

Rings

Icon	Name	Use	Availability
	Abyss Seal	Increases the power of hexes by 7% at the cost of 30 HP per cast.	Pilgrims of Dark covenant gift
	Agape Ring	Absorbs souls in place of wearer	Sold by Straid of Olaphis
	Ancient Dragon Seal	Estus Flask restores an additional 50 HP per use.	Dragon Remnants covenant gift
	Ash Knuckle Ring	Boosts Petrify resist by 400 points.	Grave of Saints treasure
	Baneful Bird Ring	Increases shield/weapon stability by 5 points.	Found on a corpse in Brume Tower
	Bell Keeper's Seal	Online item. Summons you to defend the Bell Keepers' domain,	Bell Keepers covenant gift
	Bloodbite Ring	Boosts Bleed resist by 150/300 points.	Sold by Cromwell the Pardoner Way of Blue rank 1 reward Dragon's Sanctum treasure (+1)
	Blue Seal	Increases max HP by 3%	Way of Blue covenant gift
	Blue Tearstone Ring	Increases defenses by 35% when HP falls below 30%.	Belfry Luna treasure Way of Blue rank 3 reward
	Bracing Knuckle Ring	Reduces weapon degradation by 20/35/50%, armor degradation by 20/25/45%, ring degradation by 20/25/45%,	Lost Bastille treasure Sold by Chancellor Wellager (+1) Undead Crypt treasure (+2)
	Chloranthy Ring	Increases stamina recovery by 12.5/20/25%,	Forest of Fallen Giants treasure Shaded Woods treasure (+1) Executioner's Chariot drop (+2) (NG+)

	Clear Bluestone Ring	Increases casting speed by 20/35/55%.	<p>Sold by Carhillion of the Fold</p> <p>Shaded Woods treasure (+1)</p> <p>Skeleton Lords drop (+2) (NG+)</p>
	Covetous Gold Serpent Ring	Raises item discovery by 50/75/100.	<p>Iron Keep treasure</p> <p>Magerold of Lanafir quest reward (+1)</p> <p>Belfry Gargoyles drop (+2) (NG+)</p>
	Covetous Silver Serpent Ring	Fallen foes yield 10/20/30% more souls.	<p>Lost Bastille treasure</p> <p>Merchant Hag Melentia quest reward (+1)</p> <p>Mytha, the Baneful Queen drop (+2) (NG+)</p>
	Crest of Blood	Increases Bleed attack. See the page for details.	Brotherhood of Blood covenant gift
	Crest of the Rat	Online item. Automatically summons intruders of the Rat King's territory into your world. Increases Poison attack. See the page for details.	Rat King covenant gift
	Cursebite Ring	Boosts Curse resist by 400 points.	<p>Sold by Cromwell the Pardoner</p> <p>Sold by Magerold of Lanafir</p>
	Dark Clutch Ring	Increases Dark attack, but reduces physical defenses by 80 points each.	Found on a corpse in Frozen Eleum Loyce
	Dark Quartz Ring	Raises Dark defense by 50/80/100/150 points,	<p>Sold by Rosabeth of Melfia</p> <p>Brightstone Cove Tseldora treasure (+1)</p> <p>Leydia Witch drop (+2)</p> <p>Found on a corpse in Shulva, Sanctum City (+3)</p>
	Delicate String	Increases chances of being invaded.	Sold by Titchy Gren
	Dexterity Ring	Raises Dexterity by 5 points.	Brume Tower treasure.

	Dispelling Ring	Increases Magic, Lightning, Fire, and Dark defense by 60/120 points.	Royal Sorcerer Navlaan quest reward Brume Tower treasure (+1)
	Fire Clutch Ring	Increases Fire attack, but reduces physical defenses by 80 points each.	Found in a metal chest in Frozen Eleum Loyce
	First Dragon Ring	Increases max HP by 3%, stamina by 5%, and max equipment load by 5%.	Company of Champions +2 rank reward
	Flame Quartz Ring	Raises Fire defense by 50/80/100/150 points.	Sold by Rosabeth of Melfia Forest of Fallen Giants treasure (+1) Guardian Dragon drop (Dragon Aerie only) (+2) Brume Tower treasure (+3)
	Flynn's Ring	Increases physical attack. Physical AR bonus scales negatively with max equipment load.	Dragon's Sanctum, room after swarm of corrosive insects
	Gower's Ring of Protection	Greatly reduces damage done to the back - loses durability per instance of damage.	Dark Souls II: Shaded Woods treasure (NG+) Scholar of the First Sin: Dropped by the Executioner's Chariot in Drangleic Castle.
	Guardian's Seal	Online item. Automatically summons you to other worlds to protect Way of Blue members from invading phantoms.	Blue Sentinels covenant gift
	Hawk Ring	Extends bow range by 7.55%.	Forest of Fallen Giants treasure
	Illusory Ring of a Conqueror	Left-hand weapon becomes invisible.	Clear game without dying
	Illusory Ring of the Exalted	Right-hand weapon becomes invisible.	Clear game without resting at bonfire
	Ivory Warrior Ring	Attacks greatly reduce enemy Stamina.	Dropped by the Covetous Demon in Frozen Eleum Loyce
	King's Ring	Opens the King's Gates. Increases fire damage by 2.5%.	Undead Crypt treasure

	Life Ring	Increases maximum HP by 5/7.5/12.5/15%.	Forest of Fallen Giants treasure Iron Keep treasure (+1) Shrine of Amana (+2) Brume Tower treasure (+3)
	Lightning Clutch Ring	Increases Lightning attack, but reduces physical defenses by 80 points each.	Dragon's Sanctum past the eternal sanctum door
	Lingering Dragoncrest Ring	Extends the length of spell effects by 15%/25%/50%.	Sold by Straid of Olaphis Desert Sorceress drop (+1) Defeat 1000 Dark Spirits (+2)
	Name-Engraved Ring	Makes it easier to connect to players who chose the same god.	Sold by Sweet Shalquoir
	Northern Ritual Band	Increases spell uses by 10/20/30%, but reduces HP by 20/35/50%.	Sinner's Rise treasure Carhillion of the Fold gift at 30 Int / drop (+1) Aldia's Keep treasure (+2)
	Old Leo Ring	Strengthens thrust weapon counter attacks by 12.5%.	Old Dragonslayer drop
	Old Sun Ring	Causes a reactionary explosion upon taking a certain amount of damage. Each explosion wears down its durability.	Shaded Woods treasure
	Poisonbite Ring	Boosts poison resist by 150/300 points.	Harvest Valley treasure Sold by Cromwell the Pardoner Shulva, Sanctum City treasure (+1)
	Redeye Ring	Makes it easier to be detected by enemies; enemies will prioritize their attacks on you.	Sold by Sweet Shalquoir
	Red Tearstone Ring	Increases attack by 20% when HP falls below 30%	Shaded Woods treasure.

	Ring of Binding	Limits HP reduction when hollowed by 25%, and stops HP reduction at 80% of max instead of 50%.	Cathedral of Blue treasure
	Ring of Blades	Raises physical attack by 20/35/50 points.	The Pursuer drop The Pursuer drop (Iron Keep) (+1) The Pursuer drop (Drangleic Castle) (+2) (NG+)
	Ring of Giants	Raises poise by 10/20/30 points.	Sold by Lonesome Gavlan Black Gulch treasure (+1) Giant Lord drop (+2) (NG+)
	Ring of Knowledge	Raises Intelligence by 5 points.	Sold by Straid of Olaphis
	Ring of Life Protection	Retain all souls and humanity upon death (excluding by petrification). Does not protect against Curse. Breaks when activated (can be repaired).	No-man's Wharf treasure Shaded Woods treasure Sold by Felkin the Outcast
	Ring of Prayer	Raises Faith by 5 points.	Sold by Licia of Lindeldt
	Ring of Resistance	Boosts Poison, Bleed, Curse and Petrify resist by 120/200 points.	Cromwell the Pardoner quest reward or drop Found on a corpse in Frozen Eleum Loyce (+1)
	Ring of Restoration	Regenerates 2 HP per second.	Forest of Fallen Giants treasure
	Ring of Soul Protection	Retain all souls and humanity upon death (including by petrification). Does not protect against Curse. Breaks when activated (can be repaired).	The Gutter treasure Sold by Head of Vengarl
	Ring of Steel Protection	Raises physical defenses by 50/75/100 points.	Crestfallen Saulden quest reward Lucatiel of Mirrah quest reward (+1) Looking Glass Knight (+2) (NG+)
	Ring of the Dead	Keep human appearance whileHollow.	Key to the Embedded quest reward

	Ring of the Living	Keep human appearance while in phantom form.	Frigid Outskirts treasure. On a corpse near the barrels of the chasm.
	Ring of the Embedded	Increases Vigor, Endurance, and Vitality by an amount inversely proportional to the base value. Increases damage taken by 8%.	Found on a corpse in Frozen Eleum Loyce.
	Ring of the Evil Eye	Absorbs 30/50/80 HP from each defeated foe.	The Gutter treasure Sold by Sweet Shalquoir Dragon Aerie (+1) The Pit treasure (+1) Throne Defender & Throne Watcher drop (+2) (NG+)
	Ring of Thorns	Has a 30/50/70% chance to auto-counter when damage is taken.	Mild-Mannered Pate quest reward Grave Warden Agdayne (+1) Invade and defeat the host player 1000 times (+2)
	Ring of Whispers	Creates a noise, alerting you to nearby enemies; used to talk to Manscorpion Tark.	Sold by Sweet Shalquoir
	Royal Soldier's Ring	Increases maximum equipment load by 10%/15%/20%.	No-Man's Wharf treasure Drangleic Castle treasure (+1) Velstadt drop (+2) (NG+)
	Second Dragon Ring	Increases max HP by 5%, stamina by 10%, and max equipment load by 10%.	Manscorpion Tark quest reward
	Silvercat Ring	Reduces falling damage by approx. 550.	Sold by Sweet Shalquoir
	Simpleton's Ring	Makes your roll invisible. Increases Adaptability by 5 points.	Brume Tower treasure
	Slumbering Dragoncrest Ring	Produce no sound whatsoever except for torso armour.	Rat King covenant +3 rank reward

	Sorcery Clutch Ring	Increases Magic attack, but reduces physical defenses by 80 points each.	Brume Tower treasure
	Southern Ritual Band	Raises number of attunement slots by 1/2/3.	Belfry Luna treasure Brightstone Cove Tseldora treasure (+1) Scorpioness Najka drop (+2) (NG+)
	Spell Quartz Ring	Raises Magic defense by 50/80/100/150 points.	Sold by Carhillion of the Fold Earthen Peak treasure (+1) King's Passage treasure (+2) Brume Tower treasure (+3)
	Stone Ring	Adds additional poise damage to weapon.	Things Betwixt treasure
	Strength Ring	Raises Strength by 5 points.	Brume Tower treasure
	Sun Seal	Increases the strength of miracles by 5%.	Heirs of the Sun covenant gift
	Third Dragon Ring	Increases max HP by 7.5%, stamina by 10%, and max equipment load by 12.5%.	Dragon Shrine treasure
	Thunder Quartz Ring	Raises Lightning defense by 50/80/100/150 points.	Sold by Rosabeth of Melfia Forest of Fallen Giants treasure (+1) Sold by Royal Sorcerer Navlaan (+2) Found on a corpse in Shulva, Sanctum City (+3)
	Vanquisher's Seal	Greatly increases bare-handed attack power.	Company of Champions +3 rank reward
	White Ring	Take the appearance of a White Phantom.	Sparkling Sisters Dyna and Tillo
	Yorgh's Ring	50% chance to deflect spells.	Dragon's Rest, found on a corpse in Sinh, the Slumbering Dragon's boss room

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