

### Ring of Mystic Shield

75  
gp



CAP  
0.1

#### Magic Item, Ring Ind /F

Spell deflects 2d6+6 magic damage from one spell, or ability, then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

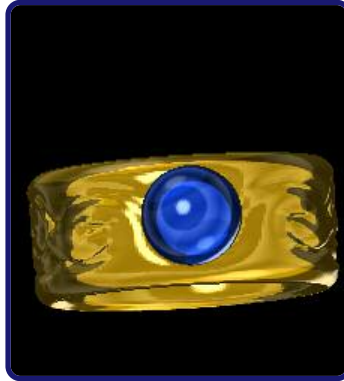
Range: Self. +6 vs. Dispel/Disperse.

Magic Item 202 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Mystic Shield

### Ring of Quick Heal

25  
gp



CAP  
0.1

#### Magic Item, Ring Ind /F

Spell heals d6+1 normal damage then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

Range: Touch. +2 vs. Dispel/Disperse

Magic Item 203 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Quick Heal

### Ring of Night Eyes

25  
gp



CAP  
0.1

#### Magic Item, Ring Ind /8 hours

Spell provides the target with Night Sight then crumbles to dust. Night Eyes overcomes normal darkness. Shifts with user.

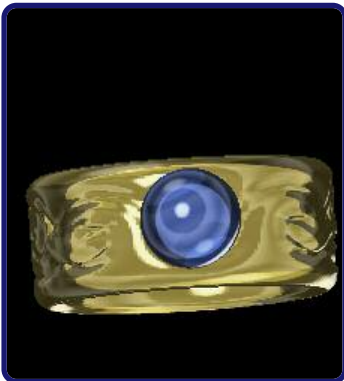
Range: Touch. +2 vs. Dispel/Disperse

Magic Item 204 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Night Eyes

### Ring of Wizard Wings

50  
gp



CAP  
0.1

#### Magic Item, Ring Ind /8 hours

Spell provides the target with wings and 8 hours of flight, then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

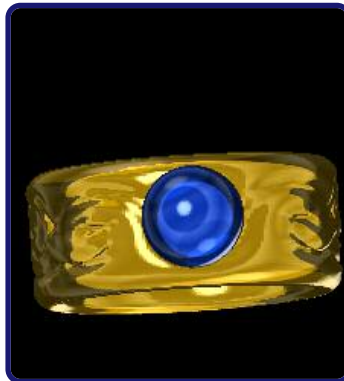
Range: Self. +4 vs. Dispel/Disperse.

Magic Item 205 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Wizard Wings

### Ring of Shifting

25  
gp



CAP  
0.1

#### Magic Item, Ring Ind /F

Activate to shift into any 1, or 2, card point form available, then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

Range: Self. +4 vs. Dispel/Disperse.

Magic Item 206 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Shifting

### Ring of Lightning

75  
gp



CAP  
0.1

#### Magic Item, Ring Ind /F

Spell causes 2d6+7 magic damage to a target, then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

Range: 300 ft. +7 vs. Dispel/Disperse

Magic Item 207 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Lightning

### Ring of Teleport

25  
gp



CAP  
0.1

#### Magic Item, Ring Act /F (LIR)

Spell teleports a single willing target up to 5 miles away, then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

Range: Touch. +3 vs. Dispel/Disperse.

Magic Item 208 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Teleport

### Ring of Sense Magic Item

50  
gp



CAP  
0.1

#### Magic Item, Ring Ind /C

User 2d6+WIS vs. 2d6+GM MOD. Reveals nearby magic Items, then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

Range: 50 feet. +1 vs. Dispel/Disperse

Magic Item 209 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Sense Magic Item

### Ring of Free Skeleton

25  
gp



CAP  
0.1

#### Magic Item, Ring Ind /F

User 2d6+3 vs. 2d6+GM MOD. Permanently frees one skeleton, then crumbles to dust. Shifts with user. Up to 8 rings may be worn.

Range: 50 feet. +1 vs. Dispel/Disperse

Magic Item 210 Art © Susan Van Camp  
400 <http://www.dragonstorm.com>

Ring of Free Skeleton