A LITTLE LESS PREP. A LITTLE MORE WONDER.

Rings

A signet in a hidden drawer, a band on a fallen rival, a gift with an unexpected power. Roll for one of 22 magical rings.



How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Rings	Price / rarity	Quick reminder
01-05	**Ring of Animal Influence**	Rare	Spells include Animal Friendship, Fear, Speak with Animals.
06-10	**Ring of Djinni Summoning** *	Legendary	While wearing this ring, you can take a Magic action to summon a particular Djinni from the Elemental Plane of Air.
11-15	**Ring of Elemental Command** *	Legendary	Linked to one Elemental Plane; choose its type and read the matching benefits and unlock conditions.
16-20	**Ring of Evasion** *	Rare	Spend a charge and a Reaction to succeed on a failed Dexterity save.
21-25	**Ring of Feather Falling** *	Rare	When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.
26-30	**Ring of Free Action** *	Rare	Ignore Difficult Terrain; resist magical restraints and slowing.
31-35	**Ring of Invisibility** *	Legendary	Magic action while wearing: become Invisible; removal or a Bonus Action ends it.
36-40	**Ring of Jumping** *	Uncommon	Spells include Jump.
41-45	**Ring of Mind Shielding** *	Uncommon	Magic action makes ring imperceptible, not wearer invisible. On death while worn, soul enters unless already occupied; may remain or depart.
46-50	**Ring of Protection** *	Rare	Gain +1 to AC and saving throws while wearing it.
51-55	**Ring of Regeneration** *	Very rare	Regain 1d6 HP every 10 minutes while at 1+ HP. Does not revive you from 0 HP.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 4% or 5% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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d100	Rings	Price / rarity	Quick reminder
56-60	**Ring of Resistance**	Rare	You have Resistance to one damage type while wearing this ring.
61-64	**Ring of Shooting Stars** *	Very rare	Spells include Dancing Lights, Light, Faerie Fire.
65-68	**Ring of Spell Storing** *	Rare	Holds up to 5 spell levels; found with 1d6 - 1 levels. Stored spells and casting rules are on the card.
69-72	**Ring of Spell Turning** *	Legendary	Advantage on spell saves; success against a level 7 or lower spell negates it. Reflection has extra conditions.
73-76	**Ring of Swimming**	Uncommon	You have a Swim Speed of 40 feet while wearing this ring.
77-80	**Ring of Telekinesis** *	Very rare	Spells include Telekinesis.
81-84	**Ring of the Ram** *	Rare	Ranged spell attack +7 against visible creature in 60 ft.; each charge deals 2d10 Force and pushes 5 ft.
85-88	**Ring of Three Wishes**	Legendary	Three charges of Wish; becomes nonmagical when empty.
89-92	**Ring of Warmth** *	Uncommon	Reduce Cold damage by 2d8; protects against extreme cold.
93-96	**Ring of Water Walking**	Uncommon	Spells include Water Walk.
97-00	**Ring of X-ray Vision** *	Rare	30 ft. for 1 minute: through 1 foot stone, 1 inch common metal, 3 ft. wood/dirt. Thicker material or any thin lead sheet blocks it.

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