Ring of the Fire Worm

This ring allows its wearer to be immune from all forms of fire. The wearer may also use a *breath attack* as per the Monster Ability once per session.

Characters may only benefit from the powers of 2 magical rings at a time.

Nether Band

This ring allows its wearer to be immune from the *energy drain* Monster Ability. It also forces all undead monsters to make a tough task roll in order for the monster to attack the wearer in any way.

Characters may only benefit from the powers of 2 magical rings at a time.

Ring of Night

This ring allows its wearer to see in the dark. It also allows the wearer to cast a large sphere of darkness over an area (PM discretion), blinding those inside. This sphere of darkness can be used 3 times per session and lasts as long as the wearer desires.

Uses: O O O

Characters may only benefit from the powers of 2 magical rings at a time.

Band of Demons

This ring allows its wearer to be immune to Dark Bolt, Confusion, Rain of Fire as well as all forms of fire.

Characters may only benefit from the powers of 2 magical rings at a time.

Ring of Senses

This ring allows its wearer to reroll all task rolls involving sight and hearing, taking the best result. It also allows the wearer to see the life force of all beings, even through obstacles, which takes 1 combat action to activate. The distance of this ability is the current room the wearer is in.

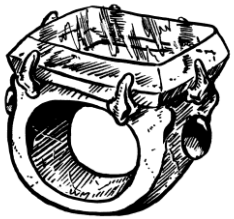
Characters may only benefit from the powers of 2 magical rings at a time.

Ring of Protection

This ring allows its wearer to take 1 less damage from all sources.

Characters may only benefit from the powers of 2 magical rings at a time.

Ring of Speed



This ring allows its wearer to always win initiative rolls against monsters. The wearer may also run long distances very quickly (PM discretion). The wearer may reroll Ranged Defense Actions and take the best result.

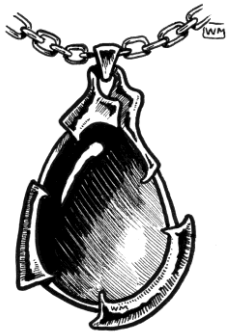
Characters may only benefit from the powers of 2 magical rings at a time.

Necklace of the Damned

This necklace may summon up a shadow creature, once per session, as per the Summon Monster spell that has the following Monster Abilities *armored*, *flight*, *strong* and a CS of d6. This shadow creature lasts for 6 combat rounds and has 12 hit points. It cannot be healed and may only make Melee Attack Actions.

hp OOOOO OOOOO OO

Amulet of False Life



Once per session, this amulet allows the wearer to temporarily have 6 more hit points for use only during the current combat encounter. This may take the wearer's hit points past their maximum. Activating this ability takes a combat action.