

DARK SOULS ITEMS: MAGIC RINGS

There are many ways of protecting oneself when plumbing the depths of the abyss or exploring ruined cities, not the least of which are magic rings. Through countless ages of fire and dark, many of these rings have weathered the march of time to find their way into the hands of numerous adventurers.

BELLOWING DRAGONCREST RING

Ring, rare (requires attunement)

While wearing this ring, you can add your spellcasting ability modifier to the damage rolls of spells you cast.

BLUE TEARSTONE RING

Ring, rare (requires attunement)

While wearing this ring, if your current hit point total is at or below half your hit point maximum, your AC is increased by 2.

CALAMITY RING

Ring, rare

While wearing this ring, you have vulnerability to all damage.

Curse. Once you put this ring on, you can't remove it unless you are targeted by the remove curse spell or similar magic.

CHLORANTHY RING

Ring, uncommon (requires attunement)

While wearing this ring, your movement speed increases by 5 feet.

DARKMOON RING

Ring, rare (requires attunement by a spellcaster)

While attuning to this ring, you must specify a spellcasting class. Once attuned, you learn one spell of 5th level or lower from that class' spell list for as long as you are wearing this ring, which you can cast using your spell slots. Your casting ability for this spell depends on the class you choose. Additionally, if you prepare spells following a long rest, this ring allows you to prepare two additional spells.

HAVEL'S RING

Ring, uncommon (requires attunement)

While wearing this ring, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Additionally, while you wear this ring, you gain armor proficiency. If you did not have proficiency with any armor before wearing the ring, you gain proficiency with light armor. If you already had proficiency with light armor, you gain proficiency with medium armor. If you had proficiency with medium armor, you gain proficiency with heavy armor.

HAWK RING

Ring, uncommon (requires attunement)

While wearing this ring, the normal and maximum ranges of any ranged weapons you wield are doubled.

HORNET RING

Ring, uncommon (requires attunement)

While wearing this ring, you can add 1 additional die to the damage rolls of critical hits you make.

HUNTER'S RING

Ring, very rare (requires attunement)

While wearing this ring, your Dexterity score is increased by 2, to a maximum of 20.

KNIGHT'S RING

Ring, very rare (requires attunement)

While wearing this ring, your Strength score is increased by 2, to a maximum of 20.

LIFE RING

Ring, rare (requires attunement)

While wearing this ring, your hit point maximum is increased by 1 for each hit die you possess.

PRIESTESS RING

Ring, very rare (requires attunement)

While wearing this ring, your Wisdom or Charisma score (your choice) is increased by 2, to a maximum of 20.

RED TEARSTONE RING

Ring, rare (requires attunement)

While wearing this ring, if your current hit point total is at or below half your hit point maximum, your weapon attacks deal an additional 1d6 damage.

RING OF THE EVIL EYE

Ring, uncommon (requires attunement)

While wearing this ring, you regain 1d8 hit points when you reduce a hostile creature to 0 hit points.

RUSTED IRON RING

Ring, uncommon (requires attunement)

While wearing this ring, moving through difficult terrain doesn't cost you extra movement.

SCHOLAR RING

Ring, very rare (requires attunement)

While wearing this ring, your Intelligence score is increased by 2, to a maximum of 20.

SLUMBERING DRAGONCREST RING

Ring, uncommon (requires attunement)

While wearing this ring, your movement is completely silent, granting you advantage on Dexterity (Stealth) checks to avoid being heard.

