

Bits of Magicka: Rings & Jewels™

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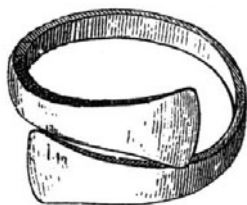
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4. Ring of Clever Magic

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

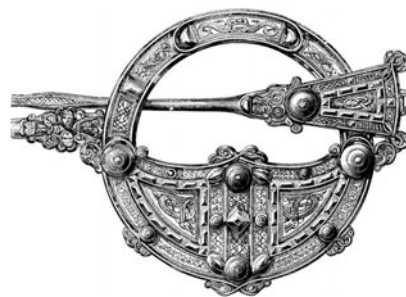
“Miser” Mathis, a notorious skinflint, spent an inordinate amount of time and effort to have this ring forged as a means of surreptitiously swiping small coins. When his filching was discovered he was arrested, and became the laughingstock of his community. The ring was stolen from the constabulary’s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



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

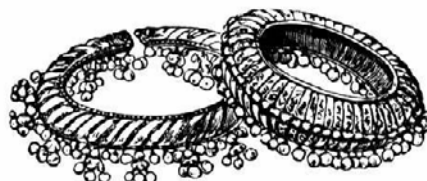
The wearer of this nose ring gains the benefit of the Improved Bull Rush feat, even if he does not meet the prerequisites for that feat. The item does not use up a body location slot for determining what that creature can wear, except that it cannot be used in conjunction with any other magical nose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

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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.

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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

§ 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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