swim +12. **Feats:** Alertness (b), Toughness, Track (b).

Note: The mice receive a +4 racial bonus on Hide and Move Silently checks, on Survival when tracking, and a +8 bonus on Balance, Climb, and

Swim checks. They use their Dexterity modifier instead of Strength for Climb and Swim checks, and can take 10 on Climb and Swim checks even when rushed or threatened.

Faint conjuration; CL 3rd; Forge Ring, *summon nature's ally I*; Price 720 gp. EL 2. **Total Value:** 720 gp.

11. *Luminos* – the Ring of Light

APPEARANCE

A ring of white gold lies nestled in white silk within a small padded white velvet box. The ring, evidently designed for the hand of an elegant lady, bears a large oval moonstone that seems to catch the ambient light and refract it in a faint, luminescent halo.

HISTORY

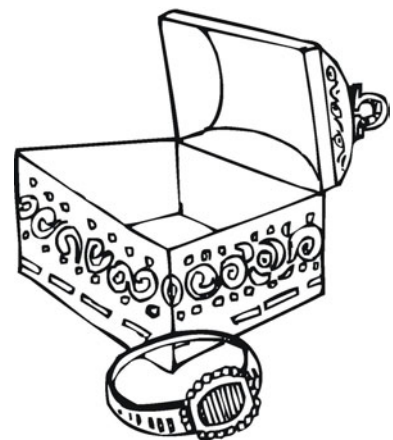
The high priestess of a moon goddess crafted this ring for use in ceremonial rites. The ring was lost when her church was plundered by followers of a sun god.

PROPERTIES

When the word “Luminos” is spoken, this ring sheds silver-white light as bright as a torch. If the wearer then commands, “Parthan Mathis,” the wearer of the ring can command the light to leave the ring and move as directed to a distance of up to 100 feet. The light may be directed to follow the wearer at a set distance, or otherwise moved according to mental instruction. No concentration is required to move the light. If the wearer utters “Dei Nocto,” the light winks out until it is again needed.

Faint evocation;
CL 1st;
Forge Ring,
dancing lights;
Price
1,000 gp.
EL 3.

Total Value:
1,000 gp.



12. Bracelets of Armoring

APPEARANCE

Each of these bracelets is formed of eight bone plaques, trimmed with silver and scrimshawed in elaborate whorls across their surface. A strange sigil has been boldly incised into the center of each plaque.

HISTORY

The master potter Garman Wyth purchased these bracelets as a gift for his wife from a local traveler. Unknown to him, they were fashioned from a war-totem of the local Broken Claw gnoll tribe, looted and used as components. The adventurer who crafted the set wore it for years before retiring and selling it; on its journey it found its way to the hapless potter's wife.

Soon after the acquisition, word of the bracelets found its way to the gnoll tribe. Still irate over the totem's loss years before, they led a raid on the town, wreaking much havoc, slaying the potter and stealing away his wife. The bracelets have not surfaced in the public eye since then.

PROPERTIES

These bracelets function as *bracers of armor +1*. Gnolls who see them are allowed an Intelligence check (DC 10, automatic success if a member of the Broken Claw tribe) to note their origin as having come from a gnoll war totem. If this check is made, the gnoll's reaction to the wearer automatically becomes hostile.

The runes are the gnoll symbol for protection.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*; Price 1,000 gp. EL 3. **Total Value:** 1,000 gp.

13. Chronometric Disc

APPEARANCE

An ornate etched gold disc small enough to comfortably fit in one's palm has been attached to a fine gold chain the length of a man's forearm. The disc is smooth and tapers from about a thumb's breadth at the

center to the curved edges. Geometric patterns have been engraved into the surface on either side in a circular pattern.

HISTORY

Devices such as this were common in the Thiebran Magocracy, an ancient society heavily steeped in the use of magic for everyday things. Though no longer widely manufactured, it is considered a mark of prestige by many nobles to own and use devices such as this as a display of wealth, and many are found set with elaborate etchings, set with valuable gems, and so forth.

PROPERTIES

When the gold disc is held in hand and the user concentrates, he can tell the exact time of day.

Faint divination; CL 3rd; Craft Wondrous Item, caster must have 5 ranks in Survival; Price 1,000 gp. EL 3. **Total Value:** 1,000 gp.

14. Dorune's Pearl Ring

APPEARANCE

A white pearl with a faint pinkish hue has been set into this platinum ring. A pair of tiny celestial wings of platinum flanks the pearl.

HISTORY

Worn by Dorune the Elder, the wizened priest of a small parish devoted to a god of good, this ring was given to him as a gift by an agent of his deity as a reward for his piety.

PROPERTIES

The pearl set in this ring is a *pearl of power (level 1)*. The ring itself is otherwise nonmagical, though it is worth 100 gp for its metal and workmanship, and could be used as a focus for the *shield other* spell.

Strong transmutation; CL 17th; Craft Wondrous Item; creator must be able to cast 1st level spells; Price 1,000 gp. EL 3.

Total Value: 1,100 gp.



15. Medallion of Sanctum

APPEARANCE

The image of a set of merchant's scales has been inlaid into a circular copper lozenge the size of a child's palm. The lozenge bears a small loop at one end; evidently it is designed to be worn as a medallion.

HISTORY

The priests of a god of judgment crafted medallions such as this to be worn by their Holy Prognosticators, to protect them if exposed to danger. A certain number of these have found their way into the hands of others, either as gifts of the church or sales when coin was scarce.

PROPERTIES

The wearer of this medallion may activate it once per day by mental command. When activated, for three rounds any creature attempting to specifically target the wearer with any form of attack must succeed at a DC 12 Will save. If it fails, that creature cannot follow through with the attack and loses that part of its action, as per the *sanctuary* spell. If the wearer attacks or performs another hostile action during this time, the protection immediately ends.

Faint abjuration; CL 3rd; Craft Wondrous Item, *sanctuary*; Price 1,200 gp. EL 4. **Total Value:** 1,200 gp.

16. Sabra's Tear

APPEARANCE

This thumbnail-sized translucent pale blue crystal has been carved and polished in the shape of a tear.

HISTORY

Several legends exist surrounding the origin of this stone. In the most common version, Sabra was the nymph of Ashmarlough who fell in love with the adventurer Ian Skymantle. In her grief when they parted, the tears Sabra wept formed the crystal blue pool that is the wellspring of the Sabra River, but it is said the very first tears from her eyes fell as pure crystal jewels.

This story holds that Ian was an adventuring warrior-bard who had heard tales of the beauty of Sabra's song, and sought her out to learn the secret songs of wind and field. They dwelt for a time in the ash forest that was Sabra's home, but when Ian learned what he sought he departed. Sabra in her

grief gave herself to the land. This version of the Sabra and Ian myth has been collected in the well-known sagely work *Barton's Popular Legends and Myths*.

In a second version of the tale, often told at courts by skalds, the protagonist was Iona, the younger daughter of an important leader. Her father cared little that she found her role among her people to be stifling and for escape Iona took to long rides throughout the countryside. On one such ride she met and befriended Sabra and over time they formed a strong bond of friendship. However, Iona could not escape her familial duties and eventually was forced into a loveless marriage to strengthen diplomatic bonds. Sabra wept at the loss of her friend, who traveled far away to settle with her new husband in his distant court.

The third version of the myth is least common, heard most often in small human villages, particularly those of an insular or xenophobic nature. By this account, Iona was the most beautiful lass of her community, the daughter of a village elder, and was affianced to a handsome village lad named Jadow Smith. Sabra was a covetous nymph who lusted after Jadow, but he spurned her in favor of Iona. In revenge, Sabra lured Iona into her grove by assuming the form of a songbird and imprisoned her there. Unable to rescue her himself, Jadow called upon the local village priest. The priest confronted Sabra; armored by his faith he resisted her temptations and, through the power of his god, bound her to a spring at the center of her domain where her spirit is said to dwell to this day.

Although the exact truth of the legend may never be known, the jewel known as Sabra's Tear is real enough. It has been in the possession of a number of poets and bards, most notably the famed wordsmith Artur Dannmoor, who it is said used the jewel as a source of inspiration for his melancholy epic, *The Fall of Mellis Eld*.

PROPERTIES

Anyone holding this aquamarine gemstone or carrying it directly in contact with exposed flesh feels a gentle sorrow. Though this property is not strong enough to have any overt game effect, it does serve to enhance the value of the gem as a curiosity. (Without this property, a jewel of this size and type would be worth 1,000 gp.)

Dim enchantment; CL n/a; Price 1,250 gp. EL 4. **Total Value:** 1,250 gp.

17. Medallion of Pure Thoughts

APPEARANCE

This device looks something like a large octagonal button cast in brass. Eight lines radiate from a center cabochon of iridescent stone to the corners, then extend past and taper to backward-curving points like claws.

HISTORY

An organization calling itself Citizens for Moral Purity commissioned the manufacture of these medallions as a means of rehabilitation for criminals. The devices finally were outlawed through the combined efforts of several freedom-loving faiths.

Though most were destroyed, one was later worn by the famed champion Sir Galtic the Forthright as part of an oath he swore to his patron deity in atonement for an unknown crime.

PROPERTIES

This medallion only functions for intelligent living creatures of the humanoid, monstrous humanoid, and giant types. When the medallion is placed on such a creature's breastbone, the hooked ends flex and the device attaches itself directly to the bearer's flesh. Thereafter it cannot be removed without a *remove curse* spell by a caster of at least 6th level.

The medallion inflicts pain upon its wearer if the wearer entertains thoughts not in keeping with a lawful good ethos. The intensity of the pain varies depending on the act contemplated, and how serious the wearer's desire is to act upon this thought. For example, a random ill-wishing at an annoying clerk might result in a mild spasm of pain, while serious thoughts of murder would result in pain crippling enough to render the wearer helpless and writhing in agony for 1d6 minutes.

The exact level of pain and its consequences are left at the DM's discretion to determine, but in general, acts contravening the laws of the wearer's society, and those that promote suffering or harm to others, generally trigger a pain response. It is possible for a bearer to find herself in a situation where she must either break a law or inflict suffering; the medallion is without a sense of mercy or forbearance and will punish equally no matter what she does.

Faint divination and enchantment; CL 5th; Craft Wondrous Item, *detect chaos*, *detect evil*, *geas/quest*; Price 1,300 gp. EL 4. **Total Value:** 1,300 gp.

18. Navel Stone of Bellari

APPEARANCE

This small blue stone is flecked with golden motes that catch and glimmer in the light. The stone is round, with one side polished and the remainder slightly rough. It is about the size and shape of a small olive.

HISTORY

The famed courtesan Bellari the Jewel wore this stone in her navel for many years during her heyday when she entertained the courts of nobles and kings with her sinuous dancing.

PROPERTIES

This stone is designed to be worn in one's navel, and does not use up a body location slot for the purposes of numbers of items that can be worn.

Once per day when the wearer performs a dance with the stone visible to the audience, it allows the wearer to produce an effect identical to the *hypnotism* spell cast at first level on one of the viewers. A DC 11 Will save allows the viewer to avoid this effect. However, if the stone is used in conjunction with a Perform (dance) check that exceeds a DC of 20, the Will save DC for the *hypnotism* effect rises to 14.

Without its magic the stone, formed of the finest lapis lazuli, is worth 500 gp.

Faint enchantment; CL 1st; Craft Wondrous Item, *hypnotism*; Price 1,300 gp. EL 4.

Total Value: 1,300 gp.



19. Strangler's Ring

APPEARANCE

A desiccated severed hand bears on its third finger a thin silver band set with a rectangular pea-sized black stone on top. The untarnished luster of the silver jars in contrast with the cracked and dried flesh of the finger upon which it is lodged. A much smaller black stone is set on the under side of the ring.

HISTORY

This is one of a pair of rings first worn by a notorious serial killer commonly called the Black Hand Strangler. This fearsome murderer was known for throttling over 20 children before being apprehended and hanged.

Though the rings were widely thought to have been destroyed when he was executed, they were actually acquired by the local Minister of the Exchequer who gave them to one of his trusted agents for the purpose of assassinating key foreign merchants and businessmen. The assassin dropped out of sight after several years of grim work, and neither ring has been seen since.

PROPERTIES

This ring provides the wearer a +2 enhancement bonus to Strength, but only for the purposes of determining the results of grapple checks and damage with that hand inflicted unarmed while in a grapple. Although this bonus is not cumulative with other enhancement bonuses to Strength, if a person is wearing both *strangler's rings*, the bonuses provided by the two rings do stack.

The black stones set into each ring are a high-quality obsidian on top, and a tiny black diamond underneath. If a person is choked to death by a wearer of either ring, the skin of the victim is marked with a small black mark where the black diamond pressed into flesh.

Faint transmutation; CL 4th; Forge Ring, *bull's strength*; Price 1,350 gp. EL 4. **Total Value:** 1,350 gp.

20. Bracelets of Balance

APPEARANCE

Fine runes have been embossed upon the surface of this pair of silver bracelets, sized for a slim wrist.

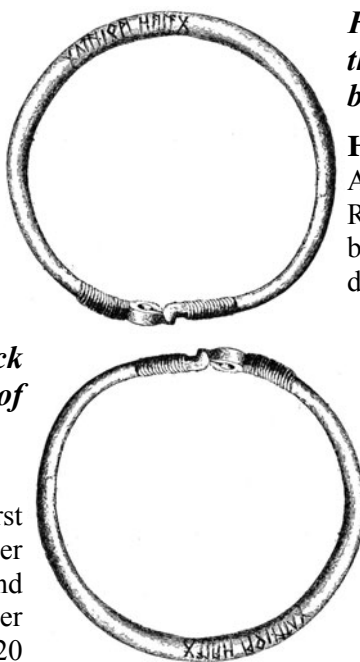
HISTORY

Amalda, the premier acrobat-dancer of the Royal Entertainers' Troupe, wore these bracelets to assist in some of her more daring gravity-defying stunts.

PROPERTIES

Both bracelets must be worn to gain their benefit. When using the Balance skill with hands stretched out to either side, the weight of the bracelets shifts back and forth to help the wearer maintain her (or his) balance, granting their wearer a +4 circumstance bonus to Balance checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, caster must have 4 ranks in Balance; Price 1,600 gp. EL 5. **Total Value:** 1,600 gp.



21. Ring of Venom

APPEARANCE

A fanciful coat of arms bearing a star and a griffin adorns the top of this heavy steel signet ring. It is found with a small glass jar holding milky white liquid that glitters slightly when light is played across its surface.

HISTORY

Thomas St. Germaine, a noble lord of unsavory reputation, originally commissioned this special signet as a means of dealing surreptitiously with those to whom he had taken a particular dislike. The ring was inherited by his son Sebastian, a pious man who turned the evil intent of the ring to a good end by allowing it to be used for healing, or as a weapon against the undead.

PROPERTIES

The surface coat of arms can be swiveled aside by pressing a hidden catch (Search DC 25 to locate; opening it is a standard action, or a free action with a successful DC 20 Sleight of Hand check). Underneath is a small, hollow needle designed to

inject poison into the flesh of a person pricked by the ring. Using the ring in this manner requires a successful unarmed attack roll. The ring itself is nonmagical, and is worth 100 gp on its own.

Although normally it would hold an injectable poison, it is currently filled with a concentrated liquid that acts as a *cure moderate wounds* if applied to a creature's wounds (including a cut made by this ring), healing 2d8+3 points of damage. If an undead is the target, it instead suffers 2d8+3 damage, though it is allowed a DC 13 Will save for half damage.

The jar holds four more applications of this substance.

Liquid: Faint conjuration; CL 3rd; Craft Wondrous Item, *cure moderate wounds*; Price 300 gp per application. EL 5. **Total Value:** 1,600 gp.

22. Necklace of Acid Missiles

APPEARANCE

A pendant shaped like an apple tree dangles from a fine golden chain. The tree has been masterfully sculpted in gold, and bears three tiny red apples, attached by tiny silver links.

HISTORY

An adventuring wizard named Xykrath, part of a band specializing in hunting trolls, created three of these necklaces to aid in the destruction of the group's chosen foe.



PROPERTIES

The apple-shaped beads on this necklace may be pulled off and thrown (as a *type I necklace of fireballs*), save that the red-painted golden fruit explode in a burst of violet, lavender-scented acid instead of flame.

Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*, caster must have access to an acid-dealing spell of at least 3rd level; Price 1,650 gp. EL 5. **Total Value:** 1,650 gp.

23. Heartstone of Viruja

APPEARANCE

Roughly the size of a chicken's egg, this translucent, blood-red jewel darkens to black at its heart. It is attached to a platinum chain adorned with hundreds of tiny, sharp thorns.

HISTORY

This jewel was stolen from the night hag Viruja. She has been searching for it since the theft, but it always ends up sold, stolen, or otherwise lost each time she comes near to reacquiring it, to her intense frustration.

PROPERTIES

This gem is the *heartstone* of the night hag Viruja; it is worn as a periapt. It instantly cures any disease its wearer contracts, and provides a +2 resistance bonus on all saving throws. It only functions a total of ten times for wearers other than Viruja (providing the resistance bonus or curing a disease) before shattering. See the core rulebook information on night hags for more details on this device.

Faint abjuration; CL n/a; Price 1,800 gp. EL 5. **Total Value:** 1,800 gp.

24. Necklace of Poison Resistance

APPEARANCE

Thirteen ivory plaques have been set around the circumference of a necklace formed of woven rawhide decorated with colorful green and blue ceramic beads. Six of the plaques are jet black, as if dipped in ink.

HISTORY

The plaques of this necklace are fashioned from unicorn horn. The necklace was made for the thane of the Chardan people, to protect him against the venomous blades and poisoned cups of his adversaries.

PROPERTIES

Whenever the wearer of this necklace is exposed to poison, the necklace neutralizes it and grants the wearer further immunity to that poison for ten minutes, and one of the plaques turns black. When all the plaques have blackened, the necklace becomes nonmagical; thus, the necklace can function seven more times before its magic fails.

Necklace: Faint conjuration; CL 5th; Craft Wondrous Item, *neutralize poison*; Price 1,890 gp. EL 6. **Total Value:** 1,890 gp.

25. Bellwether Bracelet

APPEARANCE

A smooth, pale blue stone the size of a child's thumbnail adorns the front of this polished silver wristband. Two smaller stones flank the central jewel, one pale green, the other light pink. The edges of the bracelet are raised and sculpted in a pattern resembling intertwined ivy vines.

HISTORY

This device is another creation of the Deeping Vale League (see the *ring of elemental endurance*, #7 above) to assist its members in gauging the unpredictable weather of their homeland.

PROPERTIES

The stones on this bracelet change color as the air temperature, humidity, and other factors in the natural environment change, granting its wearer a +10 circumstance bonus on Survival checks made to predict the weather. The bracelet can only predict natural weather, not that generated by supernatural means.

An owner must wear the bracelet at least 24 hours before it starts functioning; it occupies the bracer slot for determining what magic items a creature can wear.

Faint divination; CL 5th; Craft Wondrous Item, caster must have 10 ranks in Survival; Price 2,000 gp. EL 6. **Total Value:** 2,000 gp.

26. Ring of Defense

APPEARANCE

A series of tiny ornamental shields adorn the circumference of this copper ring, placed side-to-side and inlaid with colored semiprecious stones in red, blue, green,

and white hues. Each shield bears a tiny, fanciful coat of arms, and no two shields are exactly the same in size or shape.

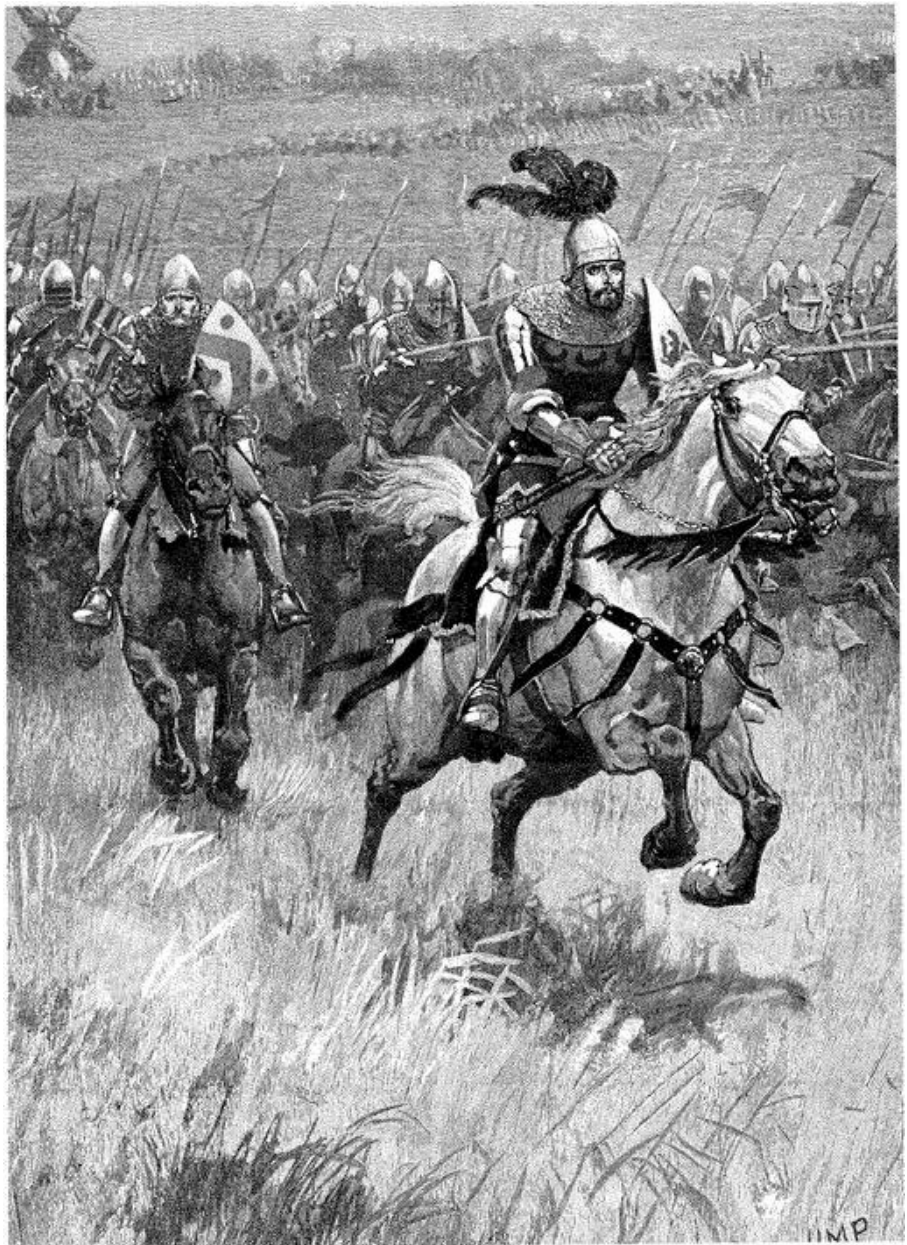
HISTORY

Twenty rings like this were made by priests of a god of protection for the Champions of Gwylvaedd, an order dedicated to the defense of the land and its people.

PROPERTIES

This ring functions as a *ring of protection +1*, granting a +1 deflection bonus to the wearer's armor class.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, caster must be at least 3rd level; Price 2,000 gp. EL 6. **Total Value:** 2,000 gp.



27. Ring of Solar Subsistence

APPEARANCE

This smooth, black ring is made of a glossy, reflective black substance similar in appearance to obsidian, but with a slightly more resinous texture.

HISTORY

Prufred of North-Draw, a wandering halfling wizard, created this ring as a means to keep his belly sated on long marches and to fortify him for particularly difficult challenges.

PROPERTIES

This ring functions as a *ring of sustenance*, with two exceptions. First, it needs to be exposed to natural daylight for at least four hours per day, or it goes dormant. Secondly, the wearer can activate the ring by an act of will as a standard action and gain the benefits of a *heroes' feast* spell (immune to fear and poison for 12 hours, 1d8+5 temporary hit points, +1 morale bonus on Will saves and attack rolls, and all sickness, disease, and nausea cured). Once this function has been activated, the ring becomes nonfunctional, and needs to be worn for a full week with daylight exposure each day as described above before it becomes functional again.

Faint conjuration; CL 11th; Forge Ring, *create food and water*, *heroes' feast*; Price 2,000 gp. EL 6. **Total Value:** 2,000 gp.

28. Ring of Assured Descent

APPEARANCE

This thick jade ring is carved into simple rectangular patterns; a lozenge of glistening dark green stone has been set into its upper face. Raylike inclusions of gold thread their way through this stone's depths.

HISTORY

The shaman of the Pimara tribe, a group of jungle-dwelling humans, crafted this ring as an adjunct to ceremonial sacrifices. He would deliver a sermon from the mouth of Puma-Thurma, the cat-demon the tribe worshiped, then step out and drift down 30 feet to the sacrificial altar, inspiring awe and fear in the congregation.

The ring was stolen by a foreign explorer thief, Navaris the Grey, when he slipped into the temple and also made off with the great black jewel

known as the Heart of Puma-Thurma (see *Shadow's Heart*, #33 below). Since that time, groups of fanatical Pimarans have traveled far from their homeland, seeking to retrieve their lost riches and to exact revenge on the thief who stole them.

PROPERTIES

This ring functions as a *ring of feather falling*: if the wearer falls more than 5 feet, the wearer's rate of descent is reduced to 60 feet per round, and the wearer takes no falling damage upon landing.

Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp. EL 6. **Total Value:** 2,200 gp.

29. Ring of Swarming Insects

APPEARANCE

A spider lies preserved at the heart of the oval amber stone set into this silver ring. The silvery metal is engraved in a barbed spider web pattern.

HISTORY

This ring was pried from the finger of a dead dark elf priestess, who fled to the surface world after being betrayed by her kinswomen. It was worn for a time by the Hermit of Stangle Rock to defend his cave from annoying intruders; he disappeared from his cave some years back, and the ring disappeared with him.

PROPERTIES

Once per day, the wearer of this ring can summon a swarm of spiders as per the *summon swarm* spell, at a distance of up to 30 feet.

Faint conjuration; CL 5th; Craft Wondrous Item, *summon swarm*; Price 2,400 gp. EL 7. **Total Value:** 2,400 gp.

30. Moth Pin of Messaging

APPEARANCE

This decorative pin is capped with a life-sized representation of a moth, with white-lacquered wings and tiny yellow gemstones for eyes.

HISTORY

The sorceress Cathey granted this pin to Durnok, a barbarian hero of legend, on his quest to vanquish the terrible frost giant Stroud. It is said the sorceress would communicate to the barbarian

through the moth pin, providing critical advice on the challenges he faced throughout his journey.

PROPERTIES

On command, the moth on this pin animates. On a second command it flies off, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to bear a message, it moves and acts according to the wishes of the person who activated it, though it has no combat abilities and can carry nothing heavier than 1/50 of a pound (the weight of 1 gold piece). If at least 1 point of damage is inflicted on the moth, it reappears attached to the pin, inert, and cannot be reactivated for one hour.

The moth can remain active for only 24 hours per week, but the duration need not be continuous.

Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; Price 2,500 gp. EL 7. **Total Value:** 2,500 gp.

31. Ring of the Linguist

APPEARANCE

This attractive golden ring is elegant enough to adorn the hand of the most discriminating noblewoman. Five small sapphires have been set in a circle atop the ring.

HISTORY

The half-elven diplomat Hester Drellaia had this ring crafted at her request, to assist her in negotiations among the diverse races of the realm where she dwelt.

PROPERTIES

This ring grants its wearer the ability to speak and understand Common, Dwarven, Elven, Gnoll, and Orc. The ring also allows the wearer to read and write in these languages if he or she is already literate.

Faint conjuration; CL 5th; Forge Ring, creator must know Common, Dwarven, Elven, Gnoll, and Orc; Price 2,500 gp. EL 7. **Total Value:** 2,500 gp.

32. Botanist's Ring

APPEARANCE

The gold band of this thumb ring is adorned with a motif of twining vines. A large emerald green stone has been set in it.

HISTORY

Denni Auberwey, priestess of the halfling god of agriculture, crafted this ring to assist in tending and raising crops.

PROPERTIES

Crops hand-tended by the wearer of this ring flourish, increasing their yield by one third. To gain this benefit the wearer must tend the crops daily throughout the growing season, requiring at least one hour labor each day per acre.

The stone set in the ring is not a true emerald, but a malachite.

Faint transmutation; CL 5th; Forge Ring, *plant growth*; Price 3,000 gp. EL 7. **Total Value:** 3,000 gp.

33. Shadow's Heart

APPEARANCE

This gemstone is a faceted crystal the size of a man's fist. Although the crystal is translucent, darkness dwells in its heart, pulsing faintly to an unknown rhythm.

HISTORY

Also known as the Heart of Puma-Thurma, this jewel was stolen from the temple of a primitive race of cat-worshipping humans (see *ring of assured descent*, item #28 above). According to legend, this jewel was once the heart of an avatar of their god, a great cat made of solidified shadow.

PROPERTIES

This gem can produce darkness in the following ways:

1. It can radiate darkness on command as per the *deeper darkness* spell. This use does not expend any charges.
2. The gem can send out a ray of black energy up to 50 feet. A creature struck by this ranged attack is shaken for 1d4 minutes unless it succeeds at a DC 14 Will save. This use expends 1 charge.
3. The gem can be commanded to flood a 30-foot cone with utter darkness. Any creature within this area must make a DC 14 Will save or be shaken for 1d4 minutes. This use expends 5 charges.

The Shadow's Heart currently has a total of 13 charges. When all are expended the darkness vanishes from the stone and it becomes a clear nonmagical crystal worth 1,000 gp.

Faint necromancy; CL 6th; Craft Wondrous Item, *deeper darkness*, *doom*; Price 13,000 gp (fully charged with 50 charges). EL 8. **Total Value:** 3,380 gp.

34. Earrings of Subterfuge

APPEARANCE

Secured within a folded piece of cloth is a set of three matching gold stud earrings. The earrings bear no visible adornment on the front, but the clasp of each in back is etched with miniscule arcane runes.

HISTORY

The original design for these earrings came from the Brotherhood of Peace, a guild of assassins who worked in teams of three to bring down their targets. Three such assassins originally wore this particular trio of earrings. After the assassins were captured and executed, their earrings were then used by spies of the government for a time before their agents were lost and the jewelry disappeared from common knowledge.

PROPERTIES

These earrings are designed to be worn separately, one per person. While worn, a person wearing an earring can point towards any of the other wearers within 130 feet, whisper a message and have it be heard, as per the *message* spell. The wearers need not have line of sight to each other, but they do need a clear and unobstructed path; the 130-foot range applies to the distance that must be traveled around obstacles between individuals, not to the actual distance between them. These earrings occupy the headband slot for the purposes of magic items worn on the body.

Faint transmutation; CL 3rd; Craft Wondrous Item, *message*; Price 3,500 gp. EL 8. **Total Value:** 3,500 gp.

35. Lens of Swift Reading

APPEARANCE

A gold monocle attached to a three-foot long gilded chain bears a glittering crystal lens. At the other end of the chain, a fob bears the symbol of three green leaves arranged in a circular pattern with a tiny red gemstone berry between each pair.

HISTORY

Manufactured by Gauthorm the Ancient, this lens was designed to assist him in quickly absorbing large amounts of information in his studies. It has been theorized that overuse of the monocle

resulted in Gauthorm's premature senility, causing him to eventually misplace this device.

PROPERTIES

A person reading text through the lens can absorb the information at ten times the normal rate. However, the lens does not speed up the time it takes to use a magical scroll or text, or for wizards to memorize spells.

Lens: Faint divination; CL 1st; Craft Wondrous Item, *comprehend languages*; Price 2,000 gp. EL 8. **Total Value:** 3,500 gp.

36. Anklets of Swift Speed

APPEARANCE

These smooth steel anklets are a handspan wide, and curve around in a three-quarter circle. Blue silk cord has been strung through eyelets in the back, to tighten the bands around one's calves. An elaborate swirling pattern adorns the surface of the polished steel of each anklet.

HISTORY

The monk Gale, a champion of evil known for her lightning speed, wore these anklets until she was defeated by the holy warrior Hirusani in single combat.

PROPERTIES

These anklets function as *boots of speed*. They take up the boot slot for the purposes of magic items worn on a person's body. Unlike *boots of speed*, these can only be used once per day, for a total duration of 3 rounds.

Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*; Price 12,000 gp. EL 8. **Total Value:** 3,600 gp.

37. Amulet of Evil Warding

APPEARANCE

This is the holy symbol of a god of protection, fashioned from pale gold. The symbol is attached to a fine silver chain, evidently designed to be worn around the neck. The symbol glows with a very faint white radiance.

HISTORY

Desiring to protect their priests and warriors in the field, the Temple of Lost Saints manufactured over

two dozen of these talismans. Bearers of symbols such as this gained notoriety with evil cults, and anyone known to bear one became a prime target for ambushes and assassinations.

PROPERTIES

This holy symbol is fashioned of white gold, and is roughly three inches in diameter. If worn as a necklace, it protects its wearer with a limited version of the effects of *protection from evil*. The wearer gains a +2 deflection bonus to armor class and +2 resistance bonus on saves, both bonuses applying only against attacks made or effects created by evil creatures. Furthermore, anytime the wearer fails a save against any attempt to possess or exert mental control over him, the wearer is allowed a second save the following round to attempt to break the effect. This includes enchantment (charm) and enchantment (compulsion) effects (such as *dominate person*) that grant ongoing control over the subject.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from evil*; Price 4,000 gp. EL 9. **Total Value:** 4,000 gp.



38. Amulet of the Healthful Relic

APPEARANCE

The silver amulet suspended from this steel chain resembles a sculpture of a primitive humanoid form.

HISTORY

After years spent living with the Thylysyn tribe, the sorceress Nymune crafted this amulet, drawing on her understanding of their most taboo magics.

PROPERTIES

A tiny compartment is hidden in the back of the silver figure (Search DC 20 to find). If a bit of spittle, blood, hair, nail clipping, or similar item is placed within the compartment and the amulet worn by the being from whom this material was



drawn, it functions as an *amulet of health* +2. It functions only for humanoid creatures, however.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*; Price 4,000 gp. EL 9. **Total Value:** 4,000 gp.

39. Earrings of Song-Breaking

APPEARANCE

This pair of earrings resembles a pair of tiny copper chimes, dangling from a stud of obsidian or some other black stone that sets into the earlobe. The chimes sound when they strike together with a faint, pure tone that belies their size.

HISTORY

Clef Caladriel, a famed musician and traveler, fashioned these chime earrings for one of his mistresses as a lover's gift, and to protect her on a sea voyage past a series of islands known to be inhabited by sirens and harpies.

PROPERTIES

The wearer of these earrings is guarded from sonic and language-dependent effects as if under the protection of a bard's Countersong effect with a Perform score of +6. That is, anytime the wearer is subjected to a language-dependent or sonic effect, the wearer is allowed a save and may make a separate check with a +6 modifier, using the better of the two results as the save result. If the wearer succumbs to an ongoing sonic or language-dependent effect, he or she gains a new Perform check each round to break the effect.

The earrings do not take up a slot for the purposes of items a creature wears.

Moderate abjuration; CL 10th; Craft Wondrous Item, caster must have 6 ranks in Perform (percussion instruments); Price 4,000 gp. EL 9. **Total Value:** 4,000 gp.

40. Ring of Spell Countering

APPEARANCE

Carved from white horn that has yellowed with age, this ring bears a large oval lapis lazuli stone set in its surface. A delicate network of silver threads has been embossed on the ring's surface, almost too fine to see by the naked eye.

HISTORY

The Society of the Pangnostic Objurgation, an order opposed to priests of all specific gods, crafted a number of rings such as this to assist their champions in battle. This particular ring was worn by Durglen the Brave when he fell in battle against the renegade warlock Syme.

PROPERTIES

This ring functions as a *ring of counterspells*. It is currently set to block the spell *suggestion*.

Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp. EL 9. Total Value: 4,000 gp.

41. Ring of Enlargement

APPEARANCE

Still attached to a desiccated finger, this curiously shaped ring is circular on the inside but square on the outside. Each of the flat sides is engraved with tiny glyphs inlaid in gold.

HISTORY

The warrior Nythran once bore this ring, until he lost his life to a ceiling trap that dumped a large quantity of emerald-hued flesh-eating slime onto him. The slime was burned away by his comrades, but not before most of his body had dissolved. They missed the lone remaining ring-bearing finger in the aftermath.

PROPERTIES

The wearer of this ring may increase his size, as per the *enlarge person* spell, at will. The ring functions for humanoid creatures only. When enlarging, the wearer's size increases one category; he gains a +2 size bonus to Strength and the damage dice of his weapons increase, but he suffers a -2 size penalty to Dexterity, and his attacks and armor class each suffer a -1 size penalty. The size increase also affects grappling, use of the Hide skill, and so on; see the spell description for further details.

Faint transmutation; CL 5th; Forge Ring, *enlarge person*; Price 5,000 gp. EL 9. **Total Value:** 5,000 gp.

42. Tumbler's Anklets

APPEARANCE

Dozens of bright orange gemstones stud the surface of these circular copper bands. The

faceted surfaces of the stones catch the light in a mesmerizing glitter.

HISTORY

Crafted and worn by the gnome acrobat Christopher Bayberry, a member of the Champions of Light, these anklets helped him to tumble in and out of battle without being struck by enemy attacks.

PROPERTIES

The wearer of this pair of anklets gains a +4 competence bonus to Tumble checks and Perform (dance) checks. The anklets are worth 100 gp each from the workmanship and quality of the stones.

Faint transmutation; CL 2nd; Forge Ring, creator must have 4 ranks in Tumble and Perform (dance) skills; Price 5,000 gp. EL 9. **Total Value:** 5,000 gp.

43. The Burial Mask

APPEARANCE

This silver mask bears the semblance of a stern human visage. There are no holes in the mask for the eyes or breathing, as if it were intended for décor instead of actual wear. Six black gems have been set into the mask at the top, in an arc above the forehead.

HISTORY

Masks such as this were crafted for the Shalim (god-emperors) of Synthurvar, to preserve their bodies from the ravages of decay throughout the millennia after their death until the time of the fabled World-Burning, a great holocaust when the Shalim would rise from their long slumber to rule the shattered world.

PROPERTIES

If placed on the face of a humanoid corpse, the mask preserves the body with a *gentle repose* spell. A *magic aura* spell has been cast upon the mask to scare off magic-detecting grave robbers with a false reading, hence the aura of strong necromancy.

Mask: Strong necromancy; CL 5th; Craft Wondrous Item, *gentle repose*, *magic aura*; Price 6,000 gp. EL 10. **Total Value:** 6,000 gp.

44. Collar of Fangs

APPEARANCE

The canine teeth of wolves or some other large predator have been set in a ring around the outside of this supple black leather collar. The collar fastens with a polished bone buckle in the front.

HISTORY

The druid Korothius fashioned this collar for his companion, a heavily scarred gray wolf named Blackbane.

PROPERTIES

This collar is designed to be worn by animals, but can be worn by any creature with a neck. It functions as an *amulet of mighty fists* +1.

Faint evocation; CL 5th; Craft Wondrous Item, *greater magic fang*; Price 6,000 gp. EL 10. **Total Value:** 6,000 gp.

45. The Laughingstone of Jack Kornubel

APPEARANCE

The size of a walnut, this glistening black faceted stone has been polished to an oily sheen.



HISTORY

This stone was first known to have been carried by the notorious killer “Laughing Jack” Kornubel, his nickname an ironic comment on the expressions of abject terror plastered on the faces of what remained of his victims. Never captured, it was only upon his death that his journals were found and read and his identity confirmed. Though his journals described the stone in obsessive detail, it was not found with his remains.

Sages speculate that the Laughingstone was crafted by the fiend Xulvych the Harvester as one of his thousand “Seeds of Corruption” spread across the planes of existence to promote the growth and spread of evil.

PROPERTIES

The stone is initially activated after being carried on one’s person for a period of 24 hours. While active it grants the bearer a constant feeling of euphoria and goodwill so long as it is carried, granting a +5 circumstance bonus to saves against

effects that produce pain or any strong emotional reaction (such as a fear spell). However, the bearer also suffers a -2 circumstance penalty to Wisdom-based skill and ability checks. It remains active for seven days.

When the stone becomes inactive or leaves the bearer’s possession, the bearer quickly suffers feelings of withdrawal—depression, occasional racking pains, and bouts of nausea and vomiting. Treat this as a sickness with a DC 20 Fortitude save to overcome. While under the effects of this sickness, the bearer suffers 1d4 points of Fortitude damage with each failed check to shake the illness.

To reactivate this stone, it must be bathed in the blood of a sentient creature that has been sacrificed according to a specific ritual that takes one hour to perform, requiring the victim to be restrained and then cut open in a prescribed manner using many sharp-bladed instruments. At the culmination of the ritual, the gem is placed in the victim’s mouth. This ritual activates the gem’s magic for another seven days. The bearer becomes aware of the necessity of performing the ritual, and the exact tasks to perform, as a series of unexplained compulsions. A Will save (DC 20) is required to resist the compulsions during each day of sickness; if the first is failed, the bearer is compelled to gather tools, find a place to perform the ritual, and select a victim. If a second Will save is failed, the bearer is compelled to capture the selected victim (or another if that becomes impossible), and secure them in the ritual area. If a third and final Will save is failed, the ritual is performed. A successful save prevents the ritual from proceeding to the next step, but a new check will need to be made each day until the process is completed or the sickness is shaken off.

Typically once a bearer has completed the ritual at least once, he or she learns to perform it again before the stone becomes inert, or as soon as possible afterward, to minimize the feelings of sickness and compulsion.

Moderate enchantment, strong evil; CL 12th; Craft Wondrous Item, *bestow curse*, creator must be evil; Price 6,000 gp. EL 10.

Total Value: 6,000 gp.



46. Ring of Rage

APPEARANCE

This red iron ring bears a small crystal or glass bulb at the top filled with a bright red liquid of some kind.

HISTORY

Vestran, Count Raphésian, had a number of these rings created to inspire his bodyguards and champions to the utmost of their abilities.

PROPERTIES

The wearer of this ring may activate it once per day to produce an effect identical to the *rage* spell that lasts the duration of a single battle, for a maximum of 10 rounds. Activating the ring is a swift action.

When the ring is activated, the red liquid in the ring is injected into the wearer's bloodstream, producing the effect. It takes 24 hours of constant wear to replenish the ring. During this time the wearer does not heal naturally, as all such energies are devoted instead to fueling the ring.

Faint enchantment; CL 5th; Forge Ring, *rage*; Price 6,000 gp. EL 10. **Total Value:** 6,000 gp.

47. Ring of the Bull

APPEARANCE

No runes or lines mark the smooth, unadorned surface of this thick golden nose ring. It is approximately the diameter of a plum.

HISTORY

Worn by the minotaur king Gran, this ring was plucked from his nostrils when he was slain by the elven champion Albion Skyskein. The ring lay in the treasure vaults of Albion's people for many years until it was given as a gift as part of a treaty with a neighboring clan of dwarves. What the dwarves did with it is unknown.

PROPERTIES

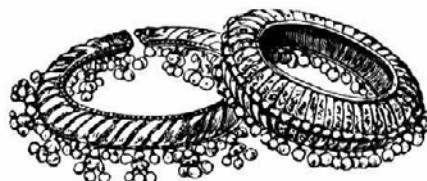
The wearer of this nose ring gains the benefit of the Improved Bull Rush feat, even if he does not meet the prerequisites for that feat. The item does not use up a body location slot for determining what that creature can wear, except that it cannot be used in conjunction with any other magical nose ring.

Faint transmutation; CL 5th; Craft Wondrous Item, caster must have the Improved Bull Rush feat; Price 6,400 gp. EL 10. **Total Value:** 6,400 gp.

48. Anklets of Mesmerizing Movement

APPEARANCE

This pair of fine platinum chains is evidently designed to be worn around the ankles. Each chain is adorned with a dozen tiny bells that jingle with a lovely sound when shaken.



HISTORY

Elá Shadrue, wife of a barbarian king, wore these anklets when dancing for her lord and for the entertainment of his court. Such was her prowess that she could inspire great lust and envy in those who viewed her performances. Ultimately she was executed when her hand was exposed in a plot to poison her husband and put his younger brother in his place—a man more tractable to Elá's whims. The anklets passed to Elá's youngest daughter, who sold them to gain funds to work another plot against the king.

PROPERTIES

To function, the wearer of these anklets must make a successful Perform (dance) DC 15 check; the anklets must be visible and incorporated into the dance movements.

If the check is successful, all those viewing must make a DC 15 Will save or suffer a -4 penalty on their Will saves to resist mind-affecting spells and effects for as long as the viewer sees the dance and five rounds thereafter.

If the wearer has the bardic music ability, she may expend uses of her bardic music ability and increase the save DC of the anklets by +1 per use expended. Doing so also raises the DC of the Perform check by 1 per use of bardic music expended.

The anklets may be activated up to three times per day.

Faint enchantment; CL 5th; Craft Wondrous Item, *suggestion*, caster must be a bard; Price 7,200 gp. EL 11. **Total Value:** 7,200 gp.

49. Amulet of Eldritch Reservoir

APPEARANCE

A helix of purple stone has been attached to the end of a fine golden chain by a simple clasp. [When charged:] The spiral stone glows with a faint light, about as bright as a candle.

HISTORY

The sorcerous artisan Delphi Branningstock crafted several amulets such as this to assist in his explorations of the Deeping Void, a series of caverns located far beneath the surface world. The Void marks the site of an ancient civilization that was destroyed in a magical calamity and swallowed by the earth. Such was the intensity of the magical disaster that in many parts of the Void, magic simply does not work.

PROPERTIES

This amulet stores magical energy like a battery, allowing one to tap into it in circumstances when magic is not normally available.

When the wearer of the amulet is in such an area (such as an *antimagic field* or dead magic zone) and only then, the device allows him to cast spells or use spell-like abilities of 4th level power or less. Each spell cast drains one charge from the amulet per level of the spell; 12 charges remain in this specimen but it can be recharged.

Moderate transmutation; CL 12th; Forge Ring, *antimagic field*; Price 20,000 gp (if it were fully charged with 30 charges). EL 11. **Total Value:** 8,000 gp.

50. Ring of Mage-Shielding

APPEARANCE

This is a plain, unadorned steel ring. [When activated:] A faintly glowing field of pale blue energy emanates from the ring, extending back over the wearer's arm; the field is about the size of a small shield.

HISTORY

The warriors of the Arcane Order of Gethwynn bore rings such as this to protect them in battle while leaving their shield hand free for spellcasting.



PROPERTIES

This ring functions as a *ring of force shield*.

Moderate evocation; CL 9th; Forge Ring, *wall of force*; Price 8,500 gp. EL 11. **Total Value:** 8,500 gp.

51. Ring of the Far Fist

APPEARANCE

A cameo depicting a ram's head has been set into this slightly rusted steel ring. The cameo has been carved from a black stone flecked with many points of blood-red inclusions.

HISTORY

Parluck, an adventuresome dwarven wizard from the town Destiny Falls, bore this ring for use in his explorations. However, he lost the ring (and the hand it was on) to a blade trap before he had a chance to use it, and subsequently retired.

PROPERTIES

Despite its aged appearance, this *ring of the ram* is fully charged. The cameo is carved from bloodstone.

Moderate transmutation; CL 9th; Forge Ring, *bull's strength*, *telekinesis*; Price 8,600 gp. EL 11. **Total Value:** 8,600 gp.

52. Amulet of Missile Interception

APPEARANCE

This amulet is set on a broad-linked silver chain. The central medallion is about the size of a child's hand, and bears a large reddish crystal at its center, set into a silver mount resembling a five-pointed star. The crystal at the center glows with internal light.

HISTORY

Amulets such as this were commonly crafted by wizards of the Purple and Rose School of Invoked Arcana, to help protect their guards from one of the most common offensive spells of the time.

PROPERTIES

Whenever *magic missiles* target the wearer of this amulet, a point of rose-colored light darts from the amulet to intercept and negate each missile. The amulet can counter up to five missiles per round in this manner.

Moderate evocation; CL 9th; Forge Ring, *magic missile*; Price 9,000 gp. EL 12. **Total Value:** 9,000 gp.

53. Ring of Teeth

APPEARANCE

Engravings of mouths filled with tiny, sharp teeth adorn both the inner and outer surfaces of this platinum ring.

HISTORY

The vampire priest Uthic Sangstrom forged this ring as a means to punish incorporeal undead minions. He designed the ring with a nasty side effect on any living wearer who might wrest it from him.

PROPERTIES

As a move action, the wearer of this ring can command a set of disembodied jaws composed of pure force to shoot from the ring and bite a designated target within 150 feet. The teeth use the wearer's base attack bonus +1 to determine if they hit as a melee attack; they inflict 1d8+1 damage if the attack hits. This is considered a force effect, and therefore can hit incorporeal creatures without the usual miss chance, and it ignores any damage reduction the target might have.

However, the ring has a side effect. While worn, the mouths on the ring gnaw at the life force of its wearer, inflicting 1 point of negative energy damage (similar to that of an *inflict wounds* spell) per round worn. If worn by a nonliving creature, the wearer takes no damage; an undead creature wearing this ring is not hurt, but is also not healed by the negative damage.

Faint evocation and necromancy; CL 3rd; Forge Ring, *spiritual weapon*; Price 9,600 gp. EL 12. **Total Value:** 9,600 gp.

54. Ring of Brachiation



APPEARANCE

This dark wooden ring has been cunningly carved to resemble a series of overlapping oak leaves around its circumference.

HISTORY

Elven artisans of Aeldwild designed rings such as this to give to the defenders of their forest realm.

PROPERTIES

This ring, carved from darkwood, grants its wearer a +10 competence bonus to the wearer's Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp. EL 12. **Total Value:** 10,000 gp.

55. Alestid's Ring of Animal Friendship

APPEARANCE

A faint, musky scent wafts from this small loop of fabric, apparently woven from strands of silky white hair.

HISTORY

The dryad Alestid dwelt in a forest ruled by a foul-tempered and misanthropic druid, who allowed many vicious predators to prowl the forest floor looking for intruders. One unfortunate interloper, a hapless human peasant boy named Venn, stumbled upon her tree while fleeing from a pack of hungry wolves and in an act of pique the dryad sheltered the youth. Soon falling in love with his simple manner and bright disposition, she kept him for a time until he begged leave to return to his home to bid farewell to his family before returning to her. Plucking strands of her own hair, Alestid wove together this ring, which would allow Venn to woo the forest's guardian creatures into letting him pass.

Once free of the forest, Venn's family prevented him from returning; they viewed him as being under the spell of the fey creatures of the woods. The family bundled him up and shipped him off to a relative in a distant land, where he came to terms with his loss, grew old, and eventually died. Locals in the village where Venn lived whisper that the dryad waits for her lost love still, and sometimes lures incautious lads into the woods, hoping one will be Venn; such victims are never seen again.

PROPERTIES

This is a ring of animal friendship.

Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp. EL 12. **Total Value:** 10,800 gp.

56. *Flit, Ring of Faeriekind*

APPEARANCE

The material from which this ring has been made looks soft and gray as a moth's wing. The ring feels warm to the touch, as if alive.

HISTORY

Faerie kings and queens occasionally give rings like this as gifts to mortals who have performed a great service for their people. According to legend, each of these rings has its own name and character that makes it unique among its brethren.

This particular ring is named Flit. It was given by the Faerie King Mirawych to the elf Madrae. The lass had been captured by one of the king's greatest nemeses, the ogress Pulvit, and defeated the foul creature by tricking her into eating tainted food.

PROPERTIES

The wearer of this ring gains a +4 competence bonus on Charisma checks and Charisma-based skill checks when dealing with fey. The wearer can speak, read, and understand Fey. The wearer gains a +4 resistance bonus on saves against the spells and abilities of fey. The wearer also gains low-light vision if he or she does not possess it.

However, the wearer also becomes more vulnerable to cold iron weapons, taking 1 extra point of damage for each blow that hits, and cold iron weapons overcome any damage reduction the wearer might otherwise possess.

Though not intelligent as such, Flit does leave a sort of empathic impression on its wearer. It emanates a sense of mild anxiety, particularly when confronted by threat of physical harm; bearers often pick up nervous tics like tapping feet, twitching eyes, or humming without realizing it.

In addition, prolonged wear causes the bearer to become jumpy and hyperalert, resulting in a +2 circumstance bonus to initiative checks. However, the wearer also finds it more difficult to focus on specific tasks, reflected in a -2 circumstance penalty on all Concentration checks.

Moderate divination; CL 12th; Forge Ring, creator must be fey; Price 11,000 gp EL 12. **Total Value:** 11,000 gp.

57. *Ring of Sobriety*

APPEARANCE

Some sort of clear, sticky residue coats the surface of this tarnished silver ring. A thin band of gold runs around the center of the ring, inset slightly from the blackened silver edges.

HISTORY

A wealthy merchant had this ring made as a wedding gift for the husband of his daughter, a wastrel of a lad from a money-poor but title-rich noble family. The ring worked perfectly but the new husband, unable to enjoy the spirits and drugs that once occupied his time, became an angry and abusive man. He was finally arrested and sentenced to a lifetime of hard labor in the mines for beating his wife to death.

The merchant who had commissioned the ring vowed to see it destroyed for the grief it helped cause his family. However, when the authorities returned the husband's body after he eventually died in the mines, the ring was missing, evidently lifted from the body after death by some opportunistic guard or fellow miner.

PROPERTIES

The ring negates intoxication, euphoria, and similar effects of use of alcohol and drugs, but does not prevent hangovers or the other negative consequences of ingesting such substances.

Once donned the ring cannot be removed without *remove curse*, *break enchantment*, *miracle* or *wish*.

Faint abjuration; CL 7th; Forge Ring, *neutralize poison*; Price 11,200 gp. EL 12. **Total Value:** 11,200 gp.

58. *Tattoo Ring of Flames*

APPEARANCE

A fiery motif has been etched into the periphery of this bright copper ring. [If someone puts it on:] With searing pain akin to that of a branding iron, the ring merges with the finger's flesh, and where it once was an indelible tattoo of bright red flames now encircles the digit.

HISTORY

Amiranyah the Illustrated created items such as this to serve as permanent protection and

decoration for his clientele. Flame rings such as this were popular among desert travelers, as they afforded much-needed relief against the day's heat.

PROPERTIES

Once this ring has been donned it merges with the hand of the wearer, becoming a tattoo. It then cannot be removed except by means of a *break enchantment* spell, severing the finger, or the death of the wearer. While worn, the ring/tattoo grants its wearer fire resistance 10. Even in tattoo form it occupies a ring slot for purposes of items worn. **Note:** An *identify* spell or similar effect reveals the protective function of the ring, but not that it transforms into a tattoo when donned.

Faint abjuration; CL 3rd; Forge Ring, *resist energy*; Price 12,000 gp. EL 13. **Total Value:** 12,000 gp.

59. Ring of the Angelic Choir

APPEARANCE

The symbol of a god of good has been picked out in tiny sapphires on the face of this bright silver ring.

HISTORY

This ring was crafted by the Order of the Holy Gossamer, a society dedicated to fighting evil demonic cults plaguing their homeland, to be worn by certain of the Order's champions in their fights against such creatures.

PROPERTIES

This ring functions only for paladins, clerics with access to the Good domain, and bards of good alignment. When worn and activated by an act of will (a swift action), the sound of voices chanting holy psalms issues faintly from the ring, increasing the wearer's effective caster level by 1 on any spells cast. This chanting may be heard by creatures other than the wearer with a Listen check at a base DC of 5. If the ring is somehow silenced (such as by being brought into the area of a *silence* spell), the ring's effects are suspended. The wearer may cause the voices to cease chanting by another act of will.

Moderate evocation, strong good; CL 12th; Forge Ring, creator must have access to the Good domain; Price 13,500 gp. EL 13. **Total Value:** 13,500 gp.

60. Ring of the Infernal Dirge

APPEARANCE

A large ebon stone has been set into the band of this golden ring. An inlay upon the stone

depicts a twisted golden tree branch bearing tiny gemstone fruits the color of blood.

HISTORY

The Cult of the Yellow Branch, a small organization dedicated to the worship of a powerful archfiend, created this ring for its servants to counter the depredations of their chief rivals, the Order of the Holy Gossamer.

PROPERTIES

This ring functions only for blackguards, clerics with access to the Evil domain, and bards of evil alignment. When worn and activated by an act of will (a swift action), the sound of a grim dirge issues from the ring, increasing the wearer's effective caster level by 1 on any spells cast. This dirge may be heard by creatures other than the wearer with a Listen check at a base DC of 5. If the ring is somehow silenced (such as by being brought into the area of a *silence* spell), the ring's effects are suspended. The wearer may cause the dirge to end by another act of will.

Moderate evocation, strong evil; CL 12th; Forge Ring, creator must have access to Evil domain; Price 13,500 gp. EL 13. **Total Value:** 13,500 gp.

61. Leg Bands of Water-Striding

APPEARANCE

These golden bands are a handspan long and are designed to clasp around the wearer's calves, fastening in the back with a trio of small gold latches. Each has been embossed with stylized wave patterns like an antique seascape.

HISTORY

Upon freeing the genie Azuriel from a fist-sized crystal, the sorceress Dahlia received these leg bands as a gift from the grateful being before it departed to seek vengeance on the one who had imprisoned it. Dahlia later became a notorious corsair known as the Crimson Bloom before being captured and hanged for her crimes.

PROPERTIES

These leg bands grant the wearer the ability to traverse water as if wearing a *ring of water walking*. The bands take up the boot slot for the purposes of magic items wearable.

Moderate transmutation; CL 9th; Craft Wondrous Item; *water walk*; Price 15,000 gp. EL 13. **Total Value:** 15,000 gp.

62. Scarab of Wound Sealing

APPEARANCE

A black scarab the size of a child's palm has been set on a golden medallion. Tiny runes are etched along the rim of the medallion, and a loop at the top shows that it can be strung on a chain or necklace. The scarab reflects bluish highlights when examined in bright light.

HISTORY

Medallions such as this were borne by members of the Ebon Scarab, a secretive cult dedicated to traversing the passage between life and death repeatedly until the essential mystery of the transition was laid open and truly understood. Though normally no more than a symbol of their faith, this particular scarab medallion was enchanted by the priestess Nebithet, one of the cult's most feared members.

PROPERTIES

The scarab functions as a *periapt of wound closure* for its bearer. When the bearer is wounded, the scarab animates and scurries to the wound, secreting a translucent substance from its abdomen that acts as a coagulant, stopping bleeding and sealing wounds.

Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp. EL 13. **Total Value:** 15,000 gp.



63. Amulet of Escapable Location

APPEARANCE

A thumbnail-sized pale blue gem has been set at the center of this medallion, which has been decorated so the gem resembles the pupil of a great eye. The amulet is suspended on a thick gold chain.

HISTORY

Quathram Tan, a paranoid wizard obsessed with protecting himself from both real and imagined enemies, crafted this medallion in an attempt to create a device to protect himself from magical spying. Although the creation process backfired, he was able to salvage his work so that while the wearer is more susceptible to divination, he can

still misdirect those who seek him out in this manner.

Despite this and many other precautions, Quathram's efforts came to naught when he choked to death on an ill-chewed mouthful of mutton.

PROPERTIES

This amulet functions like an *amulet of inescapable location*, with one significant exception.

The central gem of the amulet can be removed. Any divination effects that attempt to determine the whereabouts of the wearer mistakenly identify the location of the gem instead. Scrying and similar effects that view the wearer remotely make it seem as if the viewer were located wherever the gem is.

Although the gem can be removed and left behind, the amulet itself cannot be unless a *remove curse* spell is applied. The wearer still suffers a -10 penalty to all saves against divination spells.

Moderate abjuration; CL 10th; Create Wondrous Item, *bestow curse*, *misdirection*; Price 17,500 gp. EL 14. **Total Value:** 17,500 gp.

64. Ring of Missiles

APPEARANCE

This plain gold ring is etched on the inside with a circle of arrows of the type one might fire from a bow, pointing one to the next around the inner rim of the band.

HISTORY

The wizard Groelling Argent created this ring seeking a ready means of defending himself and chastising the impertinent. He later lost the ring in a high-stakes bet with a rival wizard.

PROPERTIES

To activate the ring, one must point at a target, rub the band with one's thumb, and say, "Fly true!" in Common (a standard action). When this is done, five golden *magic missiles* fly forth to strike the designated target or targets. The maximum range is 800 feet.

Moderate evocation; CL 9th; Forge Ring, *magic missile*; Price 18,000 gp. EL 14. **Total Value:** 18,000 gp.

65. Ring of Holdann Swift Eagle

APPEARANCE

Carved from smooth white bone, the face of this ring bears a pattern of intricate knotwork in a simple repeating pattern.

HISTORY

Holdann Swift Eagle, a massive man and homesteader who lived deep in the wilderness, bore this ring as his prized possession for many years before he and his home fell to an incursion of bloodthirsty ogres. Who gave it to him and kept it charged is unknown, for Holdann never spoke of it.

PROPERTIES

This is a minor ring of spell storing. It currently holds remove paralysis (CL3) and true strike (CL1).

Faint evocation; CL 5th; Forge Ring, *imbue with spell ability*; Price 18,000 gp. EL 14. **Total Value:** 18,070 gp.

and enslaved as a concubine in the service of the invaders. Seeking vengeance, she crafted these serpent bands in secret, then wore them as jewelry to get close to those who sought to use her body for pleasure.

Though she perished long ago, the bands have been passed from one set of hands to another. Most recently they were worn by Chara Jade, priestess of a demon lord of serpents.

PROPERTIES

One must wear both bands for either of them to function. Once per day on command, each of these bands can transform into a snake. The purple-eyed band becomes a Large constrictor, while the red-eyed serpent becomes a Large viper. If either is slain in snake form, both revert to armbands and cannot be activated again for 24 hours. If not slain, they can remain in serpent form for up to 10 minutes.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,500 gp each. EL 14. **Total Value:** 19,000 gp.

66. Serpent Bands



APPEARANCE

This is a pair of coiled bands designed to be worn on the arms or calves. Each is a coiled band of fine square gold wire woven together and accented with jade, crafted to resemble serpents winding around one's limbs. One

head is set with a pair of tiny purple gemstones for eyes, while the other has eyes of ruby.

HISTORY

A druidess named Satala was said to have fashioned these bands. Defender of a land being overrun by human settlers, she had been captured

67. Hatpin of Luck

APPEARANCE

Two handspans long, this silver hatpin bears a warm orange stone the size of a little fingernail at the end, set into a baroque silver lozenge. The symbol of the god of good fortune has been sculpted into the reverse side of the lozenge.

HISTORY

A wealthy, noble fop commissioned this hatpin as a good luck piece for his frequent excursions to the gambling halls of the city where he lived. Despite its blessings, he lost the pin in an ill-advised game against a team of experienced cardsharps.

PROPERTIES

This hatpin functions as a *stone of good luck* for its wearer. The pin must be properly fastened to a hat or headpiece in order to function.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*; Price 20,000 gp. EL 15. **Total Value:** 20,000 gp.



68. Nightingale Ring of Stealthy Assignations

APPEARANCE

Artfully set with emeralds and topaz, this ornate golden ring would not look out of place on the hand of a noblewoman or the wife of a wealthy merchant.

HISTORY

Assassins of the Nightingales, who would work as entertainers and courtesans to gain access to their targets, would wear rings like this to slip in to see their victims and perform their duties unnoticed by wary bodyguards. The central emerald of the ring can be removed, to reveal a tiny compartment set with a nightingale relief at the base.

PROPERTIES

This ring functions as a *ring of invisibility*. The compartment within the ring can be used to hide a single dose of concentrated poison (the chamber in this particular ring is empty).

Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price 20,000 gp. EL 15. **Total Value:** 20,000 gp.



69. Tiara of the Maiden's Youth

APPEARANCE

Rose-red gems and faceted crystals encrust the surface of this elegant lady's crown, which has been carefully preserved in a padded leather case.

HISTORY

This tiara was commissioned by the Duchess of Amaranth when she ascended to the throne of her kingdom after the entire royal family was slain. The crown was worn by her and her female descendants for three generations until the Amaratic Dynasty was overthrown in a revolution. It was led by patriarchs of the dominant faith in the realm, who felt threatened by matriarchal rule.

PROPERTIES

The tiara grants its wearer a +2 enhancement bonus to Charisma. It also subtly alters the wearer's appearance, smoothing away wrinkles and hiding or minimizing blemishes according to the wearer's desires.

The red gems set into the tiara (which are more precisely that shade of rosy red known as amaranth) are cut from rare red beryl, elevating the piece's total value above the base cost of its magical properties by a significant amount.

Faint illusion and transmutation; CL 6th; Craft Wondrous Item, *disguise self*, *eagle's splendor*; Price 7,000 gp + 13,000 gp jewels. EL 15. **Total Value:** 20,000 gp.

70. Nose Ring of Scenting

APPEARANCE

Designed to be worn through the nose, this sliver of bone measures roughly the length of an index finger and tapers to a point at either end. Delicate runes have been scrimshawed into the bone.

HISTORY

The elders of a primitive tribe of humans called the Uru-paluro crafted bones such as this to be worn by their chief hunters, to aid them in the pursuit of game and enemies.

PROPERTIES

The bone is 3 inches long and 1/3 inch wide at its center. It is intended to be worn pierced through the center (septum) of one's nose rather than through either nostril. If properly worn, it grants the wearer the Scent ability. This item does not take up any of the normal item slots; however, the wearer cannot employ more than one magical nose ring at a time.

Faint transmutation; CL 8th; Forge Ring, creator must have Scent ability; Price 24,000 gp. EL 15. **Total Value:** 24,000 gp.

71. Crown Jewel of Varann

APPEARANCE

This large, faceted translucent yellow gem has been cut in a disc shape as wide in diameter as a grown man's palm. One side is smooth and featureless, but the other has a symbol cut into it resembling an upward-curving arc bisected by a single line.

HISTORY

Varanor was an empire of legend lost in a great flood sent by the jealous God-Kings of Wrye. The crown of Emperor Varann XXIII bore as its centerpiece this massive yellow beryl, which both enhanced his ability to command and served as a symbol of his rule.

PROPERTIES

If this device is worn openly, the wearer gains a +2 competence bonus to any Leadership check, as well as a +5 bonus when making a skill check to influence the attitude of others (usually through Diplomacy, Intimidate, or Performance).

Faint transmutation; CL 9th; Craft Wondrous Item, caster must have Charisma 20 and the Leadership feat; Price 10,000 gp plus 15,000 gp for the jewel itself. EL 15. **Total Value:** 25,000 gp.

72. Ring of the Penetrating Gaze

APPEARANCE

Although at first glance this ring appears to be made of fine glass or crystal, on closer inspection it is seen to be made of clear, tangible magical force energy. [If worn:] When the ring is slipped on, the eyes of the wearer become black, faintly glittering as if reflecting the stars of the heavens in their inky depths.

HISTORY

The planar traveler Colatessa was granted this ring as a gift by a race known as the Dyrii, a strange people who made their home in a realm of mathematic principles antithetical to those known to humankind. While for the Dyrii the ring was considered no more than an ornament, Colatessa found that it allowed her to penetrate the geometries of the natural world in a most startling fashion. The ring was stolen from Colatessa by a pickpocket, and she has yet to locate it.

PROPERTIES

This is a *ring of x-ray vision*. Due to the manner of its origin, the ring is immune to being located or scried through divination magic. This defense functions only for the ring, not its wearer.

Moderate divination; CL 6th; Forge Ring, *true seeing* (or member of Dyrii race); Price 25,000 gp. EL 15. **Total Value:** 25,000 gp.

73. Jarizikaul's Bane

APPEARANCE

A thin but deep groove runs around the center of this ring, which appears to have been cut from a dull white chitinous substance. Aside from the groove, no runes or markings adorn the band's surface.

HISTORY

The holy champion Ralenna had this ring crafted from one of the scales of the white wyrm Jarizikaul, whom she slew in single combat. She ended up selling the ring years later, as a subsequent adventure had granted her a complete immunity to extreme cold, and she found she no longer needed its protection.

PROPERTIES

This ring grants its wearer cold resistance 20.

Faint abjuration; CL 7th; Forge Ring, *resist energy*; Price 28,000 gp. EL 16. **Total Value:** 28,000 gp.

74. Crystal of Harmonium

APPEARANCE

About the size of a grown man's fist, this large translucent crystal has been carefully smoothed and polished. No attempt has been made to cut the crystal into a particular shape, but instead it appears to have been worked so as to enhance the crystal's natural shape. [If touched:] The crystal trembles with a subtle, almost intangible vibration.

HISTORY

The elven explorer Jenneth Dwarf-Friend mined this stone from the deepest reaches of the earth. When he saw the crystal embedded in a rock face in a great cavern of howling winds, it seemed to call out to him, begging to be freed and brought into daylight. He obliged, carefully smoothed and

polished it, and finally enchanted it as an example to his bemused peers of the beauties of the deeps.

PROPERTIES

This crystal holds a total of 50 charges. By expending one charge, one of the following three effects can be produced on command:

1. Silence
2. Sound Burst
3. *Sonic Ray* (as *scorching ray*, but sonic damage)

The spell effects are generated at caster level 5.

Faint varied; CL 5th; Craft Wondrous Item, *silence*, *sound burst*, *scorching ray*; Price 30,000 gp. EL 16. **Total Value:** 30,000 gp.

75. Ring of Aquatic Action

APPEARANCE

The turquoise stone set into the bezel of this steel ring glistens as if coated with a thin film of water. The ring itself has been engraved around its inner circumference with flowing letters along with a symbol of some kind set directly beneath the jewel.

HISTORY

One of the favorite topics of research for the reclusive wizard and savant Armenghast was the study of dragonkind and how those creatures might relate to sea serpents. To be able to study properly he needed to be able to move about unimpaired in a watery environment, and so he forged this ring.

PROPERTIES

The wearer of this ring can move freely underwater as if under the effects of a *freedom of movement* spell. However, it only works to offset aquatic movement penalties; it does not protect against being grappled, ensnared by webs, or any other means of hindering the wearer's actions.

The runes within the ring are written in Aquan, and state, "By the grace of the WaveFather may you proceed." The symbol is the personal chop of Armenghast, written as an *arcane mark*.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*; Price 30,000 gp. EL 16. **Total Value:** 30,000 gp.

76. Black Ring of Paligarn Blood-Hand

APPEARANCE

A small pair of black prongs or horns jut from the surface of this black metal ring. Twisted runes have been carved deeply into the outer surface. [If worn in a dark environment:] A faint red radiance emanates from deep within the runes like the ruddy glow of dying embers.

HISTORY

Paligarn, Septime of Udassi, crafted this ring in an attempt to attain agelessness by feeding on the life force of others. Although the ring did not function as he had hoped, he was pleased with its power nonetheless and used it for many years in ritual sacrifices to his demon-god. This gained him the title Paligarn Blood-Hand among those people unfortunate enough to live beneath his iron rule.

PROPERTIES

This adamantite ring absorbs energy from bleeding wounds and uses it to heal its wearer on command. To absorb energy it must be placed in contact with an open, bleeding wound on a living creature. The ring absorbs blood from the wound, inflicting 1 point of damage per round on the wounded creature and storing that energy, up to its maximum capacity of 100 points.

Once at least one point has been absorbed, the wearer of the ring may access the energy as a swift action, gaining fast healing 1 as a supernatural ability for as long as the ring holds points of energy or until the wearer commands the ring to stop.

Moderate necromancy, moderate evil; CL 12th; Forge Ring, *death knell*; Price 32,000 gp. EL 16. **Total Value:** 32,000 gp.

77. Jade Earrings of Runecrest

APPEARANCE

Tiny idols of jade the size of peas are set, pendant-style, into this pair of gold earrings.

HISTORY

An unnamed band of explorers looted these earrings from the ruins of an ancient and primitive civilization. They passed through many hands before finally being worn by the famed courtesan Dalari of Runecrest. The earrings were again sold some years later, after Dalari was executed for

shocking acts of debauchery that turned the stomach of even the most jaded noble. Rumors persist that she was innocent of these crimes, but was framed by a jealous rival courtesan for stealing away her wealthiest clients.

PROPERTIES

These earrings appear to grant the wearer a +4 bonus to Charisma, and this is all that magical identification reveals. They do not take up a magic item space on the body.



The truth is more grim. The earrings are intelligent, with Intelligence 14, Wisdom 10, and Charisma 14 (effectively 18 with the item's enhancement bonus). The earrings have Diplomacy +14, Knowledge (religion) +12, and can cast *suggestion* three times per day as a 4th level sorcerer (Will DC 16 negates). They have an alignment of Neutral Evil,

though this alignment cannot be detected with *detect evil* or similar spells. The earrings speak and understand Common, Celestial, and Draconic, and can communicate telepathically with their wearer.

Unlike many intelligent items, the Jade Earrings prefer to be worn initially by good-aligned creatures, which they then take great delight in corrupting through careful, telepathically whispered advice. They use their knowledge of religious theory and diplomacy to make their suggestions seem reasonable and even wise. They are not above a carefully couched *suggestion* or two, however, to help move things along. Once they have corrupted their wearer to an evil alignment, they use their powers of suggestion to be sold or discarded so they can seek a new wearer to suborn.

Moderate transmutation; CL 16th; Craft Wondrous Item, *eagle's splendor*, *suggestion*, *nondetection*, crafter must have 10 ranks in Knowledge (religion) and Diplomacy, crafter must speak Common, Draconic, and Celestial; Price 53,500 gp. EL 16. **Total Value:** 32,000 gp. [Actually 53,500 gp if intelligence is noted.]

78. Ring of Elderon's Doom

APPEARANCE

A trio of stones adorns the top of this fine golden ring. The center stone is a clear, deep sapphire blue, while the two stones flanking it are black as jet. The remainder of the ring has been crafted with a pleasing arabesque pattern, serving to highlight the three stones to maximum effect.

HISTORY

Lathmar the Lightfingered stole this ring from the tower of Elderon, the notorious wizard-tyrant of Steelforge Pass. As this ring was the prized possession of the wizard, his wrath knew no bounds and he bent all his energies to hunting down and slaying Lathmar. The thief used two of the ring's three charges in evading the angry wizard's pursuit, before Elderon was brought low by longtime enemies who had awaited an opportunity such as this to attack the tyrannical wizard away from his seat of power.

PROPERTIES

This ring once held three *wishes*; however, two have been used, so only one *wish* remains.

Strong evocation; CL 20th; Forge Ring, *wish*; Price 32,650 gp. EL 17. **Total Value:** 32,650 gp.

79. Ring of Status Discernment

APPEARANCE

The dark wood tones of this rosewood box almost glow with a warm internal luster when exposed to light. Inside, nestled upon a bed of white crushed velvet, lie a trio of small gemstones—a pale blue amethyst, a lemon yellow garnet, and a dark green peridot. Also present is a golden ring, embossed with elaborate decorative relief, and set with three stones, each of which matches one of the loose stones in hue.

HISTORY

In an effort to keep track of his agents, the wizard Galthis Ryme fashioned this set of rings and gems. He would give a stone to one of his trusted minions when engaged on a mission of espionage or an important errand. Galthis ultimately grew tired of meddling in political matters and retired to a hidden redoubt deep in the jungles of his youth;

the rings and stones he gave to his most trusted retainer, who eventually traded them away.

PROPERTIES

The wearer of the larger ring with three stones can immediately assess the whereabouts of any creature possessing one of the smaller stones. By touching its mate on the ring and concentrating, the wearer can determine the direction and distance to the matching stone, as well as any conditions affecting a stone's bearer: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. The connection does not work across planar boundaries.

Ring and gems: Moderate divination; CL 9th; Forge Ring, *status*; Price 36,000 gp. EL 17. **Total Value:** 36,000 gp.

80. Amulet of the Adamantine Guard

APPEARANCE

This device is about the size of a man's hand with fingers outspread. A series of concentric black metal circles are joined together by a number of rays that emanate from the center. They extend out past the furthest circle and end in razor-sharp in-curved claws. A clear brilliant jewel the size of a grape lies nestled at the heart of the device, like a spider in a web. The top of the amulet is smooth, but the undersurface has a tacky, unfinished feeling. [If placed on one's chest over the heart:] The claws ringing the exterior of the device bury themselves in flesh, and a searing pain blazes from the amulet as if it were a great, red-hot branding iron. The clear gem slowly turns blood red, almost as if feeding on the lifeblood of the person to whom it just attached.

HISTORY

A legendary troop of elite dwarven champions known as the Adamantine Guard used amulets like this to protect its members. Most of the amulets were lost when the Guard was nearly destroyed fighting off a demonic incursion in the mines they had been hired to protect, but some few survived with those who managed to escape the



horrible collapse of the delve when the demongate was destroyed.

PROPERTIES

When this amulet is placed against one's chest in direct contact with flesh, it attaches itself and extracts blood and life energy from its wearer, a process that takes 10 minutes and results in 2 points of Constitution damage that cannot be healed while the amulet is worn.

Once per day on command, the amulet sends hundreds of fine adamantine filaments racing through the wearer's skin, effectively encasing the wearer in a skin-hugging metallic mesh. This grants the wearer DR 10/adamantine for one hour, or until the mesh has absorbed 70 points of damage.

A second command word spoken in conjunction with pressing on the central diamond causes the device to detach.

Moderate abjuration; CL 7th; Craft Wondrous Item, *stoneskin*; Price 36,200 gp. EL 17. **Total Value:** 36,200 gp.

81. Brooches of Augustus Garadini

APPEARANCE

Lacy patterns with an agricultural motif of wheat sheaves adorn the surface of this pentagonal wooden coffer. A latch on one side allows the domed top to swing open on cunningly concealed brass hinges. [If opened:] Within a half-dozen brooches of obvious value lie on padding of red silk.

The first is fashioned of silver to resemble a beautiful woman in flowing robes in an almost floral motif; black pearls adorn her dress, and her hair is highlighted in gold leaf.

The second appears to be made from bone or ivory, carved with a spiraling pattern to resemble a tiny unicorn horn.

The third is a pair of sapphires clasped by golden claw mounts, attached barbell fashion by a rod of delicately etched white gold.

The fourth brooch depicts a lion's head carved from a single piece of topaz. Fitted in a small compartment in the back is a tiny removable matching lion's head.

The fifth is a matte black hemisphere of stone into which a pattern of arcane runes and lines has been carefully incised; it is set into a frame of brass whose back is concave and has a brass pin attached to fasten it to one's vestments.

The final item resembles a tiny double-bladed battleaxe with a diamond set where the half-moon blades of copper meet; the haft of the axe appears to be a stickpin.

HISTORY

Augustus Garadini was a jeweler who designed fashionable men's jewelry for wealthy merchants and nobles, both to serve as ornamentation and to provide a practical magical benefit to the wearer. Augustus was transporting this collection (a sample of his wares) to a potential noble patron in a neighboring city when he vanished. No trace of him was ever found, and it is commonly believed he was killed by bandits or a hungry beast of some kind.

PROPERTIES

The wooden case is worth 400 gp. Although it is not magical, all six pieces of jewelry it contains are. Each would be considered to occupy the amulet slot for the purpose of magical items one can wear.

- 1. Pearl Lady Brooch:** Grants its wearer a +5 competence bonus on Diplomacy checks.
- 2. Ivory Horn Brooch:** The wearer gains a +5 resistance bonus on saves against poison.
- 3. Sapphire Brooch:** The wearer gains a +5 competence bonus on Sense Motive checks.
- 4. Topaz Lion Brooch:** If the brooch and detachable lion's head move more than five feet apart from one another, both emit a clearly audible roar. This roaring continues until they are brought back within 5 feet of each other, or the correct command word ("siletta") is uttered.
- 5. Black Opal:** The wearer is protected by an invisible field of chaotic energies that cause all ranged attacks to miss 20% of the time, as if protected by *entropic field*.

6. Diamond: The wearer gains a +2 enhancement bonus to natural armor.

Pearl: Faint transmutation; CL 5th; Craft Wondrous Item, creator must have 5 ranks in Diplomacy; Price 2,500 gp + 1,500 gp (jewelry).

Ivory: Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*; Price 5,000 gp + 500 gp (jewelry).

Sapphire: Faint transmutation; CL 5th; Craft Wondrous Item, creator must have 5 ranks in Sense Motive; Price 2,500 gp + 4,000 gp (jewelry).

Topaz: Faint abjuration; CL 5th; Craft Wondrous Item, *alarm*; Price 2,000 gp + 3,500 gp (jewelry).

Black Opal: Faint abjuration; CL 5th; Craft Wondrous Item, *entropic shield*; Price 2,000 gp + 2,000 gp (jewelry).

Diamond: Faint transmutation; CL 5th; Craft Wondrous Item, *barkskin*; Price 8,000 gp + 5,000 gp (jewelry). EL 17. **Total Value:** 38,900 gp.



82. Ring of Chains

APPEARANCE


This ring is fashioned of many cunningly forged adamantine chains, each no thicker than a hair from a horse's mane, braided together in a complex weave. [When activated:] The ends of four of the tiny chains detach from within the woven filaments and extend out slightly, coiling and moving at the mental commands of the wearer.

HISTORY

The chain devil Crimson Blight gave this ring to her daughter Gythee to aid her on her journeys across the planes. The tiefling lass finally came to a bad if unlikely end beneath the cudgels of the Great Harvest Investment Group, an alliance of halfling merchants and landowners who sought retribution after Gythee pillaged one of their communities.

PROPERTIES

Three times per day the wearer of this ring can command chains in a manner similar to a chain



devil. Up to four chains within 20 feet can be controlled, moving and attacking as the wearer wishes. (The small chains on the ring move in unison with the chains controlled but do not become full-sized chains themselves.) The wearer can make the controlled chains grow up to 15 feet in length and sprout barbs, then use them to attack as if wielding them directly, using his own attack bonus and damage bonus for strength. The wielder is considered proficient in their use. Using the chains to attack is a standard action (for a single chain) or a full round action (for two to four chains).

If a chain is in another creature's possession, the creature is allowed a DC 16 Will save to avoid having that chain be controlled.

The wearer can control the chains for up to 11 minutes before they return to their original state.

Moderate transmutation; CL 11th; Forge Ring, *animate objects*, creator must be a chain devil or have 10 ranks in Knowledge (the planes); Price 39,600 gp. EL 17. **Total Value:** 39,600 gp.

83. Ring of Freedom

APPEARANCE

This ring has been forged in the shape of a pair of intertwining eels facing opposite one another. One eel is made of copper, with a tiny red speck of a gem for an eye, while the other is made from brass, with an eye of blue.

HISTORY

William Merrow was the sniggler (eel catcher) of the village of Sandbank, and bore this ring for as long as anyone could remember. When one of the village women was assaulted by a noble's son, the young man's father used circumstantial and obviously falsified evidence to frame William, and he was sentenced to death. Then, to the surprise and horror of everyone at the trial, William transformed into a hulking brute of an ogre, and proceeded to eat the judge and noble's son. Several days later, he assaulted the manor of the noble responsible for his framing, murdering the entire family and all retainers. Then he disappeared into the expanse of the nearby Sandbank Marsh, where he is said to dwell still.

PROPERTIES

This is a *ring of freedom of movement*. Whenever the wearer is exposed to an effect that would

constrain the wearer the eels animate, writhing against one another in a perpetual circuit about the wearer's finger.

William Merrow was in truth a polymorphed merrow mage (the aquatic equivalent of an ogre mage) who had spent years trying to escape his own brutal nature and live a life of decency and peace. The corrupt trial caused his will to finally succumb to his inner drive for blood and fury; after fleeing to the swamp he ended up taking his own life in shame.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*; Price 40,000 gp. EL 17. **Total Value:** 40,000 gp.

84. Ring of Dimension Hopping

APPEARANCE

This fat gold signet ring bears as its seal the image of a crumbling tower with a single window at its center.

HISTORY

Galt Brokentower, a mercenary captain, had this ring forged to allow him to quickly move around the battlefield. During a time of extended peace, in desperation Brokentower and his men turned to robbery. In particular they targeted jewelers' stores and shipments, making off with a fortune in gems and precious metals over just a few months. Bounty hunters were called out to hunt down Brokentower and his men but though they came close to trapping him on several occasions, and eventually annihilated his band, Galt always managed to escape. It is thought that he retired with his loot to live a comfortable life in some distant city.

PROPERTIES

Three times per day the wearer of this ring can speak the command word "Kalamazan" and *dimension door* up to 800 feet away. Using this ability is a standard action that does not provoke attacks of opportunity.

Moderate conjuration; CL 10; Forge Ring, *dimension door*; Price 43,200 gp. EL 18. **Total Value:** 43,200 gp.

85. Ring of Thunderbolt Fells

APPEARANCE

Jagged runes have been deeply inscribed into the outer surface of this dull steel ring. [If worn:] The ring tingles slightly against the skin when put on, but the sensation soon fades.

HISTORY

The Mad Hermit of Thunderbolt Fells (a region notorious for lightning storms) wore this ring and used it to shield himself while cavorting in the heaviest storms, cackling with glee when struck by lightning. He was slain as part of the Thelosian Inquisition, a church-led effort to hunt down cultists and other ne'er-do-wells with little regard for the actual innocence of those they captured.

After his death, the lands immediately around the Fells suffered several years of extreme drought and famine, and the Inquisition was blamed for it. After a number of pitched battles between Inquisition members and mobs of angry and desperate citizens, the Thelosians were driven out, and what loot they had garnered (including this ring) was captured as spoils and sold off.

PROPERTIES

This ring grants its wearer electricity resistance 30.

Moderate abjuration; CL 11th; Forge Ring, *resist energy*; Price 44,000 gp. EL 18. **Total Value:** 44,000 gp.

86. Ring of Occam's Hand

APPEARANCE

The band of this copper ring has been fashioned to resemble a series of hands with splayed fingertips set side-to-side, palm outward. A tiny amber gem is set into each palm, a total of eight in all.

HISTORY

Occam Methistas, a priest who devoted his attention to the physics of magic and the study of force effects, crafted this ring to serve as both elegant defense and prime example of his art. It is rumored he made more than one of these rings, to be given to his most trusted friends and servants.

PROPERTIES

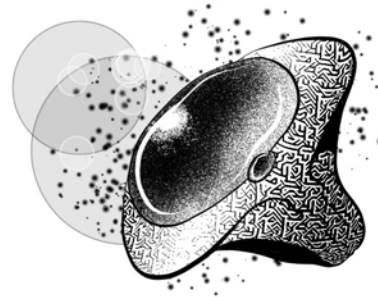
This ring provides a +5 deflection bonus to its wearer's AC by conjuring translucent, amber-colored hands that block attacks.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, caster must be 15th level or higher; Price 50,000 gp. EL 18. **Total Value:** 50,000 gp.

87. Ring of the Starry Sky

APPEARANCE

Made from some unidentifiable resinous stone, this ring bears a large, translucent black oval stone set atop it. Pinpricks of dark energy seem to dance around the gem, flashing into a trail of sparkling star-motes if the ring is moved sharply.



HISTORY

The self-proclaimed “star-voyager” Aster Mekquin fashioned this ring from material she claimed to have retrieved from the mines of the Courts of Astaroth, a massive palace located on the surface of a dead star. The ring was lost when she was slain by the claws of a flickering beast of ice and shadow.

PROPERTIES

This ring functions as a *ring of shooting stars*.

The stone does indeed come from the heart of a dead star, but one that fell to the earth an eon ago. The Courts of Astaroth are a fabrication created by Aster to awe the ignorant and intimidate her peers.

Strong evocation; CL 12th; Forge Ring, *light, faerie fire, fireball, lightning bolt*; Price 50,000 gp. EL 18. **Total Value:** 50,000 gp.

88. Wedding Bands of Sofia Bregman

APPEARANCE

This is a pair of platinum rings, apparently designed as a matched set for a man and a woman. One has a slightly broader band, and is of smooth, unadorned metal. The other is slimmer, and is set with a small diamond flanked by a tiny pair of rubies.

HISTORY

These rings were crafted by the jeweler Sofia Bregman, a notable master of her profession, for the hero Dammark Silversword and his wife Meilune. Their close friend Sadram, a priest of some repute, enchanted them with a magic to protect them in battle.

PROPERTIES

This is a matched pair of *rings of friend shield*.

Moderate abjuration; CL 10th; Forge Ring, *shield other*; Price 50,000 gp (for a pair). EL 18. **Total Value:** 50,000 gp.

89. Dante's Ring of Flight

APPEARANCE

This ring appears to have been woven from white and gray fibers in an intricate pattern of knotwork. A small, polished oval crystal of rose quartz has been set into the ring, carved into a cameo depicting a swan in flight.

HISTORY

The swanmay Inmue had this ring crafted for her lover, the human Dante Pellosari, so he might accompany her on her journeys through the wild lands where she lived. Their tale had a tragic end, for the ring's crafter, a hag named Dunwild, exacted a terrible price—the child of the two lovers. Dante swore to retrieve the child and sought out the hag's lair; he never returned from his crusade and it is said Inmue still wanders the desolate hinterlands, weeping for her lost love and child.

PROPERTIES

This ring grants its wearer the ability to fly at a speed of 60 feet, with a maneuverability of good. This speed drops to 40 feet if the wearer wears medium or heavy armor, or carries a medium or heavy load.

Moderate transmutation; CL 10th; Forge Ring, *fly*; Price 54,000 gp. EL 18. **Total Value:** 54,000 gp.

90. Cusps of Charming Glances

APPEARANCE

This pair of concave lenses is small, not much wider than the length of a fingernail. The outer surface of the lens is covered with minute facets, but the inside is smooth. Each

lens is no thicker than a sheet of fine-grade paper.

HISTORY

The gnome bard Spellbindle designed these lenses to make her travels easier, particularly when dealing with tight-fisted tavernkeepers and truculent patrons.

PROPERTIES

These small curved lenses are worn directly on the eyes, in the manner of contact lenses. When donned, the wearer's eyes glitter faintly with iridescent colors and the cusps function as *eyes of charming*.

Moderate enchantment; CL 7th; Craft Wondrous Item, Heighten Spell, *charm person*; Price 56,000 gp for the pair. EL 19. **Total Value:** 56,000 gp.

91. Ring of Spell Immunity

APPEARANCE

A large, thumbnail-sized translucent red gem has been set into this otherwise unadorned gold ring. The gem has a dark flaw running through its heart like a vein of shadow.

HISTORY

Sudi Benicar, "The Desert Rat," was a notorious crypt robber known primarily for his cowardice.

This ring was one of his most prized possessions, looted from a tomb when he was a youth, and he was never seen without it. He finally disappeared just a few years ago; how he became separated from his ring is unknown.

PROPERTIES

This ring grants immunity to a single spell of up to 4th level. To function, the word "Benicarius" must be spoken and the spell to be protected against cast with the ring as its target. Thereafter the wearer gains unbeatable SR against that specific spell. The ring provides no protection against spells that ignore spell resistance.

Moderate abjuration; CL 7th; Forge Ring, *spell immunity*; Price 56,000 gp. EL 19. **Total Value:** 56,000 gp.



92. Casque of the Senses

APPEARANCE

Floral patterns have been painted onto the smooth ceramic surface of this decorative horned helm. The device appears to fit over the face and head, lending one the appearance of a faun or satyr. The piece seems designed for display rather than actual wear, though, as it lacks any holes for eyes. Tiny gems line the periphery of the helm and the horns have been fashioned from ivory.

HISTORY

Manufactured to his exacting specifications, Maddox the Magnificent would wear this casque when performing one of his inspiring and imaginative pastoral theatrical events. Maddox was also known for his sybaritic revels, surreal feasts to which an eclectic array of nobles, performers, and even ordinary citizens would be invited, hand-picked by Maddox to enhance whatever mood he desired to create.

The mask was stolen from Maddox's home towards the end of his life, after he had given up live performance in favor of writing long, overblown poems.

PROPERTIES

Despite its appearance, this casque is designed to be worn. Even though there are no eyeholes, the wearer can still see as well as if the casque were not worn. In addition the wearer gains blindsight 40 feet and a +5 competence bonus to Listen checks.

The casque takes up both the helm and eye slots for the purposes of magic items that can be worn.

Strong transmutation; CL 12th; Craft Wondrous Item, caster must have blindsight and 5 ranks in Listen; Price 62,500 gp. EL 19. **Total Value:** 62,500 gp.

93. Ring of Armoring

APPEARANCE

This odd bit of jewelry looks like a fanciful set of metal plates and guards fashioned of mithral, designed to fit over a single finger, like a tiny portion from a suit of armor.

HISTORY

Priests of a god of protection and defense created this item to be worn by their high priest, Benedict. The ring was lost when his temple was overrun by soldiers from a rival faction of the same god, though rumors hint that it may still be located somewhere in the crypts beneath the ruins, cleverly hidden and well-guarded by perilous dweomer.

PROPERTIES

This ring girds its wearer in invisible armor of force, granting a +8 armor bonus to AC.

Strong conjuration; CL 16th; Forge Ring, *mage armor*, spell's caster must be at least 16th level; Price 64,000 gp. EL 19. **Total Value:** 64,000 gp.

94. Ring of the Archwizard

APPEARANCE

A faint but visible halo of light surrounds this silver and gold signet ring bearing the image of a starburst inside a circle.



HISTORY

Olshan the Brilliant, a famed archwizard over 200 years past, crafted and first wore this ring. Upon his passing, the ring became a hotly contested property. It first fell into the clutches of the Brotherhood of the Silver Weir, and later passed on to a member of the Circle of Faath. Most recently it was seen on the finger of Olshan the Younger, a purported descendant of its creator and member of the adventuring group known as the Champions of Light.

PROPERTIES

This is a *ring of wizardry III*. The halo of light it produces is the equivalent brightness of candlelight. It is a constant effect present even when the ring is not worn.

Strong (no school); CL 17th; Forge Ring, *limited wish*; Price 70,000 gp. EL 19. **Total Value:** 70,000 gp.

95. Amulet of the Inner Planes

APPEARANCE

Various bright jewels have been set around the circumference of this large, flat amulet. The interior of the disc is of shimmering gray material and a clear stone has been set at the amulet's center. A fine gold chain is affixed to the amulet at one end by a small pin.

HISTORY

The lich Shavryn designed this amulet to assist her efforts to consolidate power over the Transelemental Vertex, a focus of interplanar energies where she hoped to build a fortress and draw great quantities of elemental power to herself. Her lair was invaded by champions of a god of light and her plan fouled before it could be completed; rumors persist that she survived the invasion and is even now plotting her revenge, after which she no doubt intends to renew her bid for control of the Vertex.

PROPERTIES

This amulet functions exactly as an *amulet of the planes*, save that it only allows travel between the prime, ethereal, and inner planes.

Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 80,000 gp. EL 20. **Total Value:** 80,000 gp.

96. Amulet of Spell Conversion

APPEARANCE

This large rectangular amulet is suspended on a chain of copper plaques the size of a grown man's thumbnail. The medallion at the end is made up of a complex knotwork of silver and copper strands that clasp together around a central lattice of gold, forming the image of a pair of interlocked dragons facing one another. The coppery dragon has a tiny emerald for an eye, while the silvery dragon has a like sapphire as its eye. It appears that



the heart of this pendant can open in a manner similar to a locket.

HISTORY

The theurge Mordekai Falcion crafted this amulet as a gift for his trusted cohort, the holy warrior Cedric of Winedusk Hill. The amulet allowed Cedric to undertake missions for his friend and have a flexible source of arcane or divine support at his command.

PROPERTIES

If a scroll containing a spell of level 4 or less is placed into the amulet's compartment, once per day the wearer of the amulet can cast that spell at 13th caster level as if he were a member of the appropriate class. The wearer needs to pay any XP cost over 300 experience points, and must provide any focus needed, as well as any costly material component worth more than 500 gp.

Strong universal; CL 13th; Craft Wondrous Item, *imbue with spell ability, limited wish*; Price 83,550 gp. EL 20. **Total Value:** 83,550 gp.

97. Vampiric Ring

APPEARANCE

This ring has been sculpted from bone or ivory of the purest white. A series of tiny bloodstones, seven in all, have been set in the bone running around the outer surface of the ring.

HISTORY

The vampire lord Abbas Abraxis crafted this ring for his most powerful living servitor, an elite ogre named Gorrathok, to give him incredible lasting power when in battle against intruders.

PROPERTIES

Whenever the wearer of this ring damages a living creature with a slashing or piercing melee weapon, the wearer is healed an amount equal to half of the damage inflicted as the ring absorbs some of the energy of the wound. The ring can only absorb and heal 30 hit points in a single round by this method.

Strong necromancy; CL 16th; Forge Ring, *vampiric touch*; Price 96,000 gp. EL 20. **Total Value:** 96,000 gp.

98. Ring of Spell-Charging

APPEARANCE

A flat, glassy olive green gem the size of a robin's egg is secured to an oval mount on this wide mithral ring. Elven runes are graven into the tapering sides of the band.

HISTORY

This ring represents the most successful creation of the elven arcanist Aelwyne Sassonavarre, a high wizard and defender of his people. Known for his highly experimental magical craftings, most of his efforts resulted in badly flawed or even cursed items. This device, however, was a resounding success; sadly, he did not live to see it employed in his nation's defense and like many of his final creations it was plundered by enemies of the elves soon after.

PROPERTIES

Aelwyne designed this ring to add power to the wearer's evocations. It can be activated three times per day. When activated, it builds up a concentration of magical energy that can be used to infuse cast evocations, making them more potent.

Activating the ring is a standard action that does not provoke an attack of opportunity. However, in the first round as it begins to gather a charge, it provides no benefit to its wearer.

The second round of its activation, if the ring is triggered (as a swift action) in conjunction with the casting of an evocation spell of any level, that spell is augmented with the benefits of the Empower Spell feat.

If the ring is triggered in the third round of its activation in conjunction with an evocation spell, the spell instead benefits from the Maximize Spell feat.

If triggered in the fourth round, the evocation spell is affected by both Empower spell and Maximize spell.

Once the ring's charge is triggered, it becomes nonfunctional for one minute per round it was activated.

If the ring has not been triggered by the fifth round of being charged, it overloads, unleashing a burst of force that inflicts 5d8 damage to its wearer and all within 10 feet. The wearer gets no save against this damage, but those nearby are allowed a DC 15

Reflex save for half damage. As this is a force effect, the damage bypasses the normal miss chance for incorporeal creatures.

Strong (no school); CL 17th; Forge Ring, Empower Spell, Maximize Spell; Price 97,250 gp. EL 20. **Total Value:** 97,250 gp.

99. Ring of Firth Anaar

APPEARANCE

The symbol of an oil lamp of Eastern design adorns the front of this fine brass ring. Two words have been engraved within in an exotic, flowing script.

HISTORY

After offending her caliph, the genie Firth Anaar was bound into this ring for a thousand years and a day and required to serve whoever owns it. The ring was then sent out from the genie court to be found by a suitable mortal.

Over the years it has passed through the hands of over two score owners, many of whom had no idea of the value of what they held. Occasionally it would end up worn by a wizard, explorer, or aristocrat, who would use the power of the ring for their own ends. Most of those wearers suffered a gruesome fate engineered by a rival though in some cases the ring was stolen and disappeared from view once again.

PROPERTIES

This is a *ring of djinni calling*. It calls a specific djinni named Firth Anaar, whose name is scribed on the inside of the band in Auran.

Firth Anaar has resented her enslavement to the ring. At first she did her best to prove herself to her masters, hoping they'd find a way to free her; when she finally lost hope in such a deliverance, she became angry, and did her best to sabotage the ringbearer's wishes.

As the years and centuries have rolled by, Firth Anaar has become resigned to her fate. She now serves dutifully, doing work quickly and efficiently. She has a default attitude of Unfriendly toward any new wielder; efforts at Diplomacy to improve her attitude suffer a -10 circumstance penalty due to her lack of hope in gaining a reprieve.

Firth Anaar currently has 263 years remaining before she is freed. Should anyone manage to free

her from the ring (and blunt the inevitable wrath of her Empress), she would be extremely grateful, serving out of loyalty and friendship for as long as she was treated in kind for the remaining lifespan of the former ring wearer.

Firth Anaar, Large female outsider (genie [djinni] [air, extraplanar]): CR 5; HD 7d8+14; hp 58; Init +9; Spd 20 ft., fly 60 ft. (perfect); AC 17 (-1 size, +5 Dex, +3 natural), touch 14, flat-footed 12; BAB/Grp +7/+15; Attack 2 slams +10 melee (1d8+4); SA Air mastery, spell-like abilities, whirlwind; SQ Darkvision 60 ft., immunity to acid, *plane shift*, telepathy 100 ft.; AL CN; SV Fort +7, Ref +10, Will +4; Str 18, Dex 20, Con 14, Int 14, Wis 9, Cha 18.



Skills: Appraise +12, Concentration +12, Craft (jewelry) +4, Diplomacy +6, Escape Artist +15, Knowledge (the planes) +12, Listen +9, Move Silently +15, Sense Motive +9, Spellcraft +12, Spot +9, Use Rope +5 (+7 with bindings).

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative (b).

Note that the save DCs of her spells are 2 greater than normal due to her higher-than-average Charisma.

Appearance: Firth Anaar stands ten feet tall. She appears as an oversized voluptuous human woman clad in exotic patterned silks of vermilion and violet, matching the deep purple hue of her eyes. Her skin is a flawless, dusky brown color, and her hair is thick and black, held back in a ponytail bound by a thick brass band. Matching bracers adorn her wrists and ankles.

Strong conjuration; CL 17th; Forge Ring, *gate*; Price 125,000 gp. EL 20.

Total Value: 125,000 gp.

100. *The Rings of Air*

APPEARANCE

No engraving or adornment marks this set of four identical silver rings.

HISTORY

Xorich of Windermere bore these rings as a sign of his power over the element of air; whether he crafted them himself or collected them in some other way is unknown. He used their power to help guard his keep in Windermere Pass and exact a toll on all who traveled past. His rule of the pass ended some years ago when he and his keep both vanished without a trace.

PROPERTIES

This set operates as a *ring of elemental command (air)*. All four rings must be worn for this device to function, on one or more hands; however, it counts as only one ring for the purposes of how many magical rings a creature can wear.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, *feather fall*, *resist energy*, *gust of wind*, *wind wall*, *air walk*, and *chain lightning*; Price 200,000 gp. EL 20.

Total Value: 200,000 gp.

Index

Entries are indexed by item number. Magical items are numbered one through one hundred. The items have been indexed by type of item, body slots, unique magical effects or unusual materials.

Items:

Anklets/Legbands

36, 42, 48, 61, 66

Bracelets/Armbands

12, 20, 25, 66

Brooches/Pins

17, 30, 80, 81

Earrings/Nose rings

5, 34, 39, 47, 70, 77

Headpieces

43, 67, 69, 92

Jewels

16, 18, 33, 45, 62, 71, 74

Neckpieces

22, 23, 24, 37, 38, 44, 49, 52, 63, 95, 96

Other

13, 15, 35, 90

Rings

1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 14, 19, 21, 26, 27, 28, 29, 31, 32, 40, 41, 46, 50, 51, 53, 54, 55, 56, 57, 58, 59, 60, 64, 65, 68, 72, 73, 75, 76, 78, 79, 82, 83, 84, 85, 86, 87, 88, 89, 91, 93, 94, 97, 98, 99, 100

Sets

19, 12, 20, 34, 36, 39, 42, 48, 66, 79, 88, 100

Miscellaneous:

Someone searching for

23, 28, 33

Unusual Materials

24, 44, 55, 56, 72, 73, 82, 87, 89

Body Slots:

Head

5, 34, 67, 69, 92

Eyes

35, 90, 92

Neck

15, 17, 22, 23, 24, 30, 37, 38, 44, 49, 52, 62, 63, 80, 81, 95, 96

Arms/Wrists

12, 20, 25, 66

Hands

1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 14, 19, 21, 26, 27, 28, 29, 31, 32, 40, 41, 46, 50, 51, 53, 54, 55, 56, 57, 58, 59, 60, 64, 65, 68, 72, 73, 75, 76, 78, 79, 82, 83, 84, 85, 86, 87, 88, 89, 91, 93, 94, 97, 98, 99, 100

Feet

36, 42, 48, 61, 66

Uses no slot

18, 39, 45, 47, 70, 77

More than one possible

66, 71, 92

Does not apply

13, 16, 33, 43, 74

Magic:

Cursed/Negative Consequences

1, 9, 17, 45, 53, 56, 57, 58, 63, 77, 80, 98

Intelligent/Empathic

56, 77

Summon Living Creatures

10, 29, 66, 99, 100

Appendix One: Random Item Chart

Minor	Medium	Major	Item	Name	EL	Cost
01	—	—	1	Cursed Ring of Invisibility	1	n/a
02	—	—	2	Ring of the Sequestered Digit	1	100 gp
03-06	—	—	3	Ring of Guidance	1	200 gp
07	—	—	4	Ring of Clever Magic	1	400 gp
08	—	—	5	Earrings of Acute Hearing	1	400 gp
09	—	—	6	Ring of Filching	1	450 gp
10-13	—	—	7	Ring of Elemental Endurance	2	500 gp
14	—	—	8	Ring of the Artful Dodger	2	600 gp
15-16	—	—	9	Apprentice's Ring	2	600 gp
17	—	—	10	Ring of Mice	2	720 gp
18-19	—	—	11	Luminos – the Ring of Light	3	1,000 gp
20	—	—	12	Bracelets of Armoring	3	1,000 gp
21-24	—	—	13	Chronometric Disc	3	1,000 gp
25	—	—	14	Dorune's Pearl Ring	3	1,100 gp
26-27	—	—	15	Medallion of Sanctum	4	1,200 gp
28	—	—	16	Sabra's Tear	4	1,250 gp
29	—	—	17	Medallion of Pure Thoughts	4	1,300 gp
30	—	—	18	Navel Stone of Bellari	4	1,300 gp
31-32	—	—	19	Strangler's Ring	4	1,350 gp
33	—	—	20	Bracelets of Balance	5	1,600 gp
34	—	—	21	Ring of Venom	5	1,600 gp
35	—	—	22	Necklace of Acid Missiles	5	1,650 gp
36	—	—	23	Heartstone of Viruja	5	1,800 gp
37	—	—	24	Necklace of Poison Resistance	6	1,890 gp
38-41	—	—	25	Bellwether Bracelet	6	2,000 gp
42-45	—	—	26	Ring of Defense	6	2,000 gp
46	—	—	27	Ring of Solar Subsistence	6	2,000 gp
47	—	—	28	Ring of Assured Descent	6	2,200 gp
48	—	—	29	Ring of Swarming Insects	7	2,400 gp
49	—	—	30	Moth Pin of Messaging	7	2,500 gp
50-51	—	—	31	Ring of the Linguist	7	2,500 gp
52	—	—	32	Botanist's Ring	7	3,000 gp
53	—	—	33	Shadow's Heart	8	3,380 gp
54-55	—	—	34	Earrings of Subterfuge	8	3,500 gp
56	—	—	35	Lens of Swift Reading	8	3,500 gp
57	—	—	36	Anklets of Swift Speed	8	3,600 gp
58-60	01-05	—	37	Amulet of Evil Warding	9	4,000 gp

Minor	Medium	Major	Item	Name	EL	Cost
61	06-07	—	38	Amulet of the Healthful Relict	9	4,000 gp
62	08-09	—	39	Earrings of Song-Breaking	9	4,000 gp
63-65	10-14	—	40	Ring of Spell Countering	9	4,000 gp
66	15-16	—	41	Ring of Enlargement	9	5,000 gp
67	17-18	—	42	Tumbler's Anklets	9	5,000 gp
68-69	19-22	—	43	The Burial Mask	10	6,000 gp
70	23-24	—	44	Collar of Fangs	10	6,000 gp
71	25	—	45	The Laughingstone of Jack Kornubel	10	6,000 gp
72-74	26-30	—	46	Ring of Rage	10	6,000 gp
75	31-32	—	47	Ring of the Bull	10	6,400 gp
76	33	—	48	Anklets of Mesmerizing Movement	11	7,200 gp
77-79	34-38	—	49	Amulet of Eldritch Reservoir	11	8,000 gp
80-82	39-43	—	50	Ring of Mage-Shielding	11	8,500 gp
83	44-45	—	51	Ring of the Far Fist	11	8,600 gp
84-86	46-50	—	52	Amulet of Missile Interception	12	9,000 gp
87	51-52	—	53	Ring of Teeth	12	9,600 gp
88-90	53-57	—	54	Ring of Brachiation	12	10,000 gp
91	58	—	55	Alestit's Ring of Animal Friendship	12	10,800 gp
92	59	—	56	Flit, Ring of Faeriekind	12	11,000 gp
93	60-61	—	57	Ring of Sobriety	12	11,200 gp
94	62-66	01-05	58	Tattoo Ring of Flames	13	12,000 gp
95-96	67-70	06-10	59	Ring of the Angelic Choir	13	13,500 gp
97-98	71-74	11-15	60	Ring of the Infernal Dirge	13	13,500 gp
99	75-76	16-18	61	Leg Bands of Water-Striding	13	15,000 gp
00	77-78	19-21	62	Scarab of Wound Sealing	13	15,000 gp
—	79	22-23	63	Amulet of Escapable Location	14	17,500 gp
—	80-81	24-26	64	Ring of Missiles	14	18,000 gp
—	82	27-28	65	Ring of Holdann Swift Eagle	14	18,070 gp
—	83-84	29-30	66	Serpent Bands	14	19,000 gp
—	85	31-32	67	Hatpin of Luck	15	20,000 gp
—	86-90	33-36	68	Nightingale Ring of Stealthy Assignations	15	20,000 gp
—	91	37	69	Tiara of the Maiden's Youth	15	20,000 gp
—	92-96	38-41	70	Nose Ring of Scenting	15	24,000 gp
—	97	42	71	Crown Jewel of Varann	15	25,000 gp
—	98-99	43-44	72	Ring of the Penetrating Gaze	15	25,000 gp
—	00	45	73	Jarizikaul's Bane	16	28,000 gp
—	—	46	74	Crystal of Harmonium	16	30,000 gp
—	—	47-48	75	Ring of Aquatic Action	16	30,000 gp
—	—	49-50	76	Black Ring of Paligarn Blood-Hand	16	32,000 gp
—	—	51	77	Jade Earrings of Runecrest (apparent value) (actual value if intelligence is noted)	16	32,000 gp (53,500 gp)

Minor	Medium	Major	Item	Name	EL	Cost
—	—	52	78	Ring of Elderon's Doom	17	32,650 gp
—	—	53-55	79	Ring of Status Discernment	17	36,000 gp
—	—	56-60	80	Amulet of the Adamantine Guard	17	36,200 gp
—	—	61	81	Brooches of Augustus Garadini	17	38,900 gp
—	—	62	82	Ring of Chains	17	39,600 gp
—	—	63	83	Ring of Freedom	17	40,000 gp
—	—	64-65	84	Ring of Dimension Hopping	18	43,200 gp.
—	—	66-67	85	Ring of Thunderbolt Fells	18	44,000 gp
—	—	68-71	86	Ring of Occam's Hand	18	50,000 gp
—	—	72-73	87	Ring of the Starry Sky	18	50,000 gp
—	—	74-75	88	Wedding Bands of Sofia Bregman	18	50,000 gp
—	—	76-77	89	Dante's Ring of Flight	18	54,000 gp
—	—	78-79	90	Cusps of Charming Glances	19	56,000 gp
—	—	80-81	91	Ring of Spell Immunity	19	56,000 gp
—	—	82-83	92	Casque of the Senses	19	62,500 gp
—	—	84-87	93	Ring of Armoring	19	64,000 gp
—	—	88-90	94	Ring of the Archwizard	19	70,000 gp
—	—	91-92	95	Amulet of the Inner Planes	20	80,000 gp
—	—	93-94	96	Amulet of Spell Conversion	20	83,550 gp
—	—	95	97	Vampiric Ring	20	96,000 gp
—	—	96-97	98	Ring of Spell-Charging	20	97,250 gp
—	—	98	99	Ring of Firth Anaar	20	125,000 gp
—	—	99-00	100	The Rings of Air	20	200,000 gp

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Item Cards

How to use these cards:

Bits of Magicka Item Cards are prepared specifically so that a GM can hand them to players to use. The cards contain the minimum a player would need to use the magic item in question, including a physical description and its basic magical properties.

Efforts have been made to leave out information that a character would not know, such as the value of the item in question or how powerful it is, as given by the caster level of the spells. Names of some cursed or trapped items have been changed to better hide their true nature. It was not possible to leave out all such information and still make the cards usable in play, so it is up to the GM to determine whether players have discovered enough information about an item to be able to use its card.

It is expected that characters may attempt to determine the value of an item. Once an appraisal is attempted, the GM can choose to provide the player with the true value of the treasure or a value appropriate to the success of the appraisal.

Some pieces with long descriptive text have been divided into two cards. The cards are marked Card A and Card B of the same item number.

☞ *Cursed Ring of Invisibility* ☞ 01

ITEM APPEARANCE

Hundreds of tiny parallel ridges have been stamped into this otherwise featureless brass ring.

ITEM PROPERTIES

If divination spells are used to discern the functions of this item, it is revealed to be a *ring of invisibility* that activates by twisting the band on one's finger.

☞ *Ring of the Sequestered Digit* ☞ 02

ITEM APPEARANCE

Fine runes have been etched into this frosted blue glass or crystal ring.

ITEM PROPERTIES

This ring "stores" the finger upon which it is worn in a small extradimensional space, and conceals itself and the stump with a minor illusion to make it look as if the finger was severed long ago.

The ring can only be used to sequester a finger or similar digit in this manner; it cannot otherwise be used as an extradimensional storage space.

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☞ *Ring of Guidance* ☞ 03

ITEM APPEARANCE

Forged from a steel alloy, this ring bears a polished oval stone with a rippled reddish-white translucent luster, into which has been incised the symbol of the god of travel.

ITEM PROPERTIES

The wearer of this ring can call upon it once per day as an immediate action to gain a +1 competence bonus on a single attack roll, saving throw, or skill check. The ring must be worn for 24 hours before it will function.

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☞ *Ring of Clever Magic* ☞ 04

ITEM APPEARANCE

Although the exterior of this silver ring is smooth and featureless, the inside of the band bears two marks: one a bold, twisted rune, the other the symbol of the god of thieves.

ITEM PROPERTIES

This ring grants its wearer a +2 competence bonus to Use Magic Device skill checks.

The second symbol on the inside of the ring is the Draconic symbol for magic.

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§ Earrings of Acute Hearing § 05

ITEM APPEARANCE

This is a pair of silver earrings, pendant style, set with a series of tiny teardrop-shaped emeralds in a leaflike pattern. The silver is a bit tarnished, but the earrings are otherwise in excellent condition.

ITEM PROPERTIES

These earrings grant the wearer a +2 competence bonus on Listen checks. They occupy the headband slot for the purposes of magic items worn on the body.

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§ Ring of Elemental Endurance § 07

ITEM APPEARANCE

A trio of three tiny black diamonds has been set in a line along the top of this silver ring. The ring has a dull, matte finish save for a polished band running along each rim around the circumference of the ring.

ITEM PROPERTIES

This ring protects the wearer from extremes of natural temperature as per the spell *endure elements*. However, it only functions at night.

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§ Ring of Filching § 06

ITEM APPEARANCE

A bright red gemstone cut in the shape of a heart has been set into a fine gold band polished to a satin finish. The bezel into which the stone has been set is scored by nearly invisible striations. The center of the red stone has been engraved and filled with gold leaf, depicting the image of a hand in a warding or welcoming gesture, palm forward and fingers together.

ITEM PROPERTIES

At will, the wearer of this ring can attract small, unsecured objects to the hand wearing the ring. These objects must be within 10 feet, and can weigh no more than 1/10 of a pound. If the object is in the possession of another creature, that creature is entitled to a DC 10 Reflex save to avoid the theft, if unaware; for an object that is tightly gripped, roll an opposed Strength check against the ring's effective Strength score of 1. An attracted object flies to the hand of the wielder, so a successful Sleight of Hand check may be required to avoid notice of this action, when applicable.

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§ Ring of the Artful Dodger § 08

ITEM APPEARANCE

Strung on a three-foot diameter leather thong, this white gold ring has been fashioned to resemble a tightly coiled rope.

ITEM PROPERTIES

This ring grants its wearer a +1 competence bonus to Balance, Climb, Jump, Swim, and Tumble checks.

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ITEM APPEARANCE

This simple band of tin is engraved with mystic runes; it looks scuffed and dented, as if it has seen much abuse on the hands of prior wearers.

ITEM PROPERTIES

This ring grants its wearer the ability to use *prestidigitation* at will.

ITEM APPEARANCE

Four tiny mice have been set into the face of this copper ring in opalescent stone, facing outward from a small faceted amethyst at the center. Each of the mice has been cunningly fashioned from different colors of material to give each a unique appearance.

ITEM PROPERTIES

The wearer of this ring can conjure forth up to four mice, one at a time or all together, once a day for up to one hour at a time. They are named Chester, Patch, Longtail and Whisker. Though the mice cannot speak, they understand Common to a limited degree and seem to have an empathic connection to the wearer.

If a mouse is killed, it takes one week before it can be conjured forth from the ring again.

ITEM APPEARANCE

A ring of white gold lies nestled in white silk within a small padded white velvet box. The ring, evidently designed for the hand of an elegant lady, bears a large oval moonstone that seems to catch the ambient light and refract it in a faint, luminescent halo.

ITEM PROPERTIES

When the word "Luminos" is spoken, this ring sheds silver-white light as bright as a torch. If the wearer then commands, "Parthan Mathis," the wearer of the ring can command the light to leave the ring and move as directed to a distance of up to 100 feet. The light may be directed to follow the wearer at a set distance, or otherwise moved according to mental instruction. No concentration is required to move the light. If the wearer utters "Dei Nocto," the light winks out until it is again needed.

ITEM APPEARANCE

Each of these bracelets is formed of eight bone plaques, trimmed with silver and scrimshawed in elaborate whorls across their surface. A strange sigil has been boldly incised into the center of each plaque.

ITEM PROPERTIES

These bracelets function as *bracers of armor +1*. Gnolls who see them are allowed an Intelligence check (DC 10, automatic success if a member of the Broken Claw tribe) to note their origin as having come from a gnoll war totem. If this check is made, the gnoll's reaction to the wearer automatically becomes hostile.

The runes are the gnoll symbol for protection.

⌘ *Chronometric Disc* ⌘ 13

ITEM APPEARANCE

An ornate etched gold disc small enough to comfortably fit in one's palm has been attached to a fine gold chain the length of a man's forearm. The disc is smooth and tapers from about a thumb's breadth at the center to the curved edges. Geometric patterns have been engraved into the surface on either side in a circular pattern.

ITEM PROPERTIES

When the gold disc is held in hand and the user concentrates, he can tell the exact time of day.

⌘ *Dorune's Pearl Ring* ⌘ 14

ITEM APPEARANCE

A white pearl with a faint pinkish hue has been set into this platinum ring. A pair of tiny celestial wings of platinum flanks the pearl.

ITEM PROPERTIES

The pearl set in this ring is a *pearl of power* (level 1). The ring itself is otherwise nonmagical, though it is worth 100 gp for its metal and workmanship, and could be used as a focus for the *shield other* spell.

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⌘ *Medallion of Sanctum* ⌘ 15

ITEM APPEARANCE

The image of a set of merchant's scales has been inlaid into a circular copper lozenge the size of a child's palm. The lozenge bears a small loop at one end; evidently it is designed to be worn as a medallion.

ITEM PROPERTIES

The wearer of this medallion may activate it once per day by mental command. When activated, for three rounds any creature attempting to specifically target the wearer with any form of attack must succeed at a DC 12 Will save. If it fails, that creature cannot follow through with the attack and loses that part of its action, as per the *sanctuary* spell. If the wearer attacks or performs another hostile action during this time, the protection immediately ends.

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⌘ *Sabra's Tear* ⌘ 16

ITEM APPEARANCE

This thumbnail-sized translucent pale blue crystal has been carved and polished in the shape of a tear.

ITEM PROPERTIES

Anyone holding this aquamarine gemstone or carrying it directly in contact with exposed flesh feels a gentle sorrow. Though this property is not strong enough to have any overt game effect, it does serve to enhance the value of the gem as a curiosity.

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§ Medallion of Pure Thoughts § 17

ITEM APPEARANCE

This device looks something like a large octagonal button cast in brass. Eight lines radiate from a center cabochon of iridescent stone to the corners, then extend past and taper to backward-curving points like claws.

ITEM PROPERTIES

This medallion only functions for intelligent living creatures of the humanoid, monstrous humanoid, and giant types. When the medallion is placed on such a creature's breastbone, the hooked ends flex and the device attaches itself directly to the bearer's flesh. The medallion inflicts pain upon its wearer if the wearer entertains thoughts not in keeping with a lawful good ethos. The intensity of the pain varies depending on the act contemplated, and how serious the wearer's desire is to act upon this thought. For example, a random ill-wishing at an annoying clerk might result in a mild spasm of pain, while serious thoughts of murder would result in pain crippling enough to render the wearer helpless and writhing in agony for some minutes.

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§ The Strangler's Ring § 19

ITEM APPEARANCE

This thin, untarnished silver band is set with a rectangular pea-sized black stone on top. A much smaller black stone is set on the under side of the ring.

ITEM PROPERTIES

This ring provides the wearer a +2 enhancement bonus to Strength, but only for the purposes of determining the results of grapple checks and damage with that hand inflicted unarmed while in a grapple. Although this bonus is not cumulative with other enhancement bonuses to Strength, if a person is wearing both *strangler's rings*, the bonuses provided by the two rings do stack.

The black stones set into each ring are a high-quality obsidian on top, and a tiny black diamond underneath. If a person is choked to death by a wearer of either ring, the skin of the victim is marked with a small black mark where the black diamond pressed into flesh.

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§ Navel Stone of Bellari § 18

ITEM APPEARANCE

This small blue stone is flecked with golden motes that catch and glimmer in the light. The stone is round, with one side polished and the remainder slightly rough. It is about the size and shape of a small olive.

ITEM PROPERTIES

This stone (formed of the finest lapis lazuli) is designed to be worn in one's navel, and does not use up a body location slot for the purposes of numbers of items that can be worn.

Once per day when the wearer performs a dance with the stone visible to the audience, it allows the wearer to produce an effect identical to the *hypnotism* spell cast at first level on one of the viewers. A DC 11 Will save allows the viewer to avoid this effect. However, if the stone is used in conjunction with a Perform (dance) check that exceeds a DC of 20, the Will save DC for the *hypnotism* effect rises to 14.

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§ Bracelets of Balance § 20

ITEM APPEARANCE

Fine runes have been embossed upon the surface of this pair of silver bracelets, sized for a slim wrist.

ITEM PROPERTIES

Both bracelets must be worn to gain their benefit. When using the Balance skill with hands stretched out to either side, the weight of the bracelets shifts back and forth to help the wearer maintain her (or his) balance, granting their wearer a +4 circumstance bonus to Balance checks.

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§ Ring of Venom § 21

ITEM APPEARANCE

A fanciful coat of arms bearing a star and a griffin adorns the top of this heavy steel signet ring. It is found with a small glass jar holding milky white liquid that glitters slightly when light is played across its surface.

ITEM PROPERTIES

The surface coat of arms can be swiveled aside by pressing a hidden catch (Search DC 25 to locate; opening it is a standard action, or a free action with a successful DC 20 Sleight of Hand check). Underneath is a small, hollow needle designed to inject poison into the flesh of a person pricked by the ring. Using the ring in this manner requires a successful unarmed attack roll. The ring itself is nonmagical.

Although normally it would hold an injectable poison, it is currently filled with a concentrated liquid that acts as a *cure moderate wounds* if applied to a creature's wounds (including a cut made by this ring), healing 2d8+3 points of damage. If an undead is the target, it instead suffers 2d8+3 damage, though it is allowed a DC 13 Will save for half damage. The jar holds four more applications of this substance.

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§ Necklace of Acid Missiles § 22

ITEM APPEARANCE

A pendant shaped like an apple tree dangles from a fine golden chain. The tree has been masterfully sculpted in gold, and bears three tiny red apples, attached by tiny silver links.

ITEM PROPERTIES

The apple-shaped beads on this necklace may be pulled off and thrown (as a *type I necklace of fireballs*), save that the red-painted golden fruit explode in a burst of violet, lavender-scented acid instead of flame.

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§ Heartstone of the Hag § 23

ITEM APPEARANCE

Roughly the size of a chicken's egg, this translucent, blood-red jewel darkens to black at its heart. It is attached to a platinum chain adorned with hundreds of tiny, sharp thorns.

ITEM PROPERTIES

This gem is the *heartstone* of a night hag; it is worn as a *periapt*. It instantly cures any disease its wearer contracts, and provides a +2 resistance bonus on all saving throws. It only functions a total of ten times (providing the resistance bonus or curing a disease) before shattering.

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§ Necklace of Poison Resistance § 24

ITEM APPEARANCE

Thirteen ivory plaques have been set around the circumference of a necklace formed of woven rawhide decorated with colorful green and blue ceramic beads. Six of the plaques are jet black, as if dipped in ink.

ITEM PROPERTIES

Whenever the wearer of this necklace is exposed to poison, the necklace neutralizes it and grants the wearer further immunity to that poison for ten minutes, and one of the plaques turns black. When all the plaques have blackened, the necklace becomes nonmagical; thus, the necklace can function seven more times before its magic fails.

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§ *Bellwether Bracelet* § 25

ITEM APPEARANCE

A smooth, pale blue stone the size of a child's thumbnail adorns the front of this polished silver wristband. Two smaller stones flank the central jewel, one pale green, the other light pink. The edges of the bracelet are raised and sculpted in a pattern resembling intertwined ivy vines.

ITEM PROPERTIES

The stones on this bracelet change color as the air temperature, humidity, and other factors in the natural environment change, granting its wearer a +10 circumstance bonus on Survival checks made to predict the weather. The bracelet can only predict natural weather, not that generated by supernatural means.

§ *Ring of Defense* § 26

ITEM APPEARANCE

A series of tiny ornamental shields adorn the circumference of this copper ring, placed side-to-side and inlaid with colored semiprecious stones in red, blue, green, and white hues. Each shield bears a tiny, fanciful coat of arms, and no two shields are exactly the same in size or shape.

ITEM PROPERTIES

This ring functions as a *ring of protection +1*, granting a +1 deflection bonus to the wearer's armor class.

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§ *Ring of Solar Subsistence* § 27

ITEM APPEARANCE

This smooth, black ring is made of a glossy, reflective black substance similar in appearance to obsidian, but with a slightly more resinous texture.

ITEM PROPERTIES

This ring functions as a *ring of sustenance*, with two exceptions. First, it needs to be exposed to natural daylight for at least four hours per day, or it goes dormant. Secondly, the wearer can activate the ring by an act of will as a standard action and gain the benefits of a *heroes' feast* spell (immune to fear and poison for 12 hours, 1d8+5 temporary hit points, +1 morale bonus on Will saves and attack rolls, and all sickness, disease, and nausea cured). Once this function has been activated, the ring becomes nonfunctional, and needs to be worn for a full week with daylight exposure each day as described above before it becomes functional again.

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§ *Ring of Assured Descent* § 28

ITEM APPEARANCE

This thick jade ring is carved into simple rectangular patterns; a lozenge of glistening dark green stone has been set into its upper face. Raylike inclusions of gold thread their way through this stone's depths.

ITEM PROPERTIES

This ring functions as a *ring of feather falling*: if the wearer falls more than 5 feet, the wearer's rate of descent is reduced to 60 feet per round, and the wearer takes no falling damage upon landing.

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ITEM APPEARANCE

A spider lies preserved at the heart of the oval amber stone set into this silver ring. The silvery metal is engraved in a barbed spider web pattern.

ITEM PROPERTIES

Once per day, the wearer of this ring can summon a swarm of spiders as per the *summon swarm* spell, at a distance of up to 30 feet.

ITEM APPEARANCE

This decorative pin is capped with a life-sized representation of a moth, with white-lacquered wings and tiny yellow gemstones for eyes.

ITEM PROPERTIES

On command, the moth on this pin animates. On a second command it flies off, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to bear a message, it moves and acts according to the wishes of the person who activated it, though it has no combat abilities and can carry nothing heavier than 1/50 of a pound (the weight of 1 gold piece). If at least 1 point of damage is inflicted on the moth, it reappears attached to the pin, inert, and cannot be reactivated for one hour.

The moth can remain active for only 24 hours per week, but the duration need not be continuous.

ITEM APPEARANCE

This attractive golden ring is elegant enough to adorn the hand of the most discriminating noblewoman. Five small sapphires have been set in a circle atop the ring.

ITEM PROPERTIES

This ring grants its wearer the ability to speak and understand Common, Dwarven, Elven, Gnoll, and Orc. The ring also allows the wearer to read and write in these languages if he or she is already literate.

ITEM APPEARANCE

The gold band of this thumb ring is adorned with a motif of twining vines. A large emerald green stone has been set in it.

ITEM PROPERTIES

Crops hand-tended by the wearer of this ring flourish, increasing their yield by one third. To gain this benefit the wearer must tend the crops daily throughout the growing season, requiring at least one hour labor each day per acre.

The stone set in the ring is not a true emerald, but a malachite.

ITEM APPEARANCE

This gemstone is a faceted crystal the size of a man's fist. Although the crystal is translucent, darkness dwells in its heart, pulsing faintly to an unknown rhythm.

ITEM PROPERTIES

This gem can produce darkness in the following ways:

1. It can radiate darkness on command as per the *deeper darkness* spell. This use does not expend any charges.
2. The gem can send out a ray of black energy up to 50 feet. A creature struck by this ranged attack is shaken for 1d4 minutes unless it succeeds at a DC 14 Will save. This use expends 1 charge.
3. The gem can be commanded to flood a 30-foot cone with utter darkness. Any creature within this area must make a DC 14 Will save or be shaken for 1d4 minutes. This use expends 5 charges.

ITEM APPEARANCE

Secured within a folded piece of cloth is a set of three matching gold stud earrings. The earrings bear no visible adornment on the front, but the clasp of each in back is etched with miniscule arcane runes.

ITEM PROPERTIES

These earrings are designed to be worn separately, one per person. While worn, a person wearing an earring can point towards any of the other wearers within 130 feet, whisper a message and have it be heard, as per the *message* spell. The wearers need not have line of sight to each other, but they do need a clear and unobstructed path; the 130-foot range applies to the distance that must be traveled around obstacles between individuals, not to the actual distance between them. These earrings occupy the headband slot for the purposes of magic items worn on the body.

ITEM APPEARANCE

A gold monocle attached to a three-foot long gilded chain bears a glittering crystal lens. At the other end of the chain, a fob bears the symbol of three green leaves arranged in a circular pattern with a tiny red gemstone berry between each pair.

ITEM PROPERTIES

A person reading text through the lens can absorb the information at ten times the normal rate. However, the lens does not speed up the time it takes to use a magical scroll or text, or for wizards to memorize spells.

ITEM APPEARANCE

These smooth steel anklets are a handspan wide, and curve around in a three-quarter circle. Blue silk cord has been strung through eyelets in the back, to tighten the bands around one's calves. An elaborate swirling pattern adorns the surface of the polished steel of each anklet.

ITEM PROPERTIES

These anklets function as *boots of speed*. They take up the boot slot for the purposes of magic items worn on a person's body. Unlike *boots of speed*, these can only be used once per day, for a total duration of 3 rounds.

ITEM APPEARANCE

This is the holy symbol of a god of protection, fashioned from pale gold. The symbol is attached to a fine silver chain, evidently designed to be worn around the neck. The symbol glows with a very faint white radiance.

ITEM PROPERTIES

This holy symbol is fashioned of white gold, and is roughly three inches in diameter. If worn as a necklace, it protects its wearer with a limited version of the effects of *protection from evil*. The wearer gains a +2 deflection bonus to armor class and +2 resistance bonus on saves, both bonuses applying only against attacks made or effects created by evil creatures. Furthermore, anytime the wearer fails a save against any attempt to possess or exert mental control over him, the wearer is allowed a second save the following round to attempt to break the effect. This includes enchantment (charm) and enchantment (compulsion) effects (such as *dominate person*) that grant ongoing control over the subject.

ITEM APPEARANCE

The silver amulet suspended from this steel chain resembles a sculpture of a primitive humanoid form.

ITEM PROPERTIES

A tiny compartment is hidden in the back of the silver figure (Search DC 20 to find). If a bit of spittle, blood, hair, nail clipping, or similar item is placed within the compartment and the amulet worn by the being from whom this material was drawn, it functions as an *amulet of health* +2. It functions only for humanoid creatures, however.

ITEM APPEARANCE

This pair of earrings resembles a pair of tiny copper chimes, dangling from a stud of obsidian or some other black stone that sets into the earlobe. The chimes sound when they strike together with a faint, pure tone that belies their size.

ITEM PROPERTIES

The wearer of these earrings is guarded from sonic and language-dependent effects as if under the protection of a bard's Countersong effect with a Perform score of +6. That is, anytime the wearer is subjected to a language-dependent or sonic effect, the wearer is allowed a save and may make a separate check with a +6 modifier, using the better of the two results as the save result. If the wearer succumbs to an ongoing sonic or language-dependent effect, he or she gains a new Perform check each round to break the effect.

The earrings do not take up a slot for the purposes of items a creature wears.

ITEM APPEARANCE

Carved from white horn that has yellowed with age, this ring bears a large oval lapis lazuli stone set in its surface. A delicate network of silver threads has been embossed on the ring's surface, almost too fine to see by the naked eye.

ITEM PROPERTIES

This ring functions as a *ring of counterspells*. It is currently set to block the spell *suggestion*.

§ *Ring of Enlargement* § 41

ITEM APPEARANCE

This curiously shaped ring is circular on the inside but square on the outside. Each of the flat sides is engraved with tiny glyphs inlaid in gold.

ITEM PROPERTIES

The wearer of this ring may increase his size, as per the *enlarge person* spell, at will. The ring functions for humanoid creatures only. When enlarging, the wearer's size increases one category; he gains a +2 size bonus to Strength and the damage dice of his weapons increase, but he suffers a -2 size penalty to Dexterity, and his attacks and armor class each suffer a -1 size penalty. The size increase also affects grappling, use of the Hide skill, and so on; see the spell description for further details.

§ *Tumbler's Anklets* § 42

ITEM APPEARANCE

Dozens of bright orange gemstones stud the surface of these circular copper bands. The faceted surfaces of the stones catch the light in a mesmerizing glitter.

ITEM PROPERTIES

The wearer of this pair of anklets gains a +4 competence bonus to Tumble checks and Perform (dance) checks. The anklets are worth 100 gp each from the workmanship and quality of the stones.

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§ *The Burial Mask* § 43

ITEM APPEARANCE

This silver mask bears the semblance of a stern human visage. There are no holes in the mask for the eyes or breathing, as if it were intended for décor instead of actual wear. Six black gems have been set into the mask at the top, in an arc above the forehead.

ITEM PROPERTIES

If placed on the face of a humanoid corpse, the mask preserves the body with a *gentle repose* spell. A *magic aura* spell has been cast upon the mask to scare off magic-detecting grave robbers with a false reading, hence the aura of strong necromancy.

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§ *Collar of Fangs* § 44

ITEM APPEARANCE

The canine teeth of wolves or some other large predator have been set in a ring around the outside of this supple black leather collar. The collar fastens with a polished bone buckle in the front.

ITEM PROPERTIES

This collar is designed to be worn by animals, but can be worn by any creature with a neck. It functions as an *amulet of mighty fists* +1.

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ITEM APPEARANCE

The size of a walnut, this glistening black faceted stone has been polished to an oily sheen.

ITEM PROPERTIES

The stone is activated after being carried on one's person for a period of 24 hours. While active it grants the bearer a constant feeling of euphoria and goodwill so long as it is carried, granting a +5 circumstance bonus to saves against effects that produce pain or any strong emotional reaction (such as a fear spell). However, the bearer also suffers a -2 circumstance penalty to Wisdom-based skill and ability checks. It remains active for seven days.

ITEM APPEARANCE

This red iron ring bears a small crystal or glass bulb at the top filled with a bright red liquid of some kind.

ITEM PROPERTIES

The wearer of this ring may activate it once per day to produce an effect identical to the rage spell that lasts the duration of a single battle, for a maximum of 10 rounds. Activating the ring is a swift action.

When the ring is activated, the red liquid in the ring is injected into the wearer's bloodstream, producing the effect. It takes 24 hours of constant wear to replenish the ring. During this time the wearer does not heal naturally, as all such energies are devoted instead to fueling the ring.

ITEM APPEARANCE

No runes or lines mark the smooth, unadorned surface of this thick golden nose ring. It is approximately the diameter of a plum.

ITEM PROPERTIES

The wearer of this nose ring gains the benefit of the Improved Bull Rush feat, even if he does not meet the prerequisites for that feat. The item does not use up a body location slot for determining what that creature can wear, except that it cannot be used in conjunction with any other magical nose ring.

ITEM APPEARANCE

This pair of fine platinum chains is evidently designed to be worn around the ankles. Each chain is adorned with a dozen tiny bells that jingle with a lovely sound when shaken.

ITEM PROPERTIES

To function, the wearer of these anklets must make a successful Perform (dance) DC 15 check; the anklets must be visible and incorporated into the dance movements. If the check is successful, all those viewing must make a DC 15 Will save or suffer a -4 penalty on their Will saves to resist mind-affecting spells and effects for as long as the viewer sees the dance and five rounds thereafter.

If the wearer has the bardic music ability, she may expend uses of her bardic music ability and increase the save DC of the anklets by +1 per use expended. Doing so also raises the DC of the Perform check by 1 per use of bardic music expended. The anklets may be activated up to three times per day.

Amulet of Eldritch Reservoir 49

ITEM APPEARANCE

A helix of purple stone has been attached to the end of a fine golden chain by a simple clasp. [When charged:] The spiral stone glows with a faint light, about as bright as a candle.

ITEM PROPERTIES

This amulet stores magical energy like a battery, allowing one to tap into it in circumstances when magic is not normally available. When the wearer of the amulet is in such an area (such as an *antimagic field* or dead magic zone) and only then, the device allows him to cast spells or use spell-like abilities of 4th level power or less. Each spell cast drains one charge from the amulet per level of the spell; the amulet can be recharged.

Ring of Mage Shielding 50

ITEM APPEARANCE

This is a plain, unadorned steel ring. [When activated:] A faintly glowing field of pale blue energy emanates from the ring, extending back over the wearer's arm; the field is about the size of a small shield.

ITEM PROPERTIES

This ring functions as a *ring of force shield*.

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Ring of the Far Fist 51

ITEM APPEARANCE

A cameo depicting a ram's head has been set into this slightly rusted steel ring. The cameo has been carved from a black stone flecked with many points of blood-red inclusions.

ITEM PROPERTIES

This is a *ring of the ram*. The cameo is carved from bloodstone.

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Amulet of Missile Interception 52

ITEM APPEARANCE

This amulet is set on a broad-linked silver chain. The central medallion is about the size of a child's hand, and bears a large reddish crystal at its center, set into a silver mount resembling a five-pointed star. The crystal at the center glows with internal light.

ITEM PROPERTIES

Whenever *magic missiles* target the wearer of this amulet, a point of rose-colored light darts from the amulet to intercept and negate each missile. The amulet can counter up to five missiles per round in this manner.

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ITEM APPEARANCE

Engravings of mouths filled with tiny, sharp teeth adorn both the inner and outer surfaces of this platinum ring.

ITEM PROPERTIES

As a move action, the wearer of this ring can command a set of disembodied jaws composed of pure force to shoot from the ring and bite a designated target within 150 feet. The teeth use the wearer's base attack bonus +1 to determine if they hit as a melee attack; they inflict 1d8+1 damage if the attack hits. This is considered a force effect, and therefore can hit incorporeal creatures without the usual miss chance, and it ignores any damage reduction the target might have.

ITEM APPEARANCE

This dark wooden ring has been cunningly carved to resemble a series of overlapping oak leaves around its circumference.

ITEM PROPERTIES

This ring, carved from darkwood, grants its wearer a +10 competence bonus to the wearer's Climb checks.

ITEM APPEARANCE

A faint, musky scent wafts from this small loop of fabric, apparently woven from strands of silky white hair.

ITEM PROPERTIES

This is a ring of animal friendship.

ITEM APPEARANCE

The material from which this ring has been made looks soft and gray as a moth's wing. The ring feels warm to the touch, as if alive.

ITEM PROPERTIES

The wearer of this ring gains a +4 competence bonus on Charisma checks and Charisma-based skill checks when dealing with fey. The wearer can speak, read, and understand Fey. The wearer gains a +4 resistance bonus on saves against the spells and abilities of fey. The wearer also gains low-light vision if he or she does not possess it.

However, the wearer also becomes more vulnerable to cold iron weapons, taking 1 extra point of damage for each blow that hits, and cold iron weapons overcome any damage reduction the wearer might otherwise possess.

ITEM APPEARANCE

Some sort of clear, sticky residue coats the surface of this tarnished silver ring. A thin band of gold runs around the center of the ring, inset slightly from the blackened silver edges.

ITEM PROPERTIES

The ring negates intoxication, euphoria, and similar effects of use of alcohol and drugs, but does not prevent hangovers or the other negative consequences of ingesting such substances. Once donned the ring cannot be removed without *remove curse, break enchantment, miracle* or *wish*.

ITEM APPEARANCE

A fiery motif has been etched into the periphery of this bright copper ring. [If someone puts it on:] With searing pain akin to that of a branding iron, the ring merges with the finger's flesh, and where it once was an indelible tattoo of bright red flames now encircles the digit.

ITEM PROPERTIES

Once this ring has been donned it merges with the hand of the wearer, becoming a tattoo. It then cannot be removed except by means of a *break enchantment* spell, severing the finger, or the death of the wearer. While worn, the ring/tattoo grants its wearer fire resistance 10. Even in tattoo form it occupies a ring slot for purposes of items worn.

ITEM APPEARANCE

The symbol of a god of good has been picked out in tiny sapphires on the face of this bright silver ring.

ITEM PROPERTIES

This ring functions only for paladins, clerics with access to the Good domain, and bards of good alignment. When worn and activated by an act of will (a swift action), the sound of voices chanting holy psalms issues faintly from the ring, increasing the wearer's effective caster level by 1 on any spells cast. This chanting may be heard by creatures other than the wearer with a Listen check at a base DC of 5. If the ring is somehow silenced (such as by being brought into the area of a *silence* spell), the ring's effects are suspended. The wearer may cause the voices to cease chanting by another act of will.

ITEM APPEARANCE

A large ebon stone has been set into the band of this golden ring. An inlay upon the stone depicts a twisted golden tree branch bearing tiny gemstone fruits the color of blood.

ITEM PROPERTIES

This ring functions only for blackguards, clerics with access to the Evil domain, and bards of evil alignment. When worn and activated by an act of will (a swift action), the sound of a grim dirge issues from the ring, increasing the wearer's effective caster level by 1 on any spells cast. This dirge may be heard by creatures other than the wearer with a Listen check at a base DC of 5. If the ring is somehow silenced (such as by being brought into the area of a *silence* spell), the ring's effects are suspended. The wearer may cause the dirge to end by another act of will.

Leg Bands of Water Striding 61

ITEM APPEARANCE

These golden bands are a handspan long and are designed to clasp around the wearer's calves, fastening in the back with a trio of small gold latches. Each has been embossed with stylized wave patterns like an antique seascape.

ITEM PROPERTIES

These leg bands grant the wearer the ability to traverse water as if wearing a *ring of water walking*. The bands take up the boot slot for the purposes of magic items wearable.

Scarab of Wound Healing 62

ITEM APPEARANCE

A black scarab the size of a child's palm has been set on a golden medallion. Tiny runes are etched along the rim of the medallion, and a loop at the top shows that it can be strung on a chain or necklace. The scarab reflects bluish highlights when examined in bright light.

ITEM PROPERTIES

The scarab functions as a *periapt of wound closure* for its bearer. When the bearer is wounded, the scarab animates and scurries to the wound, secreting a translucent substance from its abdomen that acts as a coagulant, stopping bleeding and sealing wounds.

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Amulet of Escapable Location 63

ITEM APPEARANCE

A thumbnail-sized pale blue gem has been set at the center of this medallion, which has been decorated so the gem resembles the pupil of a great eye. The amulet is suspended on a thick gold chain.

ITEM PROPERTIES

This amulet functions like an *amulet of inescapable location*, with one significant exception.

The central gem of the amulet can be removed. Any divination effects that attempt to determine the whereabouts of the wearer mistakenly identify the location of the gem instead. Scrying and similar effects that view the wearer remotely make it seem as if the viewer were located wherever the gem is.

Although the gem can be removed and left behind, the amulet itself cannot be unless a *remove curse* spell is applied. The wearer still suffers a -10 penalty to all saves against divination spells.

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Ring of Missiles 64

ITEM APPEARANCE

This plain gold ring is etched on the inside with a circle of arrows of the type one might fire from a bow, pointing one to the next around the inner rim of the band.

ITEM PROPERTIES

To activate the ring, one must point at a target, rub the band with one's thumb, and say, "Fly true!" in Common (a standard action). When this is done, five golden *magic missiles* fly forth to strike the designated target or targets. The maximum range is 800 feet.

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☿ *Ring of Holdann Swift Eagle* ☿ 65

ITEM APPEARANCE

Carved from smooth white bone, the face of this ring bears a pattern of intricate knotwork in a simple repeating pattern.

ITEM PROPERTIES

This is a minor ring of spell storing. It currently holds remove paralysis (CL3) and true strike (CL1).

☿ *Serpent Bands* ☿ 66

ITEM APPEARANCE

This is a pair of coiled bands designed to be worn on the arms or calves. Each is a coiled band of fine square gold wire woven together and accented with jade, crafted to resemble serpents winding around one's limbs. One head is set with a pair of tiny purple gemstones for eyes, while the other has eyes of ruby.

ITEM PROPERTIES

One must wear both bands for either of them to function. Once per day on command, each of these bands can transform into a snake. The purple-eyed band becomes a Large constrictor, while the red-eyed serpent becomes a Large viper. If either is slain in snake form, both revert to armbands and cannot be activated again for 24 hours. If not slain, they can remain in serpent form for up to 10 minutes.

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☿ *Hatpin of Luck* ☿ 67

ITEM APPEARANCE

Two handspans long, this silver hatpin bears a warm orange stone the size of a little fingernail at the end, set into a baroque silver lozenge. The symbol of the god of good fortune has been sculpted into the reverse side of the lozenge.

ITEM PROPERTIES

This hatpin functions as a *stone of good luck* for its wearer. The pin must be properly fastened to a hat or headpiece in order to function.

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☿ *Nightingale Ring* ☿ 68

Nightingale Ring of Stealthy Assignations

ITEM APPEARANCE

Artfully set with emeralds and topaz, this ornate golden ring would not look out of place on the hand of a noblewoman or the wife of a wealthy merchant.

ITEM PROPERTIES

This ring functions as a *ring of invisibility*. The compartment within the ring can be used to hide a single dose of concentrated poison (the chamber in this particular ring is empty).

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§ *Tiara of the Maiden's Youth* § 69

ITEM APPEARANCE

Rose-red gems and faceted crystals encrust the surface of this elegant lady's crown, which has been carefully preserved in a padded leather case.

ITEM PROPERTIES

The tiara grants its wearer a +2 enhancement bonus to Charisma. It also subtly alters the wearer's appearance, smoothing away wrinkles and hiding or minimizing blemishes according to the wearer's desires.

The red gems set into the tiara (which are more precisely that shade of rosy red known as amaranth) are cut from rare red beryl.

§ *Nose Ring of Scenting* § 70

ITEM APPEARANCE

Designed to be worn through the nose, this sliver of bone measures roughly the length of an index finger and tapers to a point at either end. Delicate runes have been scrimshawed into the bone.

ITEM PROPERTIES

The bone is 3 inches long and 1/3 inch wide at its center. It is intended to be worn pierced through the center (septum) of one's nose rather than through either nostril. If properly worn, it grants the wearer the Scent ability. This item does not take up any of the normal item slots; however, the wearer cannot employ more than one magical nose ring at a time.

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§ *Crown Jewel of Varann* § 71

ITEM APPEARANCE

This large, faceted translucent yellow gem has been cut in a disc shape as wide in diameter as a grown man's palm. One side is smooth and featureless, but the other has a symbol cut into it resembling an upward-curving arc bisected by a single line.

ITEM PROPERTIES

If this device is worn openly, the wearer gains a +2 competence bonus to any Leadership check, as well as a +5 bonus when making a skill check to influence the attitude of others (usually through Diplomacy, Intimidate, or Performance).

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§ *Ring of the Penetrating Gaze* § 72

ITEM APPEARANCE

Although at first glance this ring appears to be made of fine glass or crystal, on closer inspection it is seen to be made of clear, tangible magical force energy. [If worn:] When the ring is slipped on, the eyes of the wearer become black, faintly glittering as if reflecting the stars of the heavens in their inky depths.

ITEM PROPERTIES

This is a *ring of x-ray vision*. Due to the manner of its origin, the ring is immune to being located or scried through divination magic. This defense functions only for the ring, not its wearer.

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ITEM APPEARANCE

A thin but deep groove runs around the center of this ring, which appears to have been cut from a dull white chitinous substance. Aside from the groove, no runes or markings adorn the band's surface.

ITEM PROPERTIES

This ring grants its wearer cold resistance 20.

ITEM APPEARANCE

About the size of a grown man's fist, this large translucent crystal has been carefully smoothed and polished. No attempt has been made to cut the crystal into a particular shape, but instead it appears to have been worked so as to enhance the crystal's natural shape. [If touched:] **The crystal trembles with a subtle, almost intangible vibration.**

ITEM PROPERTIES

This crystal functions using charges. By expending one charge, one of the following three effects can be produced on command:

1. Silence
2. Sound Burst
3. Sonic Ray (as scorching ray, but sonic damage)

The spell effects are generated at caster level 5.

ITEM APPEARANCE

The turquoise stone set into the bezel of this steel ring glistens as if coated with a thin film of water. The ring itself has been engraved around its inner circumference with flowing letters along with a symbol of some kind set directly beneath the jewel.

ITEM PROPERTIES

The wearer of this ring can move freely underwater as if under the effects of a *freedom of movement* spell. However, it only works to offset aquatic movement penalties; it does not protect against being grappled, ensnared by webs, or any other means of hindering the wearer's actions.

Black Ring of Paligarn Blood Hand

ITEM APPEARANCE

A small pair of black prongs or horns jut from the surface of this black metal ring. Twisted runes have been carved deeply into the outer surface. [If worn in a dark environment:] A faint red radiance emanates from deep within the runes like the ruddy glow of dying embers.

ITEM PROPERTIES

This adamantine ring absorbs energy from bleeding wounds and uses it to heal its wearer on command. To absorb energy it must be placed in contact with an open, bleeding wound on a living creature. The ring absorbs blood from the wound, inflicting 1 point of damage per round on the wounded creature and storing that energy, up to its maximum capacity of 100 points.

Once at least one point has been absorbed, the wearer of the ring may access the energy as a swift action, gaining fast healing 1 as a supernatural ability for as long as the ring holds points of energy or until the wearer commands the ring to stop.

ITEM APPEARANCE

Tiny idols of jade the size of peas are set, pendant-style, into this pair of gold earrings.

ITEM PROPERTIES

These earrings grant the wearer a +4 bonus to Charisma. They do not take up a magic item space on the body.

ITEM APPEARANCE

A trio of stones adorns the top of this fine golden ring. The center stone is a clear, deep sapphire blue, while the two stones flanking it are black as jet. The remainder of the ring has been crafted with a pleasing arabesque pattern, serving to highlight the three stones to maximum effect.

ITEM PROPERTIES

This ring once held three wishes; however, two have been used, so only one wish remains.

ITEM APPEARANCE

The dark wood tones of this rosewood box almost glow with a warm internal luster when exposed to light. Inside, nestled upon a bed of white crushed velvet, lie a trio of small gemstones—a pale blue amethyst, a lemon yellow garnet, and a dark green peridot. Also present is a golden ring, embossed with elaborate decorative relief, and set with three stones, each of which matches one of the loose stones in hue.

ITEM PROPERTIES

The wearer of the larger ring with three stones can immediately assess the whereabouts of any creature possessing one of the smaller stones. By touching its mate on the ring and concentrating, the wearer can determine the direction and distance to the matching stone, as well as any conditions affecting a stone's bearer: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. The connection does not work across planar boundaries.

ITEM APPEARANCE

This device is about the size of a man's hand with fingers outspread. A series of concentric black metal circles are joined together by a number of rays that emanate from the center. They extend out past the furthest circle and end in razor-sharp in-curved claws. A clear brilliant jewel the size of a grape lies nestled at the heart of the device, like a spider in a web. The top of the amulet is smooth, but the undersurface has a tacky, unfinished feeling.

ITEM PROPERTIES

Once per day on command, the amulet sends hundreds of fine adamantine filaments racing through the wearer's skin, effectively encasing the wearer in a skin-hugging metallic mesh. This grants the wearer DR 10/adamantine for one hour, or until the mesh has absorbed 70 points of damage.

§ *Brooch: Lady with Pearls* § 81a

ITEM APPEARANCE

This brooch is fashioned of silver to resemble a beautiful woman in flowing robes in an almost floral motif; black pearls adorn her dress, and her hair is highlighted in gold leaf.

ITEM PROPERTIES

Grants its wearer a +5 competence bonus on Diplomacy checks. Occupies the amulet slot for the purpose of magical items one can wear.

§ *Ivory Horn Brooch* § 81b

ITEM APPEARANCE

This small pin appears to be made from bone or ivory, carved with a spiraling pattern to resemble a tiny unicorn horn.

ITEM PROPERTIES

The wearer gains a +5 resistance bonus on saves against poison. Occupies the amulet slot for the purpose of magical items one can wear.

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§ *Gold and Sapphire Brooch* § 81c

ITEM APPEARANCE

A pair of sapphires is clasped by golden claw mounts, attached barbell fashion by a rod of delicately etched white gold and backed with a golden pin.

ITEM PROPERTIES

The wearer gains a +5 competence bonus on Sense Motive checks. Occupies the amulet slot for the purpose of magical items one can wear.

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§ *Topaz Lion Brooch* § 81d

ITEM APPEARANCE

Fastened to a pin is a lion's head carved from a single piece of topaz. Fitted in a small compartment in the back is a tiny removable matching lion's head.

ITEM PROPERTIES

If the brooch and detachable lion's head move more than five feet apart from one another, both emit a clearly audible roar. This roaring continues until they are brought back within 5 feet of each other, or the correct command word ("siletta") is uttered. Occupies the amulet slot for the purpose of magical items one can wear.

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§ *Black Opal Brooch in Brass* § 81e

ITEM APPEARANCE

A matte black hemisphere of stone into which a pattern of arcane runes and lines has been carefully incised is set into a frame of brass whose back is concave and has a brass pin attached to fasten it to one's vestments.

ITEM PROPERTIES

The wearer is protected by an invisible field of chaotic energies that cause all ranged attacks to miss 20% of the time, as if protected by *entropic field*. Occupies the amulet slot for the purpose of magical items one can wear.

§ *Copper Battleaxe Brooch* § 81f

ITEM APPEARANCE

A tiny double-bladed battleaxe has a diamond set where the half-moon blades of copper meet; the haft of the axe appears to be a stickpin.

ITEM PROPERTIES

The wearer gains a +2 enhancement bonus to natural armor. Occupies the amulet slot for the purpose of magical items one can wear.

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§ *Ring of Chains* § 82

ITEM APPEARANCE

This ring is fashioned of many cunningly forged adamantine chains, each no thicker than a hair from a horse's mane, braided together in a complex weave. [When activated:] The ends of four of the tiny chains detach from within the woven filaments and extend out slightly, coiling and moving at the mental commands of the wearer.

ITEM PROPERTIES

Three times per day the wearer of this ring can command chains in a manner similar to a chain devil. Up to four chains within 20 feet can be controlled, moving and attacking as the wearer wishes. The wearer can make the controlled chains grow up to 15 feet in length and sprout barbs, then use them to attack as if wielding them directly, using his own attack bonus and damage bonus for strength. The wielder is considered proficient in their use. Using the chains to attack is a standard action (for a single chain) or a full round action (for two to four chains). The wearer can control the chains for up to 11 minutes before they return to their original state.

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§ *Ring of Freedom* § 83

ITEM APPEARANCE

This ring has been forged in the shape of a pair of intertwining eels facing opposite one another. One eel is made of copper, with a tiny red speck of a gem for an eye, while the other is made from brass, with an eye of blue.

ITEM PROPERTIES

This is a *ring of freedom of movement*. Whenever the wearer is exposed to an effect that would constrain the wearer the eels animate, writhing against one another in a perpetual circuit about the wearer's finger.

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⌘ *Ring of Dimension Hopping* ⌘ 84

ITEM APPEARANCE

This fat gold signet ring bears as its seal the image of a crumbling tower with a single window at its center.

ITEM PROPERTIES

Three times per day the wearer of this ring can speak the command word “Kalamazan” and *dimension door* up to 800 feet away. Using this ability is a standard action that does not provoke attacks of opportunity.

⌘ *Ring of Thunderbolt Fells* ⌘ 85

ITEM APPEARANCE

Jagged runes have been deeply inscribed into the outer surface of this dull steel ring. [If worn:] The ring tingles slightly against the skin when put on, but the sensation soon fades.

ITEM PROPERTIES

This ring grants its wearer electricity resistance 30.

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⌘ *Ring of Occam's Hand* ⌘ 86

ITEM APPEARANCE

The band of this copper ring has been fashioned to resemble a series of hands with splayed fingertips set side-to-side, palm outward. A tiny amber gem is set into each palm, a total of eight in all.

ITEM PROPERTIES

This ring provides a +5 deflection bonus to its wearer's AC by conjuring translucent, amber-colored hands that block attacks.

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⌘ *Ring of the Starry Sky* ⌘ 87

ITEM APPEARANCE

Made from some unidentifiable resinous stone, this ring bears a large, translucent black oval stone set atop it. Pinpricks of dark energy seem to dance around the gem, flashing into a trail of sparkling star-motes if the ring is moved sharply.

ITEM PROPERTIES

This ring functions as a *ring of shooting stars*.

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ITEM APPEARANCE

This is a pair of platinum rings, apparently designed as a matched set for a man and a woman. One has a slightly broader band, and is of smooth, unadorned metal. The other is slimmer, and is set with a small diamond flanked by a tiny pair of rubies.

ITEM PROPERTIES

This is a matched pair of rings of friend shield.

ITEM APPEARANCE

This ring appears to have been woven from white and gray fibers in an intricate pattern of knotwork. A small, polished oval crystal of rose quartz has been set into the ring, carved into a cameo depicting a swan in flight.

ITEM PROPERTIES

This ring grants its wearer the ability to fly at a speed of 60 feet, with a maneuverability of good. This speed drops to 40 feet if the wearer wears medium or heavy armor, or carries a medium or heavy load.

ITEM APPEARANCE

This pair of concave lenses is small, not much wider than the length of a fingernail. The outer surface of the lens is covered with minute facets, but the inside is smooth. Each lens is no thicker than a sheet of fine-grade paper.

ITEM PROPERTIES

These small curved lenses are worn directly on the eyes, in the manner of contact lenses. When donned, the wearer's eyes glitter faintly with iridescent colors and the cusps function as eyes of *charming*.

ITEM APPEARANCE

A large, thumbnail-sized translucent red gem has been set into this otherwise unadorned gold ring. The gem has a dark flaw running through its heart like a vein of shadow.

ITEM PROPERTIES

This ring grants immunity to a single spell of up to 4th level. To function, the word "Benicarius" must be spoken and the spell to be protected against cast with the ring as its target. Thereafter the wearer gains unbeatable SR against that specific spell. The ring provides no protection against spells that ignore spell resistance.

§ *Casque of the Senses* § 92

ITEM APPEARANCE

Floral patterns have been painted onto the smooth ceramic surface of this decorative horned helm. The device appears to fit over the face and head, lending one the appearance of a faun or satyr. The piece seems designed for display rather than actual wear, though, as it lacks any holes for eyes. Tiny gems line the periphery of the helm and the horns have been fashioned from ivory.

ITEM PROPERTIES

Despite its appearance, this casque is designed to be worn. Even though there are no eyeholes, the wearer can still see as well as if the casque were not worn. In addition the wearer gains blindsight 40 feet and a +5 competence bonus to Listen checks.

The casque takes up both the helm and eye slots for the purposes of magic items that can be worn.

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§ *Ring of the Archwizard* § 94

ITEM APPEARANCE

A faint but visible halo of light surrounds this silver and gold signet ring bearing the image of a starburst inside a circle.

ITEM PROPERTIES

This is a *ring of wizardry III*. The halo of light it produces is the equivalent brightness of candlelight. It is a constant effect present even when the ring is not worn.

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§ *Ring of Armoring* § 93

ITEM APPEARANCE

This odd bit of jewelry looks like a fanciful set of metal plates and guards fashioned of mithral, designed to fit over a single finger, like a tiny portion from a suit of armor.

ITEM PROPERTIES

This ring girds its wearer in invisible armor of force, granting a +8 armor bonus to AC.

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§ *Amulet of the Inner Planes* § 95

ITEM APPEARANCE

Various bright jewels have been set around the circumference of this large, flat amulet. The interior of the disc is of shimmering gray material and a clear stone has been set at the amulet's center. A fine gold chain is affixed to the amulet at one end by a small pin.

ITEM PROPERTIES

This amulet functions exactly as an *amulet of the planes*, save that it only allows travel between the prime, ethereal, and inner planes.

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ITEM APPEARANCE

This large rectangular amulet is suspended on a chain of copper plaques the size of a grown man's thumbnail. The medallion at the end is made up of a complex knotwork of silver and copper strands that clasp together around a central lattice of gold, forming the image of a pair of interlocked dragons facing one another. The coppery dragon has a tiny emerald for an eye, while the silvery dragon has a like sapphire as its eye. It appears that the heart of this pendant can open in a manner similar to a locket.

ITEM PROPERTIES

If a scroll containing a spell of level 4 or less is placed into the amulet's compartment, once per day the wearer of the amulet can cast that spell at 13th caster level as if he were a member of the appropriate class. The wearer needs to pay any XP cost over 300 experience points, and must provide any focus needed, as well as any costly material component worth more than 500 gp.

ITEM APPEARANCE

A flat, glassy olive green gem the size of a robin's egg is secured to an oval mount on this wide mithral ring. Elven runes are graven into the tapering sides of the band.

PROPERTIES

When activated, the ring builds up a concentration of magical energy that can be used to infuse cast evocations, making them more potent. (It can be activated three times per day.) Activating the ring is a standard action that does not provoke an attack of opportunity. However, in the first round as it begins to gather a charge, it provides no benefit to its wearer.

The second round of its activation, if the ring is triggered (as a swift action) in conjunction with the casting of an evocation spell of any level, that spell is augmented with the benefits of the Empower Spell feat. If the ring is triggered in the third round of its activation in conjunction with an evocation spell, the spell instead benefits from the Maximize Spell feat. If triggered in the fourth round, the evocation spell is affected by both Empower spell and Maximize spell.

ITEM APPEARANCE

This ring has been sculpted from bone or ivory of the purest white. A series of tiny bloodstones, seven in all, have been set in the bone running around the outer surface of the ring.

ITEM PROPERTIES

Whenever the wearer of this ring damages a living creature with a slashing or piercing melee weapon, the wearer is healed an amount equal to half of the damage inflicted as the ring absorbs some of the energy of the wound. The ring can only absorb and heal 30 hit points in a single round by this method.

ITEM APPEARANCE

The symbol of an oil lamp of Eastern design adorns the front of this fine brass ring. Two words have been engraved within in an exotic, flowing script.

ITEM PROPERTIES

This is a *ring of djinni calling*. It calls a specific djinni named Firth Anaar, whose name is scribed on the inside of the band in Auran.

§ Rings of Air §

100

§

§ 101

ITEM APPEARANCE

No engraving or adornment marks this set of four identical silver rings.

ITEM APPEARANCE

ITEM PROPERTIES

This set operates as a *ring of elemental command (air)*. All four rings must be worn for this device to function, on one or more hands; however, it counts as only one ring for the purposes of how many magical rings a creature can wear.

ITEM PROPERTIES

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103

ITEM APPEARANCE

ITEM APPEARANCE

ITEM PROPERTIES

ITEM PROPERTIES

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