

otation:

Icon/Name/Scenario/AC Adjustment/Weight/
/Class/Race/Other (optional)

Magic Rings

Ring of Displacement +1/PP,GM,DN/-1/1/
/All/All/

Ring of Protection +1/CB,PP,GM,CC,DN/-1/1/
/All/All/Magic Res.+2

Ring of Protection +2/CB,PP,GM,CC,DN/-2/1/
/All/All/Magic Res.+4

Ring of Protection +3/GM,DN/-3/1/
/All/All/Magic Res.+6

Ring of Fire Resistance/CB,PP,DN/0/1/
/All/All/Fire Protection

Ring of Cold Resistance/PP,GM/0/1/
/All/All/Cold Protection

Ring of Magic Resistance +10%/GM,DN/0/1/
/All/All/Magic Res.+10, Pro. First Level

Ring of Regeneration/GM,CC,DN/0/1/
/All/H,O,Ha,G,D,HE,HO/Regenerate

*Ring of the Warriors +3/GM,DN/0/1/
/F,Mk,P,R,T/All/Magic+3, Increased Defense

Ring of Monster Summoning (X6)/CB,GM,DN/0/1/
/All/All/Cast Creature Summons III (X6)

*Ring of Xuthcalie/DN/0/1/

/All/All/Speedy

*Ring of Resurrection (X4)/??/0/0/
/All/All/Cast Revive Dead (X4)

Cursed Rings

*Ring of Entanglement/PP/0/1/
/All/All/Slow
/Disguised as Ring of Protection + 3

*Ring of Fech/??/0/1/
/All/All/Magic Res.-10, Silenced (can't cast spells)
/Disguised as Ring of Magic Resistance +10%