



JE Debar

# Buck-A-Batch Magic Rings

For use with the 4th Edition

**DUNGEONS  
& DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and  
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.



Lvl	Name	Price (gp)	Category
14	Artificer's Ring	21,000 gp	Ring
14	Dagger Ring	21,000 gp	Ring
14	Farstrike Ring	21,000 gp	Ring
14	Key Ring	21,000 gp	Ring
14	Potion Ring	21,000 gp	Ring
14	Ring of Flanking	21,000 gp	Ring
14	Target Ring	21,000 gp	Ring
15	Combatant's Ring	25,000 gp	Ring
15	Duelist's Ring	25,000 gp	Ring
15	Healing Ring	25,000 gp	Ring
15	Ring of the Martyr	25,000 gp	Ring
15	Share-Rings (Damage)	25,000 gp	Ring
15	Share-Rings (Healing)	25,000 gp	Ring
15	Share-Rings (Save)	25,000gp	Ring
16	Avenging Ring	45,000 gp	Ring
16	Death Blow Ring	45,000 gp	Ring
16	Monster Hunter's Ring	45,000 gp	Ring
18	Ring of Dazing	85,000 gp	Ring
20	Crusader's Ring	125,000 gp	Ring
20	Destroyer's Ring	125,000 gp	Ring
22	Channel Ring (Necrotic)	325,000 gp	Ring
22	Channel Ring (Radiant)	325,000 gp	Ring
24	Razorstorm Ring	525,000 gp	Ring
24	Shock Ring	525,000 gp	Ring
25	Necromancer's Ring	625,000 gp	Ring



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### Artificer's Ring Level 14

*Two silver interlocked gears attached to a simple gold band. The gears spin when the ring's power is activated.*

**Item Slot:** Ring 21,000 gp

**Property:** Gain a +2 item bonus to Knowledge checks.

**Power (Encounter):** Free Action. Activate to gain a +2 bonus to an attack roll when using a magic item.

**Power (Daily):** Free Action. When you use a magic item's daily power roll a save. If you succeed the item's daily power can be used again.

### Avenging Ring Level 16

*This silver ring bears a small broken blood covered sword. It seeks revenge against those who have injured you.*

**Item Slot:** Ring 45,000 gp

**Property:** If an enemy that damages you during their turn ends its turn in a square adjacent to you that enemy takes 3 points damage.

**Power (Daily ✦ Radiant):** Immediate Reaction. You may use this ability after you have been damaged by a melee attack. All creatures within 5 squares of you who have dealt damage to you during this encounter are dealt 3d10 radiant damage.

**Power (Daily):** Immediate Reaction. Use this ability if an enemy's melee attack reduces you to 0 hit points or less. Make a basic melee attack against the enemy if it hits you deal 2W damage.

### Channel Ring (Necrotic)

Level 22

*This simple onyx band transforms Radiant energy into a Necrotic attack.*

**Item Slot:** Ring 325,000 gp

**Property:** You gain resist 10 Radiant. Allies adjacent to you gain resist 5 Radiant.

**Power (Encounter ♦ Necrotic):** Immediate Reaction. Use this ability after you have been damaged by an attack that deals radiant damage. A melee weapon held in your hand becomes charged with necrotic energy. The next successful attack you make with the weapon during this encounter deals an additional 3d6 Necrotic damage.

**Power (Daily):** Immediate Interrupt. Use this ability immediately after suffering a critical hit from an attack that deals radiant damage. The damage resistance that the ring grants to you and your allies is doubled until the end of your next turn.

### Channel Ring (Radiant)

Level 22

*A series of twisted ivory bands transform Necrotic energy into a Radiant attack.*

**Item Slot:** Ring 325,000 gp

**Property:** You gain resist 10 Necrotic. Allies adjacent to you gain resist 5 Necrotic.

**Power (Encounter ♦ Radiant):** Immediate Reaction. Use this ability after you have been damaged by an attack that deals necrotic damage. A melee weapon held in your hand becomes charged with Radiant energy. The next successful attack you make with the weapon during this encounter deals an additional 3d6 Radiant damage.

**Power (Daily):** Immediate Interrupt. Use this ability immediately after suffering a critical hit from an attack that deals necrotic damage. The damage resistance that the ring grants to you and your allies is doubled until the end of your next turn.

### Combatant's Ring

Level 15

*An ivory band carved to resemble the outer walls of a combat arena.*

**Item Slot:** Ring 25,000 gp

**Property:** You gain a +1 bonus to your intimidate skill for as long as the zone is active.

**Power (Daily ♦ Zone):** Standard Action. Close burst 6. This zone is ringed by the walls of a phantom arena. At the start of their turn, as a free action, creatures in the zone may make an intimidate check against another creature in the zone. If they succeed the creature gains a +3 power bonus to their attack rolls against the target creature until the end of their turn. The zone persists until the end of the encounter or you can end it on your turn with a minor action.

**Power (Daily):** Immediate Reaction. Use after failing an intimidate check while the zone is active. A resounding

cheer goes up from an invisible crowd. Re-roll your intimidate check with an additional +5 bonus.

### Crusader's Ring

Level 20

*A golden band engraved with the symbols of a lawful good organization.*

**Item Slot:** Ring 125,000 gp

**Property:** If you are of lawful good alignment your melee attacks deal an additional +2 radiant damage against evil creatures.

**Power (Daily):** Free Action. You may use this ability if a critical hit you make reduces an evil creature's hit points to 0 or less. Spend a healing surge to regain twice your surge value in hit points or heal an ally within 2 squares of you for a number of hit points equal to their surge value.

**Power (Daily ♦ Radiant):** Immediate Reaction. Close burst 2. You can use this power when hit by a melee attack made by an evil creature. All evil creatures in range are dealt 3d6+8 radiant damage.

### Dagger Ring

Level 14

*A silver ring carved to resemble a length of chain set with a small dagger shaped gemstone.*

**Item Slot:** Ring 21,000 gp

**Property:** Gain a +3 item bonus to your attack rolls when using a dagger held in the ring bearing hand. You cannot be disarmed when using a dagger.

**Power (Encounter):** Free Action. Make a standard range attack against a target with your dagger. If it hits the attack deals 2W. The dagger returns to your hand at the end of your turn.

### Death Blow Ring

Level 16

*Carved from onyx and engraved with a laughing skull this ring can amplify a critical hit into a lethal blow.*

**Item Slot:** Ring 45,000 gp

**Property:** If an ally adjacent to you performs a critical hit you gain a +3 power bonus to your next attack roll.

**Power (Daily):** Free Action. You may use this power when you score a critical hit upon a creature in melee combat. The creature makes a save. If it fails the damage dealt by the attack is doubled.

### Destroyer's Ring

Level 20

*A golden band engraved with the symbols of a chaotic evil organization.*

**Item Slot:** Ring 125,000 gp

**Property:** If you are of chaotic evil alignment your melee attacks deal an additional +2 necrotic damage against

good creatures.

**Power (Daily):** Free Action. You may use this ability if a critical hit you make reduces a good creature's hit points to 0 or less. Spend a healing surge to regain twice your surge value in hit points or heal an ally within 2 squares of you for a number of hit points equal to their surge value.

**Power (Daily ♦ Necrotic):** Immediate Reaction. Close burst 2. You can use this power when hit by a melee attack made by a good creature. All good creatures in range are dealt 3d6+8 necrotic damage.

### Duelist's Ring Level 15

*This ring grants you special bonuses when you focus upon a single opponent in combat.*

**Item Slot:** Ring 25,000 gp

**Power (Daily):** Minor Action. Mark a creature. You gain a +3 item bonus to attack rolls made against the marked creature. You also gain a +3 item bonus to your AC when defending against the marked creature.

**Power (Daily):** Immediate Reaction. Use after you reduce a creature you marked at the start of combat to 0 hit points. You are healed a number of hit points equal to a healing surge.

### Farstrike Ring Level 14

*This onyx ring bears the image of a sword its hilt is notched and bears the fletching of an arrow.*

**Item Slot:** Ring 21,000 gp

**Power (Encounter):** Standard Action. You may make a basic melee attack against a single target up to 5 squares away.

**Power (Daily):** Free Action. You may use this ability after making a critical melee attack against a target. Make a basic melee attack against another target up to 5 squares away.

### Healing Ring Level 15

*A silver ring with a small red cross shaped gem. The cross glows when healing powers are in use.*

**Item Slot:** Ring 25,000 gp

**Property:** Any healing power used within 3 squares of you gains a +2 bonus to the result.

**Power (Daily ♦ Healing):** Free Action. You, or a single ally within 5 squares of you, are healed as though they used a healing surge.

### Key Ring Level 14

*A gold ring with three small key shaped gems. Locks seem to want to open in its presence.*

**Item Slot:** Ring 21,000 gp

**Property:** Any attempt made to pick a lock within 3 squares of you gains a +3 bonus to the skill check.

**Power (Consumable):** Minor Action. As the ritual *knock*. A healing surge is not required, however each time this power is used one of the key shaped gems turns to dust.

### Monster Hunter's Ring Level 16

*A simple gold ring that bears the face of a goblin. Two small X's mark the eyes.*

**Item Slot:** Ring 45,000 gp

**Property:** Touching the ring to a recently deceased corpse will permanently attune the ring to the creature type responsible for its death.

**Power (Encounter):** Free action. Use after making a successful melee attack against a creature of the type that the ring is attuned to. The creature becomes marked. You gain a +3 bonus to your attack and damage rolls against the marked creature.

**Power (Daily):** Immediate reaction. Use after being struck by a marked creature. This attack does not count. Re-roll the attack roll.

**Power (Daily):** Free action. Use after making a successful attack against a marked creature. Your attack deals an additional 1W and the creature is dazed until the end of its next turn.

### Necromancer's Ring Level 25

*A series of skulls engraved in a silver ring. Phantom skulls shoot from the ring when its power is used.*

**Item Slot:** Ring 625,000 gp

**Property:** Undead within 5 squares of you gain a +5 bonus to their Will when defending against Channel Divinity: Turn Undead.

**Power (Daily ♦ Necrotic):** Free Action. Close Burst 5. Living creatures within range suffer 4d10 + Charisma modifier necrotic. Undead creatures within range are healed for 4d10 + Charisma modifier.

### Potion Ring Level 14

*A silver ring which bears the image of a goblin with inflated cheeks and a puckered mouth.*

**Item Slot:** Ring 21,000 gp

**Property:** When this ring comes into contact with a magic potion it will slowly absorb the liquid over a 24 hour period. Only one potion may be stored at a time. The stored potion is expended if the ring's power is used.

**Power (Daily):** Free Action. You may activate the ring to benefit from the effects of the stored potion.

### Razorstorm Ring

Level 24

*This ring bears seemingly sharp edges yet is dull to the touch.*

**Item Slot:** Ring 525,000 gp

**Property:** Enemy creatures that end their turn in a square adjacent to you while the ring's zone is active are dealt 3 points damage.

**Power (Daily ♦ Force, Zone):** Standard Action. Close burst 3. You may use this power to create a zone filled with dozens of whirling dagger-sized blades of solid energy. Enemy creatures in the zone when it is first created are dealt 4d6 Force. Enemies that end their turn in this zone are dealt 6 Force. The zone persists until the end of the encounter or you can end it on your turn with a minor action.

### Ring of Dazing

Level 18

*A silver band encrusted with multicolored fragments of gems.*

**Item Slot:** Ring 85,000 gp

**Property:** You roll your save twice when attempting to end a dazed condition.

**Power (Daily ♦ Radiant, Zone):** Minor Action. Close Burst 3. You create a zone of scintillating light. Attacks made on creatures in this zone that deal radiant damage or have a dazing effect gain a +3 bonus to the attack roll. This zone lasts for 3 turns.

**Power (Daily ♦ Radiant):** Standard Action. Make an attack: Close burst 2; All enemy creatures within range; Intelligence or Charisma vs. Will; on a hit, target is dealt 3d8 radiant damage and is dazed (save ends).

### Ring of Flanking

Level 14

*This wooden band has the carved image of an orc's head at its center with a sword on either side.*

**Item Slot:** Ring 21,000 gp

**Property:** You gain an additional +1 to your attack roll when attempting to hit a flanked target.

**Power (Daily):** Free Action. Close burst 6. Choose up to three enemy targets within range. You create a phantom warrior in an empty space adjacent to each target. These warriors count as allies to you and your party for the purpose of granting a flanking bonus. Creatures can move through the phantoms or even end their turn in their space. If a phantom is on an occupied square it slides towards you, stopping on the next empty square it encounters. The phantoms remain until the end of the encounter.

**Power (At-Will):** Minor Action. On your turn you can spend a healing surge to slide a phantom up to 6 spaces.

### Ring of the Martyr

Level 15

*A gold ring which bears the symbol of a forgotten goddess of sacrifice.*

**Item Slot:** Ring 25,000 gp

**Property:** You may reduce the damage dealt to allies adjacent to you by up to 5 points. Each time you do this you take an equal amount of damage.

**Power (Daily):** Immediate Interrupt. You may activate this power when an ally within 5 squares of you is dealt damage. The damage meant for the ally is dealt to you instead.

### Share-Rings (Damage)

Level 15

*A set of four onyx rings carved to resemble a length of chain.*

**Item Slot:** Ring 25,000 gp

**Property:** You may prevent 3 points of damage dealt to ring wearing allies adjacent to you. Take 3 points of damage each time you do so.

*Special:* These rings come in a set. If one ring is disenchanting the others in the set lose their magic as well. The cost covers the set of rings.

**Power (Daily):** Immediate Interrupt. You may use this ability when you or an ally wearing a ring within five squares of you is damaged. The damage is divided among all ring wearing allies within five squares of the target.

**Power (Daily):** Immediate Reaction. If the above power is activated by one of your allies roll a save. If you fail your ring's power is considered spent as well.

### Share-Rings (Healing)

Level 15

*A set of four ivory rings carved to resemble a length of chain.*

**Item Slot:** Ring 25,000 gp

**Property:** Ring wearing allies adjacent to you are healed for 3 points each time you use a healing surge.

*Special:* These rings come in a set. If one ring is disenchanting the others in the set lose their magic as well. The cost covers the set of rings.

**Power (Daily):** Standard Action. All ring bearing allies within five squares of you spend a healing surge. The recovered hit points are divided up among the ring bearers.

**Power (Daily):** Immediate Reaction. If the above power is activated by one of your allies roll a save. If you fail your ring's power is considered spent as well.

## Share-Rings (Save)

Level 15

*A set of four alabaster rings carved to resemble a length of chain.*

**Item Slot:** Ring 25,000 gp

**Property:** You gain a +3 item bonus to your Fortitude, Reflex, and Will saves as long as there is at least one ring bearer adjacent to you.

**Special:** These rings come in a set. If one ring is disenchanting the others in the set lose their magic as well. The cost covers the set of rings.

**Power (Daily):** Immediate Interrupt. Use when a ring bearing ally within five squares of you fails a Fortitude, Reflex, or Will save. The save attempt is re-rolled using your save rating instead.

**Power (Daily):** Immediate Reaction. If the above power is activated by one of your allies roll a save. If you fail your ring's power is considered spent as well.

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## Shock Ring

Level 24

*A gold ring engraved with the image of a lightning bolt. The ring occasionally throws off tiny sparks.*

**Item Slot:** Ring 525,000 gp

**Property:** You gain resist 10 lightning. Allies adjacent to you gain resist 5 lightning.

**Power (Daily ♦ Lightning, Zone):** Minor Action. Close Burst 3. You create a zone of charged air. Creatures that end their turn in this zone gain vulnerability 5 lightning until the start of their next turn. The zone remains until the end of the encounter.

**Power (Daily ♦ Lightning):** Free Action. Use this ability when you hit an enemy with a melee attack. The attack deals an additional 4d10 lightning.

**Power (Daily ♦ Lightning):** Free Action. Use this ability when you hit an enemy with a ranged attack. The attack deals an additional 4d10 lightning.

## Target Ring

Level 14

*A silver ring bearing a small archery target. This target can be projected upon the target of your choice.*

**Item Slot:** Ring 21,000 gp

**Power (Daily):** Minor Action. You may use this power to mark an enemy creature in line of sight with the image of a target. This image is only visible to you and allies within 2 squares of you. The phantom target makes the marked creature easier to hit with ranged weapons. Those that can see the image of the target gain a +3 item bonus to their attack roll when attempting to hit the creature with a ranged weapon.

## Artificer's Ring

*Two silver interlocked gears attached to a simple gold band. The gears spin when the ring's power is activated.*

**Level:**  
14

**Value:**  
21,000 gp

**Property:** Gain a +2 item bonus to Knowledge checks.  
**Power (Encounter):** Free Action. Activate to gain a +2 bonus to an attack roll when using a magic item.  
**Power (Daily):** Free Action. When you use a magic item's daily power roll a save. If you succeed the item's daily power can be used again.

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## Avenging Ring

*This silver ring bears a broken blood covered sword. It seeks revenge against those who have injured you.*

**Level:**  
16

**Value:**  
45,000 gp

**Property:** If an enemy that damages you during their turn ends its turn in a square adjacent to you that enemy takes 3 points damage.  
**Power (Daily ✦ Radiant):** Immediate Reaction. You may use this ability after you have been damaged by a melee attack. All creatures within 5 squares of you who have dealt damage to you during this encounter are dealt 3d10 radiant damage.  
**Power (Daily):** Immediate Reaction. Use this ability if an enemy's melee attack reduces you to 0 hit points or less. Make a basic melee attack against the enemy if it hits you deal 2W damage.

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## Channel Ring (Necrotic)

*This simple onyx band transforms Radiant energy into a Necrotic attack.*

**Level:**  
22

**Value:**  
325,000 gp

**Property:** You gain resist 10 Radiant. Allies adjacent to you gain resist 5 Radiant.  
**Power (Encounter ✦ Necrotic):** Immediate Reaction. Use this ability after you have been damaged by an attack that deals radiant damage. A melee weapon held in your hand becomes charged with necrotic energy. The next successful attack you make with the weapon during this encounter deals an additional 3d6 Necrotic damage.  
**Power (Daily):** Immediate Interrupt. Use this ability immediately after suffering a critical hit from an attack that deals radiant damage. The damage resistance that the ring grants to you and your allies is doubled until the end of your next turn.

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## Channel Ring (Radiant)

*A series of twisted ivory bands transform Necrotic energy into a Radiant attack.*

**Level:**  
22

**Value:**  
325,000 gp

**Property:** You gain resist 10 Necrotic. Allies adjacent to you gain resist 5 Necrotic.  
**Power (Encounter ✦ Radiant):** Immediate Reaction. Use this ability after you have been damaged by an attack that deals necrotic damage. A melee weapon held in your hand becomes charged with Radiant energy. The next successful attack you make with the weapon during this encounter deals an additional 3d6 Radiant damage.  
**Power (Daily):** Immediate Interrupt. Use this ability immediately after suffering a critical hit from an attack that deals necrotic damage. The damage resistance that the ring grants to you and your allies is doubled until the end of your next turn.

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## Combatant's Ring

*An ivory band carved to resemble the outer walls of a combat arena.*

**Level:**  
15

**Value:**  
25,000 gp

**Property:** You gain a +1 bonus to your intimidate skill for as long as the zone is active.

**Power (Daily ✦ Zone):** Standard Action. Close burst 6. This zone is ringed by the walls of a phantom arena. At the start of their turn, as a free action, creatures in the zone may make an intimidate check against another creature in the zone. If they succeed the creature gains a +3 power bonus to their attack rolls against the target creature until the end of their turn. The zone persists until the end of the encounter or you can end it on your turn with a minor action.

**Power (Daily):** Immediate Reaction. Use after failing an intimidate check while the zone is active. A resounding cheer goes up from an invisible crowd. Re-roll your intimidate check with an additional +5 bonus.

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## Crusader's Ring

*A golden band engraved with the symbols of a lawful good organization.*

**Level:**  
20

**Value:**  
125,000 gp

**Property:** If you are of lawful good alignment your melee attacks deal an additional +2 radiant damage against evil creatures.

**Power (Daily):** Free Action. You may use this ability if a critical hit you make reduces an evil creature's hit points to 0 or less. Spend a healing surge to regain twice your surge value in hit points or heal an ally within 2 squares of you for a number of hit points equal to their surge value.

**Power (Daily ✦ Radiant):** Immediate Reaction. Close burst 2. You can use this power when hit by a melee attack made by an evil creature. All evil creatures in range are dealt 3d6+8 radiant damage.

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## Dagger Ring

*A silver ring carved to resemble a length of chain set with a small dagger shaped gemstone.*

**Level:**  
14

**Value:**  
21,000 gp

**Property:** Gain a +3 item bonus to your attack rolls when using a dagger held in the ring bearing hand. You cannot be disarmed when using a dagger.

**Power (Encounter):** Free Action. Make a standard range attack against a target with your dagger. If it hits the attack deals 2W. The dagger returns to your hand at the end of your turn.

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## Death Blow Ring

*Carved from onyx and engraved with a laughing skull this ring can amplify a critical hit into a lethal blow.*

**Level:**  
16

**Value:**  
45,000 gp

**Property:** If an ally adjacent to you performs a critical hit you gain a +3 power bonus to your next attack roll.

**Power (Daily):** Free Action. You may use this power when you score a critical hit upon a creature in melee combat. The creature makes a save. If it fails the damage dealt by the attack is doubled.

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## Destroyer's Ring

*A golden band engraved with the symbols of a chaotic evil organization.*

**Level:**  
20

**Value:**  
125,000 gp

**Property:** If you are of chaotic evil alignment your melee attacks deal an additional +2 necrotic damage against good creatures.

**Power (Daily):** Free Action. You may use this ability if a critical hit you make reduces a good creature's hit points to 0 or less. Spend a healing surge to regain twice your surge value in hit points or heal an ally within 2 squares of you for a number of hit points equal to their surge value.

**Power (Daily ✦ Necrotic):** Immediate Reaction. Close burst 2. You can use this power when hit by a melee attack made by a good creature. All good creatures in range are dealt 3d6+8 necrotic damage.

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## Duelist's Ring

*This ring grants you special bonuses when you focus upon a single opponent in combat.*

**Level:**  
15

**Value:**  
25,000 gp

**Power (Daily):** Minor Action. Mark a creature. You gain a +3 item bonus to attack rolls made against the marked creature. You also gain a +3 item bonus to your AC when defending against the marked creature.

**Power (Daily):** Immediate Reaction. Use after you reduce a creature you marked at the start of combat to 0 hit points. You are healed a number of hit points equal to a healing surge.

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## Farstrike Ring

*This onyx ring bears the image of a sword its hilt is notched and bears the fletching of an arrow.*

**Level:**  
14

**Value:**  
21,000 gp

**Power (Encounter):** Standard Action. You may make a basic melee attack against a single target up to 5 squares away.

**Power (Daily):** Free Action. You may use this ability after making a critical melee attack against a target. Make a basic melee attack against another target up to 5 squares away.

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## Healing Ring

*A silver ring with a small red cross shaped gem. The cross glows when healing powers are in use.*

**Level:**  
15

**Value:**  
25,000 gp

**Property:** Any healing power used within 3 squares of you gains a +2 bonus to the result.

**Power (Daily ✦ Healing):** Free Action. You, or a single ally within 5 squares of you, are healed as though they used a healing surge.

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## Key Ring

*A gold ring with three small key shaped gems. Locks seem to want to open in its presence.*

**Level:**  
14

**Value:**  
21,000 gp

**Property:** Any attempt made to pick a lock within 3 squares of you gains a +3 bonus to the skill check.

**Power (Consumable):** Minor Action. As the ritual knock. A healing surge is not required, however each time this power is used one of the key shaped gems turns to dust.

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## Monster Hunter's Ring

*A simple gold ring that bears the face of a goblin. Two small X's mark the eyes.*

**Level:**  
16

**Value:**  
45,000 gp

**Property:** Touching the ring to a recently deceased corpse will permanently attune the ring to the creature type responsible for its death.

**Power (Encounter):** Free action. Use after making a successful melee attack against a creature of the type that the ring is attuned to. The creature becomes marked. You gain a +3 bonus to your attack and damage rolls against the marked creature.

**Power (Daily):** Immediate reaction. Use after being struck by a marked creature. This attack does not count. Re-roll the attack roll.

**Power (Daily):** Free action. Use after making a successful attack against a marked creature. Your attack deals an additional 1W and the creature is dazed until the end of its next turn.

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## Necromancer's Ring

*A series of skulls engraved in a silver ring. Phantom skulls shoot from the ring when its power is used.*

**Level:**  
25

**Value:**  
625,000 gp

**Property:** Undead within 5 squares of you gain a +5 bonus to their Will when defending against Channel Divinity: Turn Undead.

**Power (Daily ✦ Necrotic):** Free Action. Close Burst 5. Living creatures within range suffer 4d10 + Charisma modifier necrotic. Undead creatures within range are healed for 4d10 + Charisma modifier.

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## Potion Ring

*A silver ring which bears the image of a goblin with inflated cheeks and a puckered mouth.*

**Level:**  
14

**Value:**  
21,000 gp

**Property:** When this ring comes into contact with a magic potion it will slowly absorb the liquid over a 24 hour period. Only one potion may be stored at a time. The stored potion is expended if the ring's power is used.

**Power (Daily):** Free Action. You may activate the ring to benefit from the effects of the stored potion.

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## Razorstorm Ring

*This ring bears seemingly sharp edges yet is dull to the touch.*

**Level:**  
24

**Value:**  
525,000 gp

**Property:** Enemy creatures that end their turn in a square adjacent to you while the ring's zone is active are dealt 3 points damage.

**Power (Daily ✦ Force, Zone):** Standard Action. Close burst 3. You may use this power to create a zone filled with dozens of whirling dagger-sized blades of solid energy. Enemy creatures in the zone when it is first created are dealt 4d6 Force. Enemies that end their turn in this zone are dealt 6 Force. The zone persists until the end of the encounter or you can end it on your turn with a minor action.

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## Ring of Dazing

*A silver band encrusted with multicolored fragments of gems.*

**Level:**  
18

**Value:**  
85,000 gp

**Property:** You roll your save twice when attempting to end a dazed condition.

**Power (Daily ✦ Radiant, Zone):** Minor Action. Close Burst 3. You create a zone of scintillating light. Attacks made on creatures in this zone that deal radiant damage or have a dazing effect gain a +3 bonus to the attack roll. This zone lasts for 3 turns.

**Power (Daily ✦ Radiant):** Standard Action. Make an attack: Close burst 2; All enemy creatures within range; Intelligence or Charisma vs. Will; on a hit, target is dealt 3d8 radiant damage and is dazed (save ends).

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## Ring of Flanking

*This wooden band has the carved image of an orc's head at its center with a sword on either side.*

**Level:**  
14

**Value:**  
21,000 gp

**Property:** You gain an additional +1 to your attack roll when attempting to hit a flanked target.

**Power (Daily):** Free Action. Close burst 6. Choose up to three enemy targets within range. You create a phantom warrior in an empty space adjacent to each target. These warriors count as allies to you and your party for the purpose of granting a flanking bonus. Creatures can move through the phantoms or even end their turn in their space. If a phantom is on an occupied square it slides towards you, stopping on the next empty square it encounters. The phantoms remain until the end of the encounter.

**Power (At-Will):** Minor Action. On your turn you can spend a healing surge to slide a phantom up to 6 spaces.

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## Ring of the Martyr

*A gold ring which bears the symbol of a forgotten goddess of sacrifice.*

**Level:**  
15

**Value:**  
25,000 gp

**Property:** You may reduce the damage dealt to allies adjacent to you by up to 5 points. Each time you do this you take an equal amount of damage.

**Power (Daily):** Immediate Interrupt. You may activate this power when an ally within 5 squares of you is dealt damage. The damage meant for the ally is dealt to you instead.

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## Share-Rings (Damage)

*A set of four onyx rings carved to resemble a length of chain.*

**Level:**  
15

**Value:**  
25,000 gp

**Property:** You may prevent 3 points of damage dealt to ring wearing allies adjacent to you. Take 3 points of damage each time you do so.

**Special:** These rings come in a set. If one ring is disenchanting the others in the set lose their magic as well. The cost covers the set of rings.

**Power (Daily):** Immediate Interrupt. You may use this ability when you or an ally wearing a ring within five squares of you is damaged. The damage is divided among all ring wearing allies within five squares of the target.

**Power (Daily):** Immediate Reaction. If the above power is activated by one of your allies roll a save. If you fail your ring's power is considered spent as well.

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## Share-Rings (Healing)

A set of four ivory rings carved to resemble a length of chain.

**Level:**  
15

**Value:**  
25,000 gp

**Property:** Ring wearing allies adjacent to you are healed for 3 points each time you use a healing surge.  
*Special:* These rings come in a set. If one ring is disenchanting the others in the set lose their magic as well. The cost covers the set of rings.

**Power (Daily):** Standard Action. All ring bearing allies within five squares of you spend a healing surge. The recovered hit points are divided up among the ring bearers.

**Power (Daily):** Immediate Reaction. If the above power is activated by one of your allies roll a save. If you fail your ring's power is considered spent as well.

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## Share-Rings (Healing)

A set of four ivory rings carved to resemble a length of chain.

**Level:**  
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**Value:**  
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## Share-Rings (Healing)

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## Share-Rings (Save)

*A set of four alabaster rings carved to resemble a length of chain.*

**Level:**  
15

**Value:**  
25,000 gp

**Property:** You gain a +3 item bonus to your Fortitude, Reflex, and Will saves as long as there is at least one ring bearer adjacent to you.

**Special:** These rings come in a set. If one ring is disenchanting the others in the set lose their magic as well. The cost covers the set of rings.

**Power (Daily):** Immediate Interrupt. Use when a ring bearing ally within five squares of you fails a Fortitude, Reflex, or Will save. The save attempt is re-rolled using your save rating instead.

**Power (Daily):** Immediate Reaction. If the above power is activated by one of your allies roll a save. If you fail your ring's power is considered spent as well.

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## Shock Ring

*A gold ring engraved with the image of a lightning bolt. The ring occasionally throws off tiny sparks.*

**Level:**  
24

**Value:**  
525,000 gp

**Property:** You gain resist 10 lightning. Allies adjacent to you gain resist 5 lightning.

**Power (Daily ✦ Lightning, Zone):** Minor Action. Close Burst 3. You create a zone of charged air. Creatures that end their turn in this zone gain vulnerability 5 lightning until the start of their next turn. The zone remains until the end of the encounter.

**Power (Daily ✦ Lightning):** Free Action. Use this ability when you hit an enemy with a melee attack. The attack deals an additional 4d10 lightning.

**Power (Daily ✦ Lightning):** Free Action. Use this ability when you hit an enemy with a ranged attack. The attack deals an additional 4d10 lightning.

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## Target Ring

*A silver ring bearing a small archery target. This target can be projected upon the target of your choice.*

**Level:**  
14

**Value:**  
21,000 gp

**Power (Daily):** Minor Action. You may use this power to mark an enemy creature in line of sight with the image of a target. This image is only visible to you and allies within 2 squares of you. The phantom target makes the marked creature easier to hit with ranged weapons. Those that can see the image of the target gain a +3 item bonus to their attack roll when attempting to hit the creature with a ranged weapon.

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

## Artificer's Ring

*Two silver interlocked gears attached to a simple gold band. The gears spin when the ring's power is activated.*

**Level:**  
14

**Value:**  
21,000 gp

**Property:** Gain a +2 item bonus to Knowledge checks.

**Power (Encounter):** Free Action. Activate to gain a +2 bonus to an attack roll when using a magic item.

**Power (Daily):** Free Action. When you use a magic item's daily power roll a save. If you succeed the item's daily power can be used again.

THE MAJORITY OF CARDS  
ALSO HAVE ENOUGH  
BLANK SPACE TO RECORD  
BITS OF INFORMATION.

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