

Rings

- [Abyss Seal](#)
- [Agape Ring](#)
- [Ancient Dragon Seal](#)
- [Ash Knuckle Ring](#)
- [Baneful Bird Ring](#)
- [Bell Keeper's Seal](#)
- [Bloodbite Ring](#)
- [Blue Seal](#)
- [Blue Tearstone Ring](#)
- [Bracing Knuckle Ring](#)
- [Chloranthy Ring](#)
- [Clear Bluestone Ring](#)
- [Covetous Gold Serpent Ring](#)
- [Covetous Silver Serpent Ring](#)
- [Crest of Blood](#)
- [Crest of the Rat](#)
- [Cursebite Ring](#)
- [Dark Clutch Ring](#)
- [Dark Quartz Ring](#)
- [Delicate String](#)
- [Dexterity Ring](#)
- [Dispelling Ring](#)
- [Fire Clutch Ring](#)
- [First Dragon Ring](#)
- [Flame Quartz Ring](#)
- [Flynn's Ring](#)
- [Gower's Ring of Protection](#)
- [Guardian's Seal](#)

- Hawk Ring
- Illusory Ring of a Conqueror
- Illusory Ring of the Exalted
- Ivory Warrior Ring
- King's Ring
- Life Ring
- Lightning Clutch Ring
- Lingering Dragoncrest Ring
- Name-engraved Ring
- Northern Ritual Band
- Old Leo Ring
- Old Sun Ring
- Poisonbite Ring
- Red Tearstone Ring
- Redeye Ring
- Ring of Binding
- Ring of Blades
- Ring of Giants
- Ring of Knowledge
- Ring of Life Protection
- Ring of Prayer
- Ring of Resistance
- Ring of Restoration
- Ring of Soul Protection
- Ring of Steel Protection
- Ring of the Dead
- Ring of the Embedded
- Ring of the Evil Eye
- Ring of the Living
- Ring of Thorns
- Ring of Whispers
- Royal Soldier's Ring
- Second Dragon Ring
- Silvercat Ring
- Simpleton's Ring

- Slumbering Dragoncrest Ring
- Sorcery Clutch Ring
- Southern Ritual Band
- Spell Quartz Ring
- Stone Ring
- Strength Ring
- Sun Seal
- Third Dragon Ring
- Thunder Quartz Ring
- Vanquisher's Seal
- White Ring
- Yorgh's Ring

Abyss Seal

In-Game Description

*Ring of the Pilgrims of Dark covenant.
Increases the attack strength of hexes,
but casting them reduces HP.*

*What is dark?
Perhaps we already know.
We fear dark, yet find solace in it.*

*Those who join this covenant can see
the hidden Dark Chasm.*

Availability

Given to you when you join the Pilgrims of Dark covenant.

General Information

Name	Use	Durability	Weight
Abyss Seal	Increases the power of hexes by 7% at the cost of 30 HP per cast	100	0.2

Notes

This self-damage can be lethal

Agape Ring

In-Game Description

*A ring affixed with an open vessel.
The vessel insatiably absorbs souls
in place of its wearer, who is left
unaware, even of their recollection.*

*All things are rooted in souls,
but what drives our thirst for them?
Abstinence from this elixir may be
the truest homage to an enduring self.*

Availability

Purchase from Straid of Olaphis for 5,000 souls.

Notes

- This ring will consume ALL souls acquired, not just souls acquired during online play (invasions, co-op, etc).
- Added in patch 1.10 for the Scholar of the First Sin update, this ring's main intention is to allow players to better manage their Soul Memory for online matchmaking.
- Souls cannot be consumed from your inventory while the ring is equipped.
- Straid will not sell you the ring unless you have a Soul Memory of at least 30,000.
- to witness this you need to kill dragonrider and flexile sentry with summons (less souls), then get a lockstone (the gutter, accessed with 22 vig, a life ring and the blue seal ring ONLY) and a vagrant branch of yore (gutter or no man's wharf) to skip the ruin sentinels and get to straid directly, which can be useful to play with only 30k SM and help beginners in the first areas.

General Information

Name	Use	Durability	Weight
Agape Ring	Consumes all souls acquired in place of the wearer.	500	0.2

Ancient Dragon Seal



In-Game Description

*Ring of the Dragon Remnants covenant.
Slightly increases Estus Flask HP recovery.*

*Possesing a dragon scale is proof of its owner's
prowess. Strength should always be displayed
boldly, and meted out justly.*

*Members of the covenant who bear dragon scales
can fight with one another. The survivor of the
duel claims the dragon scale of of the opponent.*

Availability

Given to you when you join the Dragon Remnants covenant.

General Information

Name	Use	Durability	Weight
Ancient Dragon Seal	Estus Flask use restores an additional 50 HP	120	0.2

Ash Knuckle Ring

In-Game Description

*Knuckle ring worn by Rhoy the Explorer.
Increases petrification resistance.*

*Petrification is tantamount to death,
and in that sense, this knuckle ring
is a charm that may save your life.*

Availability

Grave of Saints treasure. In the metal chest located across the broken bridge below the Royal Rat Vanguard boss fight.

General Information

Name	Use	Durability	Weight
Ash Knuckle Ring	Increases petrification resistance by 400 points	140	0.8

Baneful Bird Ring

In-Game Description

*Ring of Raime the traitor.
Reduces stamina loss when blocking
with shield.*

*Raime was an agile swordsman who
served King Vendrick, but after resigning
from his post, he reconsidered his
way of life and was born again as
a stalwart warrior.*

Availability

Brume Tower treasure. Near the Throne Floor bonfire. After activating the machinery with the Scorching Iron Scepter ride a nearby lift up to a corpse across from the bonfire.

General Information

Name	Use	Durability	Weight
Baneful Bird Ring	Increases stability of shield/weapon by 5 points.	45	2.0

Notes

- This ring also affects weapons.

Bell Keeper's Seal

In-Game Description

Ring of the Bell Keeper covenant.

Join this covenant and wear this ring to be automatically summoned to the world of an invader of the bell keeper's domain.

The twin bells symbolize the bond between two lovers who could never be united. The bell keepers are their eternal guardians. For that is their love; that is their curse.

Availability

Given to you when you join the Bell Keepers covenant.

General Information

Name	Use	Durability	Weight
Bell Keeper's Seal	Summons you to the world of a player who has trespassed in the Bell Keeper's domain.	120	0.2

Notes

- Appears to have no other effect beyond summoning you to other worlds.
- You can be summoned from any area to defend either bell, as long as the area has multiplayer enabled.
- Stay near either bell area and you will always be summoned there.
- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.

Bloodbite Ring

In-Game Description

*One of the several "bite" rings,
known for their peculiar design.
Increases bleeding resistance.*

*The similar, oddly disturbing design
of these rings suggests a common source.
Whoever the master craftsman was,
he clearly knew his trade.*

Availability

Bloodbite Ring

- Sold by Cromwell the Pardoner for 7,000 souls.
- Reward from gaining Rank 1 with the Way of Blue Covenant.

Bloodbite Ring +1

Dragon's Sanctum treasure. Found in a metal chest near the Hidden Sanctum Chamber bonfire.

General Information

Name	Use	Durability	Weight
Bloodbite Ring	Increases bleed resistance by 150	140	0.5
Bloodbite Ring +1	Increases bleed resistance by 300	60	1.5

Blue Seal

In-Game Description

*Ring of the Way of Blue covenant.
Increases HP slightly.*

*The Way of Blue is not a developed religion.
It is a humble prayer that spread naturally
amongst those seeking help.*

*When apostles of Blue are invaded by
dark spirits, they can receive assistance
from masters of other worlds.*

Availability

Given to you when you join the Way of Blue covenant.

General Information

Name	Use	Durability	Weight
Blue Seal	Increases HP by 3%	110	0.2

Blue Tearstone Ring



In-Game Description

*A ring set with a rare tearstone.
Reacts when the wearer is in danger,
temporarily increasing its wearer's
defense.*

*Caitha, goddess of tears, mourns those who have
lost loved ones by shedding pure tears of blue.
It is said that the stone set in this ring
is one such tear.*

Availability

- Belfry Luna treasure. Drop down to the bottom floor through a hole in the second floor. It will be in a metal chest in the room you drop into.
- Reward from gaining Rank 3 with the Way of Blue Covenant.

General Information

Name	Use	Durability	Weight
Blue Tearstone Ring	Increases physical defense by 35% when HP is below 30%	110	1.0

Notes

- Actually grants 35% physical damage reduction, applied after flat physical damage reduction from armor.
- Very useful for avoiding deaths from pesky things players like to use against low-health targets, such as throwing knives.

Bracing Knuckle Ring

In-Game Description

*Knuckle ring worn by Rhoy the Explorer.
Slows equipment degradation.*

*Expensive, flashy gear will not always
make life easier for you. Sometimes,
you just need your tried-and-true
equipment to last the long haul.*

Availability

Bracing Knuckle Ring

Lost Bastille treasure. On the exterior of the upper walls. From Servants' Quarters or Straid's Cell bonfire, behind the pair of Illusory Walls past the room with an Undead Citizen on a wooden shelf, one floor below the bridge to Sinner's Rise. In Scholar of the First Sin, a Pursuer appears between the second illusory wall and the ring.

Bracing Knuckle Ring +1

Sold by Chancellor Wellager for 9,000 souls.

Bracing Knuckle Ring +2

Undead Crypt treasure. From the Undead Ditch bonfire, head through the large gravestone room into the smaller gravestone room with the Leydia Witch above it. The ring is in the right-hand corner on a skeleton.

General Information

Increases durability of equipment.

Name	Use	Durability	Weight
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Bracing Knuckle Ring	Reduces weapon/armor/ring degradation by 20%/20%/20% (Respectively)	110	0.5
Bracing Knuckle Ring +1	Reduces weapon/armor/ring degradation by 35%/25%/25% (Respectively)	85	0.8
Bracing Knuckle Ring +2	Reduces weapon/armor/ring degradation by 50%/45%/45% (Respectively)	70	1.0

Notes

- Also lowers the durability damage done by a weapon's special attack.

Chloranthy Ring

In-Game Description

*The ring is named for
its decorative green blossom,
but its luster is long since faded.*

Raises stamina recovery speed.

Availability

Chloranthy Ring

Located in the Forest of Fallen Giants, down the ladder in the room with the ballista ambush. Use a Pharros' Lockstone to reveal an illusory wall in the room. The ring is in a chest in the hidden room.

Chloranthy Ring +1

Treasure in Shaded Woods. Upon entering the misty forest, hug the right wall until you come across a chest, the ring is past this chest, following the right border/wall to a slope that leads upwards to find it in a chest.

Chloranthy Ring +2

Dropped by the Executioner's Chariot at the Undead Purgatory bonfire at Bonfire Intensity 2 and above.

General Information

Name	Use	Durability	Weight
Chloranthy Ring	Increases stamina recovery rate by 12.5%	120	0.2
Chloranthy Ring +1	Increases stamina recovery rate by 20%	90	0.5
Chloranthy Ring +2	Increases stamina recovery rate by 25%	75	0.8

Clear Bluestone Ring

In-Game Description

A ring that belonged to Fiorenza, the only truly moneyed merchant in Volgen. Shortens spell casting time.

Fiorenza used his riches to buy up trinkets of luxury and rare collectibles, but was ruined after years of excessive debauchery.

Availability

Clear Bluestone Ring

Sold by Carhillion of the Fold for 2,000 souls.

Clear Bluestone Ring +1

Shaded Woods treasure. In the middle of the misty forest in a metal chest.

Clear Bluestone Ring +2

- Dropped by the Skeleton Lords at Bonfire Intensity 2 and above.
- Dropped by Armorer Dennis - rare. **(SotFS only)**

General Information

Name	Use	Durability	Weight
Clear Bluestone Ring	Increases casting speed by 20%	120	0.2
Clear Bluestone Ring +1	Increases casting speed by 35%	90	0.5
Clear Bluestone Ring +2	Increases casting speed by 40%	75	0.8

Covetous Gold Serpent Ring

In-Game Description

*A gold ring depicting the snake,
both the servant and manifestation
of the god of desire, Zinder.
Greed is traditionally viewed as a vice,
but only a coward sees every chance
as something to fear.*

Availability

Covetous Gold Serpent Ring

Iron Keep treasure. Pull lever to drown the Ironclads in lava. Go up the ladder and go right. Go up another ladder. You will be at the roof with three Alonne Knight Captains, drop down a couple of times. Ring is on a corpse along the edge of a giant cauldron filled with lava.

Covetous Gold Serpent Ring +1

Gift from Magerold of Lanafir after spending 10,000 souls in his shop.

Covetous Gold Serpent Ring +2

Dropped by the Belfry Gargoyles when Bonfire Intensity is 2 or above.

General Information

Name	Use	Durability	Weight
Covetous Gold Serpent Ring	Increases Item Discovery by 50%	120	1.0
Covetous Gold Serpent Ring +1	Increases item Discovery by 75%	90	1.2
Covetous Gold Serpent Ring +2	Increases item Discovery by 100%	75	1.5

Covetous Silver Serpent Ring

In-Game Description

*A silver ring depicting the snake,
both the servant and manifestation
of the god of greed, Zandroe.*

*Greed is traditionally viewed as a vice,
but only a fool allows that to ruin
a good opportunity.*

Availability

Covetous Silver Serpent Ring

- *Dark Souls II*: Lost Bastille treasure. Near the Tower Apart bonfire, in a metal chest outside the room with dogs and Royal Swordsman with crossbow.
- *Scholar of the First Sin*: Lost Bastille treasure. In a chest on the small platform where the Pursuer appears, near the room with the dogs next to the Tower Apart bonfire.

Covetous Silver Serpent Ring +1

- Received from Merchant Hag Melentia after spending 10,000 souls.
- Merchant Hag Melentia drop.

Covetous Silver Serpent Ring +2

Dropped by Mytha, the Baneful Queen at Bonfire Intensity 2 and above.

General Information

Name	Use	Durability	Weight
Covetous Silver Serpent Ring	Fallen foes yield 10% more souls	90	1.0
Covetous Silver Serpent Ring +1	Fallen foes yield 20% more souls	70	1.2
Covetous Silver Serpent Ring +2	Fallen foes yield 30% more souls	55	1.5

Notes

- Soul gain effects do **not** apply to Soul / Boss Soul consumable items.
- Stacks with other equipment that increase the number of souls acquired (Warlock Mask, Jester's Gloves, Tseldora Set, etc).
- The increased souls applies to bosses as well.
- Like in the first Dark Souls, this ring can be put on after a boss's defeat to gain the additional souls. The window for doing so is much smaller, however.

Crest of Blood

In-Game Description

Ring of the Brotherhood of Blood covenant.

*This ring is nothing special. Perhaps,
in the end, an oath is but a window
into the ambitions of the oath taker.*

*If you have taken this oath,
then you know what you want.
To be soaked in the blood of your kind.*

Availability

Given to you when you join the Brotherhood of Blood covenant.

General Information

- Increases Bleed damage of weapons. Only weapons with Bleed damage get this benefit.
 - Weapons with innate Bleed get 50 points of extra damage.
 - Weapons infused with Bleed get 25 points of extra damage.
 - Weapons with innate Bleed AND infused with Bleed get 60 points of extra damage.

Name	Use	Durability	Weight
Crest of Blood	Increases bleed damage	100	0.2

Notes

The bleed damage bonus stacks with the Shadow Gauntlets.

Crest of the Rat



In-Game Description

Ring of the Rat King covenant.

*Join this covenant and wear this ring
to lure trespassers of the Rat King's territory
into your world.*

*If you receive this ring,
rejoice in the opportunity to demonstrate
your allegiance to an eminently noble being.*

Availability

Given to you when you join the Rat King Covenant.

General Information

- Summons trespassers of the Rat King's territory into your world as a Gray Phantom. You must be either in Grave of Saints or Doors of Pharros for this to work.
The covenant icon next to the health bar glows when you can summon Gray Phantoms.
- Increases Poison damage of weapons. Only weapons with Poison damage get this benefit.
 - Weapons with innate Poison damage get 50 points of extra damage.
 - Weapons infused with Poison get 25 points of extra damage.
 - Weapons with innate Poison damage infused with Poison get 60 points of extra damage.

Name	Use	Durability	Weight
Crest of the Rat	Increases poison damage Summons trespassers of the Rat King's territory into your world as a Gray Phantom	100	0.2

Notes

- The poison damage bonus stacks with the Sanctum Soldier Gauntlet.
- Matchmaking is determined by Soul Memory and the item used. See [Online Matchmaking](#) for more details.

Cursebite Ring

In-Game Description

*One of the several "bite" rings,
known for their peculiar design.
Increases curse resistance.*

*The similar, oddly disturbing design
of these rings suggests a common source.
Whoever the master craftsman was,
he clearly knew his trade.*

Availability

- Sold by Cromwell the Pardoner for 9,000 souls.
- Sold by Magerold of Lanafir for 9,000 souls.

General Information

Name	Use	Durability	Weight
Cursebite Ring	Increases curse resistance by 400 points	140	0.8

Dark Clutch Ring

In-Game Description

*Ring depicting a hand grasping a stone.
Increases dark attack,
but reduces physical defense.*

*The origin of this ring is unknown,
but its design suggests one of the darker deities.*

*Effective use of this ring requires skill
on the part of the wearer.*

Availability

Frozen Eleum Loyce treasure. You can drop down from the roof with three frozen chests. The ring is on a corpse next to a tree.

General Information

Name	Use	Durability	Weight
Dark Clutch Ring	Increases Dark damage, decreases physical defense by 80 points.	30	2.0

Notes

The Dark Clutch Ring increases the Dark AR (attack rating) stat of a weapon and decreases the player’s defense stats for Strike, Thrust and Slash by 80 points each.
The following are the rules for the highly variable Dark AR stat increases provided by the ring:

1. The bonus is not affected by a weapon's reinforcement, nor a character's stats.
 2. A weapon must have a Dark attack stat for any effect to take place.
 3. Ordinary (Titanite -reinforced) weapons that have been infused with Dark will receive 15 AR.
 4. Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have a natural Dark stat and have not been infused will always receive 30 AR.
 5. Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Dark, without a pre-existing Dark stat, will receive less than 30 AR. The worse a weapon takes a Dark reinforcement, the worse the bonus will be (e.g. Dark Blue Knight's Halberd receives 9 AR).
 6. Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Dark, with a pre-existing Dark stat, will receive more than 30 AR. The better the weapon's innate Dark characteristics, the greater the bonus (e.g. Dark Fume Sword receives 45 AR).
 7. When a special weapon that had a pre-existing Dark stat is infused with a different element (Magic, Lightning, or Fire) the bonus will be less than 30 AR. The greater the diminishment of the base Dark stat, the greater the diminishment of the Dark bonus.
 8. Special weapons infused with Raw, Enchanted, or Mundane will continue to receive the full 30 AR bonus to any pre-existing Dark stat.
- The ring also increases the Dark stats of spell catalysts, thereby increasing the strength of spells cast with those catalysts.

Dark Quartz Ring

In-Game Description

A ring bestowed upon students of a certain standard at the Melfian Magic Academy. Its dark-infused quartz increases dark defense.

Pyromancer Glocken was criticized for crafting these replicas, but it is well known that they have saved the life of many a traveler.

Availability

Dark Quartz Ring

Sold by Rosabeth of Melfia for 2,000 souls.

Dark Quartz Ring +1

Dropped by Duke Tseldora in the Lord's Private Chamber.

Dark Quartz Ring +2

Dropped by Leydia Witches in the Undead Crypt.

Dark Quartz Ring +3

Found on a corpse in Shulva, Sanctum City. (Video walkthrough to the location)

General Information

Name	Use	Durability	Weight
Dark Quartz Ring	Increases dark defense by 50	140	0.2
Dark Quartz Ring +1	Increases dark defense by 75	110	0.5
Dark Quartz Ring +2	Increases dark defense by 100	90	0.8
Dark Quartz Ring +3	Increases dark defense by 150	75	1.0

Delicate String



In-Game Description

*A soft string-like ring tied around the finger.
Makes it easier for invaders to find your world.*

*Who would create such a ring, and why?
Perhaps the answer is better left unknown.*

Availability

Sold by Titchy Gren for 20,000 souls.

General Information

Name	Use	Durability	Weight
Delicate String	Increases the chance of being invaded	130	0.2

Notes

- Like a permanently active Dried Fingers, the timer that normally prevents frequent invasions is lifted. This makes it possible to get invaded very frequently.
- Your priority as an invasion target appears to be increased, where being a hollow doesn't lower your chances of being invaded compared to another player in human form.
- Increases the chance that the Mad Warrior will spawn in Belfry Sol. *(needs testing)*

Dexterity Ring

In-Game Description

*An oddly deformed iron ring.
Increases the dexterity of its wearer.*

*The Old Iron King ruled over
a great age of iron.*

*The King's power allowed him
to mold iron freely, as if he held sway
over the forces of life and creation.*

Availability

Treasure in Brume Tower, down a staircase behind the Ashen Idol near the first bonfire.

General Information

Name	Use	Durability	Weight
Dexterity Ring	Increases Dexterity by 5 points.	120	1.5

Dispelling Ring

In-Game Description

*A protective ring set with gemstones of four different colors.
Increases the wearer's resistance to magic, lightning, fire and dark.*

The artistry required to attune the varying powers of four different stones within one ring could only be described as transcendental.

There is only one sorcerer who could have done this; a man from the lost land of Olaphis.

Availability

Dispelling Ring
Royal Sorcerer Navlaan quest reward.

Dispelling Ring +1
Brume Tower treasure. Opposite the gate leading to the Smelter Throne bonfire is a path leading through a hallway with many Cask Runners and exploding barrels. At the end of the hallway is a staircase going up to a similar hallway. The wall opposite of the fire spewing statue can be broken by herding a Cask Runner into it.

General Information

Name	Use	Durability	Weight
Dispelling Ring	Increases Magic, Lightning, Fire & Dark defense by 60 points.	110	1.0
Dispelling Ring +1	Increases Magic, Lightning, Fire & Dark defense by 120 points.	35	4.0

Fire Clutch Ring

In-Game Description

*Ring depicting a hand grasping a stone.
Increases fire attack,
but reduces physical defense.*

*The origin of this ring is unknown,
but its design suggests one of the darker deities.*

*Effective use of this ring requires skill
on the part of the wearer.*

Availability

Found in the Inner Wall area of Frozen Eleum Loyce.

From the bonfire, follow the standard path until you reach the three golems circling a metal chest. Here, head to the right into the area that was blocked by ice. Continue on this path until you reach the bridge. Cross it and head to the right, and then open the illusionary wall on the right wall. Drop down and head straight forward, and then head up the stairs to the left. At the top of the stairs is a metal chest, containing the ring.

General Information

Name	Use	Durability	Weight
Fire Clutch Ring	Increases Fire damage, decreases physical defense by 80 points.	30	2.0

Notes

The Fire Clutch Ring increases the Fire AR (attack rating) stat of a weapon and decreases the player's defense stats for Strike, Thrust and Slash by 80 points each. The following are the rules for the highly variable Fire AR stat increases provided by the ring:

- 1) The bonus is not affected by a weapon's reinforcement, nor a character's stats.
- 2) A weapon must have a Fire attack stat for any effect to take place.
- 3) Ordinary (Titanite -reinforced) weapons that have been infused with Fire will receive 15 AR.
- 4) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have a natural Fire stat and have not been infused will always receive 30 AR.
- 5) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Fire, without a pre-existing Fire stat, will receive less than 30 AR. The worse a weapon takes a Fire reinforcement, the worse the bonus will be (e.g. Fire Blue Knight's Halberd receives 9 AR).
- 6) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Fire, with a pre-existing Fire stat, will receive more than 30 AR. The better the weapon's innate Fire characteristics, the greater the bonus (e.g. Fire Black Knight Greatsword receives 45 AR).
- 7) When a special weapon that had a pre-existing Fire stat is infused with a different element (Magic, Lightning, or Dark) the bonus will be less than 30 AR. The greater the diminishment of the base Fire stat, the greater the diminishment of the Fire bonus.
- 8) Special weapons infused with Raw, Enchanted, or Mundane will continue to receive the full 30 AR bonus to any pre-existing Fire stat.
- 9) IMPORTANT: The ring also increases the Fire stats of pyromancy flames, thereby increasing the strength of spells cast with those catalysts.

Note: The Chaos Rapier only seems to gain 15 AR. Needs further testing.

First Dragon Ring

In-Game Description

A dragon signet ring.
Grants its bearer the protection of dragons.
Increases HP, stamina, and maximum load,
but is easily broken.

Raulmond, knight of Drangleic, served the
king by guarding the fort until his own demise,
and was said to have cherished this ring
throughout his life of service.

Availability

Reward from gaining Rank 2 with the Company of Champions covenant.

General Information

Name	Use	Durability	Weight
First Dragon Ring	Increases HP by 3%, stamina by 5%, and maximum load by 5%	30	0.5

Notes

- The equip bonus stacks with the Royal Soldier's Ring.
- Two upgraded versions of this ring exist but they can not be worn at the same time just like the +1 and +2 version of the same ring. They are:
 - * The Second Dragon Ring, which is given to you by either speaking to Manscorpion Tark after killing the Duke's Dear Freja, or by killing him.
 - * The Third Dragon Ring, which is found in the Dragon Shrine within a metal chest.

Flame Quartz Ring

In-Game Description

A ring bestowed upon students of a certain standard at the Melfian Magic Academy. Its fire-based quartz increases fire defense.

There are rumors that Pyromancer Glocken has made a hefty profit selling these replicas.

Availability

Flame Quartz Ring

Sold by Rosabeth of Melfia for 2,000 souls.

Flame Quartz Ring +1

Forest of Fallen Giants treasure. Located in a metal chest in the area with the Flame Salamanders.

Flame Quartz Ring +2

Rare drop from the Guardian Dragons in the Dragon Aerie - Dark Souls 2
Guaranteed drop from the first Guardian Dragon in the Dragon Aerie - Scholar of the First Sin

Flame Quartz Ring +3

Treasure in Brume Tower. In the room with the first Iron Warrior, surrounded by Ashen Warriors and an Ashen Idol.

General Information

Name	Use	Durability	Weight
Flame Quartz Ring	Increases Fire defense by 50 points.	140	0.2

Flame Quartz Ring +1	Increases Fire defense by 75 points.	110	0.5
Flame Quartz Ring +2	Increases Fire defense by 100 points.	90	0.8
Flame Quartz Ring +3	Increases Fire defense by 150 points.	75	1.0

Flynn's Ring

In-Game Description

*Ring of Flynn, the infamous thief.
Utilizes the strength of the wind,
such that lower equip load proportionally
increases physical attack.*

*Flynn was known as a tiny fighter
who packed a mighty punch.
Even the most skilled warriors in
the land failed to capture him.*

Availability

In Dragon's Sanctum. Found in a metal chest above the room full of Corrosive Egg Insects.

General Information

Increases the physical Attack Rating of all weapons. AR bonus scales negatively with maximum equipment load.

Name	Use	Durability	Weight
Flynn's Ring	Increases physical damage; Damage increases with lower equip load (maximum 50 AR bonus)	30	0.2

Notes

- To get the maximum damage you must have less than 60 maximum equip load (14 Vitality, 9 with Third Dragon Ring).
- Strangely, the ring gives 50 AR to some weapons even when the equip load goes over 60 (but still less than 60.5).
- The ring loses 1 point to the 50 points of bonus physical damage for every 0.5 units you go over 60 with your maximum equip load.
- This ring will show an increase to the AR, but not increase the actual dealt damage of arrows or any form of critical damage.

Gower's Ring of Protection

In-Game Description

The ring of the assassin Gower, who has killed a half-dozen kings, and several distinguished clergymen. Reduces damage taken from behind.

For an assassin, whose own life is always at stake, the greatest liability is one's exposed back.

Original Availability

Shaded Woods treasure, Bonfire Intensity 2 and above only.
From the Ruined Fork Road bonfire, head into the foggy forest and hug the wall to your right. The ring is on the first corpse you find.

Scholar of the First Sin Availability

Drangleic Castle treasure. From the King's Passage bonfire, follow the usual route until you reach the Executioner's Chariot in the large hall. Kill it to get the treasure.

General Information

Name	Use	Durability	Weight
Gower's Ring of Protection	Nullifies critical hit damage taken from backstabs & negates some damage to the back. Takes durability damage for each hit.	75	10.0

Notes

- Immunity from back stab animations
- Gives the appearance of a human spirit hugging the player's back when worn. The spirit will not appear if the ring is broken.
- This ring breaks easily and has a high repair cost (8,750 souls) so use it with caution when dealing with enemies that cause equipment breakage.
- Considerably heavy for a ring.
- According to the new/old patch 1.06 (re-patched in 1.10) attack from behind will now receive 10-20% damage instead of nullifying damage.

Guardian's Seal

In-Game Description

Ring of the Blue Sentinel covenant.

*Join this covenant and wear this ring
to be automatically summoned
to the worlds of blue apostles
who have been invaded by dark spirits.*

*The ring is engraved with the crest of the
Way of Blue, symbolizing the dignified oath to
protect each world's master from dark spirits.*

Availability

Given to you when you join the Blue Sentinels covenant.

General Information

Name	Use	Durability	Weight
Guardian's Seal	Summons you to a Way of Blue member's world to protect them from invading Black Phantoms	120	0.2

Notes

- Matchmaking is determined by Soul Memory and the item used. See Online Matchmaking for more details.

Hawk Ring

In-Game Description

*A ring graced with the engraving of a hawk.
Extends the range of arrows.*

*Blue-eyed Durgo, the nomadic bowman,
had many valiant victory in battle,
half owing to the boon of this ring.*

Availability

Forest of Fallen Giants treasure.
On a corpse guarded by two Flame Salamanders. Either drop down from below the Cardinal Tower bonfire or enter directly through the door (the Iron Key is needed) before the Last Giant boss fight to access the area.

General Information

Name	Use	Durability	Weight
Hawk Ring	Extends the range of arrows by 7.55%	130	0.2

Illusory Ring of a Conqueror

In-Game Description

A ring of blue stone.
The stone is misshaped, however imperceptibly.
Renders certain equipment invisible.

Do not judge foes by their appearance.
He who approaches without a sword
carries two behind his back.

Availability

Beat the game without dying. The ring is added to your inventory after the credits.

General Information

Name	Use	Durability	Weight
Illusory Ring of a Conqueror	Left hand weapon becomes invisible	130	0.2

Notes

- Dying as a Phantom **counts as a death**.
- Dying with either Ring of Protection equipped **counts as a death**.
- Getting cursed **doesn't count as a death**.
- Only deaths in the current game cycle count. A character who has died before can enter a new game cycle and try again.
- To check if you have died, go offline and interact with the engraving on the monument in Majula. It will tell you how many times that character has died, if it says 0 you are still eligible to receive the ring. (This only works in New Game).

- You can only get 1 per character if done by a no death run. Trying to do it on the next playthrough will yield nothing.

Roadmap to both Illusory Rings

+ Show Guide - Hide Guide

Start the game

Walk through **Things Betwixt**

Light **Majula** bonfire

Drop down the hole to **The Gutter**

Retrieve *Fragrant Branch of Yore* in **The Gutter** (shortly before Black Gulch bonfire)

Use Homeward Bone to return to **Majula** Bonfire

Walk through **Shaded Woods** to *Ruined Fork Road bonfire*

Light *Ruined Fork Road bonfire*

Unlock the **Shrine of Winter** with x,000,000 Souls (* see below)

Walk through **Drangleic Castle**, defeat *Dragonriders*

Walk through **King's Passage**, defeat *Looking Glass Knight*

Walk through **Shrine of Amana**, defeat *Demon of Song*

Walk through **Undead Crypt**, defeat *Velstadt*

Obtain *King's Ring*

Use Homeward Bone to return to *Ruined Fork Road bonfire*

Walk through **Aldia's Keep**, defeat *Guardian Dragon*

Walk through **Dragon Aerie**

Walk through **Dragon Shrine**

Obtain *Ashen Mist Heart* from *Ancient Dragon*

Use Homeward Bone to return to *Ruined Fork Road bonfire*

Walk through **Shaded Woods** to **Majula**

Walk through **Majula** to **Forest of Fallen Giants**

Defeat *The Last Giant*

Obtain *Soldier Key*

Walk through **Forest of Fallen Giants** to *The Place Unbeknownst bonfire*

Access **Memory of Jeigh**, defeat *Giant Lord*

Obtain *Giant's Kinship*

Use Homeward Bone to return to *Ruined Fork Road bonfire*

Walk through **Drangleic Castle**

Light *King's Gate Bonfire*

Walk to **Throne of Want**

Defeat *Throne Defender* and *Throne Watcher*

Quit out of the game and re-enter the game

Use Homeward Bone to return to *King's Gate bonfire* if you want to respawn Benhart's sign

Re-buff, repair, etc

Defeat Nashandra

Finish the game

Obtain *Illusory Ring of a Conqueror*

Obtain *Illusory Ring of the Exalted*

*NG 1,000,000 and then +1,000,000 each cycle up to 8,000,000 for NG+7

Cheats

+ Show Cheats - Hide Cheats

It is possible to get both Illusory Rings by manipulating save files. On Windows 10 (Steam version) save files located in the %APPDATA%\DarkSoulsII directory.

For instance, before hard fight you can save files in another location and if your character has died you restore those files and try again.

Illusory Ring of the Exalted

In-Game Description

A ring of yellow stone.
The stone is misshaped, however imperceptibly.
Renders certain equipment invisible.

Do not judge foes by their appearance.
He who approaches without a sword
carries two behind his back.

Availability

Beat the game without resting at a bonfire. The ring is added to your inventory after the credits.

General Information

Name	Use	Durability	Weight
Illusory Ring of the Exalted	Right hand weapon becomes invisible	130	0.2

Notes

- You can never upgrade your Estus Flask with Sublime Bone Dust and you can't rest at bonfires to regain uses. You also can't restore equipment durability at a bonfire. If you wish to replenish swigs or repair equipment, the Small White Sign Soapstone is recommended, due to the shortened objective requirements. You will be fully equipped again if the co-op run is succesful.
Note that dying as a phantom counts against the Illusory Ring of a Conqueror.
- Lighting a bonfire does not count as resting at it. This gives you the option of spawning closer to your destination. Also, using the primal bonfires does not count as resting.

- When you use a Homeward Bone, you do not heal or replenish any items/equipment. If you use one, it will not count as having rested at the bonfire. You can safely use a Homeward Bone, the Aged Feather, or Darksign and not fear losing this ring. Try to control your spawnpoint by lighting the right bonfires.
- If you try to rest at a lit bonfire when there is an enemy nearby or a phantom is in your world, using it will fail but respawn will be set to it.
- If you do not light the FireKeeper's Dwelling Bonfire in Things Betwixt or the Far Fire in Majula, a Homeward Bone will always take you back to Things Betwixt, regardless of which bonfire was lit most recently. Dying will still respawn you at the last bonfire lit. After lighting either of these bonfires, Homeward Bones and the Darksign will work normally, returning you to the last fire lit. It can be advantageous to avoid lighting either bonfire to retain a quick method back to Majula.
- Only bonfires rested at during the current game cycle count. The ring can be obtained in NG+ by a character who has used a bonfire in NG.
- If you light the *Under Castle Drangleic* bonfire in Drangleic Castle or the *Upper Ramparts* bonfire in Belfry Luna you will not be able to get the ring, as the only way out from those areas is to warp.
- You can only get 1 per character if done by a no bonfire run. Trying to do it on the next playthrough will yield nothing.

Roadmap to both Illusory Rings

+ Show Guide - Hide Guide

Start the game

Walk through **Things Betwixt**

Light **Majula** bonfire

Drop down the hole to **The Gutter**

Retrieve *Fragrant Branch of Yore* in **The Gutter** (shortly before Black Gulch bonfire)

Use Homeward Bone to return to **Majula** Bonfire

Walk through **Shaded Woods** to *Ruined Fork Road bonfire*

Light *Ruined Fork Road bonfire*

Unlock the **Shrine of Winter** with x,000,000 Souls (* see below)

Walk through **Drangleic Castle**, defeat *Dragonriders*

Walk through **King's Passage**, defeat *Looking Glass Knight*

Walk through **Shrine of Amana**, defeat *Demon of Song*

Walk through **Undead Crypt**, defeat *Velstadt*

Obtain *King's Ring*

Use Homeward Bone to return to *Ruined Fork Road bonfire*
Walk through **Aldia's Keep**, defeat *Guardian Dragon*
Walk through **Dragon Aerie**
Walk through **Dragon Shrine**
Obtain *Ashen Mist Heart* from *Ancient Dragon*

Use Homeward Bone to return to *Ruined Fork Road bonfire*
Walk through **Shaded Woods** to **Majula**
Walk through **Majula** to **Forest of Fallen Giants**
Defeat The Last Giant
Obtain *Soldier Key*
Walk through **Forest of Fallen Giants** to *The Place Unbeknownst bonfire*
Access **Memory of Jeigh**, defeat *Giant Lord*
Obtain *Giant's Kinship*

Use Homeward Bone to return to *Ruined Fork Road bonfire*
Walk through **Drangleic Castle**
Light King's Gate Bonfire
Walk to **Throne of Want**
Defeat Throne Defender and Throne Watcher
Quit out of the game and re-enter the game
Use Homeward Bone to return to *King's Gate bonfire* if you want to respawn Benhart's sign
Re-buff, repair, etc
Defeat Nashandra

Finish the game
Obtain *Illusory Ring of a Conqueror*
Obtain *Illusory Ring of the Exalted*

*NG 1,000,000 and then +1,000,000 each cycle up to 8,000,000 for NG+7

Ivory Warrior Ring

In-Game Description

Ring of the guardians of Eleum Loyce
Attacks greatly reduce enemy stamina.

*Eleum Loyce existed to subdue
the raging flame, but when the ivory
gates were flung open, the land grew cold
and lifeless.*

Availability

Dropped by the Covetous Demon found in the Lower Garrison area of Frozen Eleum Loyce.

General Information

Name	Use	Durability	Weight
Ivory Warrior Ring	Attacks greatly reduce enemy Stamina.	30	5.0

Notes

- Uses the *Ring of War* graphic, which was used in the Network Test version.
- Only boosts the stamina drain inflicted when attacking a blocking opponent. The increase in stamina drain is approximately 20% (needs confirmation).

King's Ring



In-Game Description

*A soul is much like a curse.
And those with strong souls must bear
within themselves an even stronger curse.*

*Vendrick, King of Drangleic, used a
powerful soul to keep the curse at bay.
In the end, he sought the flame that began it all.*

Wear this ring to open the King's Gate.

Availability

Found at the end of Undead Crypt after the boss fight with Velstadt the Royal Aegis, it's in the room with Vendrick.

General Information

Name	Use	Durability	Weight
King's Ring	Increases fire damage by 2.5% Opens three gates in three different areas that have the King's Seal on them. Have the ring equipped in front of the gates and they will open. Scholar of the First Sin: Enemy statues in Drangleic Castle will not attack whilst the King's Ring is equipped.	110	0.2

King's Gate locations

- Forest of Fallen Giants - travel to the Cardinal Tower bonfire. From the bonfire, travel down the ladder on your right, from the ladder, go left across the stone bridge, then go through the door on your right and you will come upon a door on your left. Go through the door on your left and you'll be greeted by the door.
- Shaded Woods - travel to the Ruined Fork Road bonfire. Go directly up the stairs and out the door at the top, then follow the path before you until you come upon the gate.
- Drangleic Castle - travel to the King's Gate bonfire. Out the door and then immediately to your left is the gate.

Notes

- After the ring is obtained, many NPCs will sell items that were not available before.
- Unlike most rings, this item does **not** carry over when starting NG+.

Life Ring

locat

In-Game Description

*An old ring set with a red jewel.
Raises maximum HP.*

*Each ring has a different power,
and even very modest rings can be
a great boon on a perilous journey.*

Availability

Life Ring

Starting gift choice. **OR**

Forest of Fallen Giants treasure. In the room full of ballistae, go down the ladder and attack the door - a hollow will open it. The ring is in a metal chest in this room.

Life Ring +1

Iron Keep treasure. In the area filled with lava and a big furnace in a middle stick to the left wall. Drop down at the very end and then climb a ladder. The ring is in a metal chest on this platform.

Life Ring +2

Found in the Shrine of Amana. From the Crumbled Ruins bonfire, proceed until you can see the next fog door, then look to the left wall for branches that can be broken concealing an Ogre. Behind the Ogre is a body holding the ring. If you have already passed the fog door, it's easier to backtrack from the Rhoy's Resting Place bonfire.

Life Ring +3

Brume Tower treasure. Take the elevator up at the Foyer bonfire, then jump over a gap left by another elevator. Open the door to a room with an Iron Warrior being healed by an Ashen Idol. The

ring is in a chest here.

General Information

Name	Use	Durability	Weight
Life Ring	Raises max HP by 5%	120	0.2
Life Ring +1	Raises max HP by 7.5%	90	0.5
Life Ring +2	Raises max HP by 12.5%	75	0.8
Life Ring +3	Raises max HP by 15%	25	1.2

Lightning Clutch Ring

In-Game Description

*Ring depicting a hand grasping a stone.
Increases lightning attack, but reduces
physical defense.*

*The origin of this ring is unknown,
but its design suggests one of the darker deities.
Effective use of this ring requires skill
on the part of the wearer.*

Availability

In Dragon's Sanctum. Found in a metal chest in the room unlocked with the Eternal Sanctum Key.

Can also be obtained as an enemy drop in Cave of the Dead while assisting as a White Phantom, so one need not have the DLC in order to obtain it.

General Information

Name	Use	Durability	Weight
Lightning Clutch Ring	Increases Lightning damage, decreases physical defense by 80 points.	30	2.0

Notes

The Lightning Clutch Ring increases the Lightning AR (attack rating) stat of a weapon and decreases the player’s defense stats for Strike, Thrust and Slash by 80 points each. The following

are the rules for the highly variable Lightning AR stat increases provided by the ring:

- 1) The bonus is not affected by a weapon's reinforcement, nor a character's stats.
- 2) A weapon must have a Lightning attack stat for any effect to take place.
- 3) Ordinary (Titanite -reinforced) weapons that have been infused with Lightning will receive 15 AR.
- 4) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have a natural Lightning stat and have not been infused will always receive 30 AR.
- 5) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Lightning, without a pre-existing Lightning stat, will receive less than 30 AR. The worse a weapon takes a Lightning reinforcement, the worse the bonus will be (e.g. Lightning Blue Knight's Halberd receives 9 AR).
- 6) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Lightning, with a pre-existing Lightning stat, will receive more than 30 AR. The better the weapon's innate Lightning characteristics, the greater the bonus (e.g. Lightning Bow of Want receives 45 AR).
- 7) When a special weapon that had a pre-existing Lightning stat is infused with a different element (Magic, Fire, or Dark) the bonus will be less than 30 AR. The greater the diminishment of the base Lightning stat, the greater the diminishment of the Lightning bonus.
- 8) Special weapons infused with Raw, Enchanted, or Mundane will continue to receive the full 30 AR bonus to any pre-existing Lightning stat.
- 9) IMPORTANT: The ring also increases the Lightning stats of catalysts, thereby increasing the strength of spells cast with those catalysts. Combining this ring with the Sun Seal is a great way to increase the strength of Miracles.

Lingering Dragoncrest Ring

In-Game Description

*A ring used long, long ago in a land
that existed where Drangleic does now.
Extends length of spell effect.*

*The ancient dragons were once worshipped in
several nations, and rumors concerning objects
of similar enchantment to this uncommon ring
abound in many lands, though their origins
are no longer verifiable.*

Availability

Lingering Dragoncrest Ring

Sold by Straid of Olaphis for 2,500 souls.

Lingering Dragoncrest Ring +1

Dropped by Desert Sorceresses in Earthen Peak.

Lingering Dragoncrest Ring +2

Defeat 1000 invading Red Phantoms (online). The ring will be automatically added to your inventory.

General Information

Name	Use	Durability	Weight
Lingering Dragoncrest Ring	Extends the length of a spells effect by 15%	120	0.2
Lingering Dragoncrest Ring +1	Extends the length of a spells effect by 25%	90	0.5
Lingering Dragoncrest Ring +2	Extends the length of a spells effect by 40%	75	0.8

Name-engraved Ring

In-Game Description

A special ring that can be engraved with the name of a god.
Becomes easier to connect to worlds of players who choose the same god.

There are countless vestiges of long-lost gods in the ruins of Drangleic.
Or perhaps they are the very same gods as ours, only known by different names.

Availability

Sold by Sweet Shalquoir for 5,500 souls.

General Information

Name	Use	Durability	Weight
Name-engraved Ring	Filters co-op and PvP signs so that they are only sent amongst players with the same god equipped. Expands the Soul Memory range for the Small and regular White Sign Soapstones.	130	0.2

Consult the Online Matchmaking page for more information.

Notes

- When equipped a small window will prompt asking what god do you want the ring to favor. The ring will only affect the players pledged to these gods.

- Suppresses all summon signs that don't have the same god chosen.
 - Suppresses NPC summon signs.
 - This ring will not conflict any god pledges upon invasions.
-
- Does not expand the Soul Memory range of invasions, nor for Dragon Eye & Red Sign Soapstone signs.
 - Does not filter or affect invasions.

List of gods

Icon	God	Description
	Nehma	Goddess of Love
	Caitha	Goddess of Tears
	Galib	God of Disease
	Kremmel	God of Struggle
	Evlana	Goddess of the Hunt
	Hanleth	Goddess of Bliss
	Nahr Alma	God of Blood
	Zinder	God of Desire
	Quella	God of Dream
	Caffrey	Goddess of Fortune

To view an expanded version of the above table with other item references visit the [Gods](#) page.

Northern Ritual Band

In-Game Description

*One of the secret treasures restored in Aldia.
Increases spell uses.*

*This modest-looking ring contains
very powerful magic. To imagine
what unspeakable deeds were performed
to create such rings, one need only recall
the cruel fate of the residents of Aldia.*

Availability

Northern Ritual Band

Sinner's Rise treasure. Once you have descended the elevator into the flooded area with the Enhanced Undead, go immediately right and find the illusory wall.

Northern Ritual Band +1

Acquired from either speaking to Carhillion of the Fold with at least 30 Intelligence or by killing him.

Northern Ritual Band +2

In Aldia's Keep, up the first large staircase and guarded by three Mirror Squires.

General Information

Name	Use	Durability	Weight
Northern Ritual Band	Increases spell uses by 10%, but reduces HP by 20%	120	0.5
Northern Ritual Band +1	Increases spell uses by 20%, but reduces HP by 35%	90	0.8
Northern Ritual Band +2	Increases spell uses by 30%, but reduces HP by 50%	75	1.0

Old Leo Ring



In-Game Description

*The beloved ring of a dragon-slaying knight.
Strengthens thrust weapon counter attacks.*

After many years of use, the ring's face has worn down, but close inspection reveals an engraved lion.

Availability

Dropped by the Old Dragonslayer.

General Information

Name	Use	Durability	Weight
Old Leo Ring	Strengthens thrust weapon counter attacks by 12.5%	110	0.5

Notes

- Unlike in Dark Souls 1, elemental damage also receives a counter bonus in Dark Souls 2, making this ring effective even if you are using weapons that are infused with an elemental attack type.
- Contrary to the description this ring affects all thrust-type attacks, not only thrusting weapons, thus it also affects spears, halberds's attacks from behind shields, thrusting attacks of any swords if they are present in the moveset, the Pickaxe and even bows and greatbows since arrows deal thrust damage as well.
- This ring does NOT affect ripostes and backstabs as they use their own damage calculations and are not considered counter attacks.

Old Sun Ring

In-Game Description

*An odd stone ring containing a fiery heat.
Accumulates power as the user is harmed, then
explodes, damaging surrounding enemies
while leaving its wearer unscathed.*

*Our deeds will come back to us
in some form or another, both good and bad.*

Availability

Shaded Woods treasure. Enter the foggy area and keep right. Follow the wall until you reach a metal chest.

General Information

Name	Use	Durability	Weight
Old Sun Ring	Has a 10-30% of causing an explosion once it reaches the damage threshold. The higher the durability, the higher the probability	75	3.0

Notes

- This ring helps especially in situations where you are attacked by more then two enemies at the same time or you're expecting to trade hits with an enemy.
- As of Calibrations 1.08, the Old Sun Ring was altered so that its explosion tracks the wearer, requiring the enemy to be directly next to them to take damage. In the unpatched version of the game the explosion triggers where the player previously took damage, instead of where they currently are.

Poisonbite Ring

In-Game Description

*One of the several "bite" rings,
known for their peculiar design.
Increases poison resistance.*

*The similar, oddly disturbing design
of these rings suggests a common source.
Whoever the master craftsman was,
he clearly knew his trade.*

Availability

Poisonbite Ring

- Sold by Cromwell the Pardoner for 5,500 souls.
- Earthen Peak treasure. As you first enter the area take the lower route through a hallway filled with poison water until you can turn right into a small room with a couple of Poison Horn Beetles.
Use a Pharros' Lockstone to reveal an illusory wall in the room. The ring is in the chest in the hidden room.

Poisonbite Ring +1

Shulva, Sanctum City treasure. Found on a corpse on top of the tower near the Sanctum Walk bonfire. Requires activating shortcut near tower.

General Information

Name	Use	Durability	Weight
Poisonbite Ring	Increases poison resistance by 150 points	140	0.5
Poisonbite Ring +1	Increases poison resistance by 300 points	60	1.5

Red Tearstone Ring

In-Game Description

A ring set with a rare tearstone.
Reacts when the wearer is in danger,
temporarily increasing its wearer's
attack power.

Caitha, goddess of tears, mourns the undeserving
dead, shedding tears as red as blood.
It is said that the stone set in this ring
is one such tear.

Availability

Shaded Woods treasure. It can be found on a corpse in a pool of water just before the King's Gate to Aldia's Keep.

General Information

Name	Use	Durability	Weight
Red Tearstone Ring	Boosts physical damage by 20% when HP is below 30%	110	1.5

Notes

- When activated it also increases the potency of both bleed and poison.
- *Adds maybe 60 - 90 bleed & poison when activated, though not shown in status as its part of the buff.
- Does not apply to spells as of 1.07

Redeye Ring

In-Game Description

*A cursed ring depicting a demon eye.
Becomes easier to be detected by enemies.*

*If it is tranquility that you seek,
then you should never have left your home.
If you seek strife, then fair enough,
but no need to overdo it.*

Availability

Sold by Sweet Shalquoir for 6,700 souls.

General Information

Name	Use	Durability	Weight
Redeye Ring	Makes the player's head glow a bright red which has the effect of attracting enemies to attack them instead of other players or NPCs	130	0.2

Notes

- The attraction radius is limited. As an example the radius seems to cover the entire area in the fight against Mytha, the Baneful Queen, while against The Lost Sinner it is quite possible to run far enough to lose aggro.
Speculation would be that the radius is roughly the range of lock-on.
- If you are interested in tanking a boss for others, then look no further than this ring.

- You can't see the head glow effect while wearing certain head gear. (*example: Catarina Helm*)
- The ring somewhat symbolizes the Pursuer's eyes as mark for attraction for target's sight

Ring of Binding



In-Game Description

An unsual ring of unknown origin.
Limits the wearer's HP reduction when hollow.

Alas, this ring will not make you human.
What is lost is not easily retrieved.

Availability

Heide's Tower of Flame treasure.

Dark Souls II: It's in a metal chest right before the fog gate that leads to the Cathedral of Blue.

Dark Souls II: Scholar of the First Sin: It's in a metal chest right before the fog gate that leads to the Dragonrider. It is guarded by a Heide Knight.

General Information

Name	Use	Durability	Weight
Ring of Binding	Limits HP reduction when hollowing by 25%, and stops HP reduction at 80% of max instead of 50%	130	0.2

Notes

- Nullifies the effect of Curse when at 80% HP due to hollowing.
- Similar effect as the Cling Ring from Demon's Souls.

Ring of Blades

In-Game Description

The Ring of Blades is modeled after the mad knight of Alken's weapon of choice. Increases physical attack.

The kingdoms of Alken and Venn long ago flourished on these very grounds. They were both founded by the same man, but were reduced to rivalry and spite.

Availability

Ring of Blades

Dropped by the Pursuer in either Forest of Fallen Giants encounter.

Ring of Blades +1

Dropped by the Pursuer during the Iron Keep encounter.

Ring of Blades +2

Dropped by the left Pursuer during the Drangleic Castle encounter on Bonfire Intensity 2 or above.

General Information

Name	Use	Durability	Weight
Ring of Blades	Increases physical damage with all weapons by 20	110	1.0
Ring of Blades +1	Increases physical damage with all weapons by 35	85	1.5
Ring of Blades +2	Increases physical damage with all weapons by 50	70	2.0

Notes

- Basic weapons with infusions that lower physical damage and add elemental damage only receive 50% of this bonus.
- Unique weapons which are upgraded with Twinkling Titanite or Petrified Dragon Bone will receive 80% of the ring's attack bonus if infused.
- This ring will not add physical damage onto weapons that naturally don't have any.
- Elemental weapons infused with the same element will only receive 40 attack points (tested with Ring of Blades +2, Magic Crescent Axe, Fire Black Knight Halberd, Lightning Heide Lance, Dark Roaring Halberd) that is 80% of the bonus, so for Ring of Blades should be 16 and 28 for Ring of Blades +1.
- Weapons with base physical attack + non physical damage infused with same non physical element also get 80% of the effect even if upgraded with regular titanite(tested with Royal Greatsword infused with bleed to match the base bleed damage)

Ring of Giants

In-Game Description

*The beloved ring of the gallant
Shieldless Lothian, formerly of Forossa.
Increases poise.*

*Lothian was born a peasant, and died a general.
His determination and diligence were unmatched,
especially on the battlefield, where he earned
his name by choosing to fight without a shield.*

Availability

Ring of Giants

Sold by Lonesome Gavlan for 5,000 souls in No-man's Wharf, 6,000 souls in Harvest Valley, or 7,000 souls in the Doors of Pharros.

Ring of Giants +1

Black Gulch treasure. Located in a chest behind the two giants in the underground portion of the area.

Ring of Giants +2

Dropped by the Giant Lord at Bonfire Intensity 2 and above.

General Information

Name	Use	Durability	Weight
Ring of Giants	Increases Poise by 10	150	2.0
Ring of Giants +1	Increases Poise by 20	115	3.0
Ring of Giants +2	Increases Poise by 30	95	5.0

Ring of Knowledge

In-Game Description

*A ring blessed by the High Priest of Volgen.
Increases intelligence.*

*The clerics of the great city of Volgen are
perennially entrenched in scandalous power
struggles, but among them remain a few
strong-willed, upstanding noblemen.*

Availability

Sold by Straid of Olaphis for 28,000 souls.

General Information

Name	Use	Durability	Weight
Ring of Knowledge	Increases Intelligence by 5	120	0.5

Notes

- The intelligence boost *does not* affect NPC's that you need intelligence to interact with (Carhillion of the Fold and Felkin the Outcast).
You will need the appropriate *base* intelligence in order to interact with these NPCs.

Ring of Life Protection

In-Game Description

*Divine ring that watches over one's life.
Created by the students of Ivory Rhonnes,
sage of Lindelt.*

*Its great protective power will protect you
from any loss upon death, but after
its power is spent, the ring will break.*

Availability

Dark Souls II

- No-Man's Wharf treasure. Go up the first two flights of stone stairs. Turn left and head through the doorway in the corner. Smash the furniture on the right.
- Shaded Woods treasure. From the Ruined Fork Road bonfire take the path on the left. Walk around the big aqueduct to find the ring on a corpse.

Dark Souls II and Scholar of the First Sin

- Sold by Felkin the Outcast for 6,000 souls.

General Information

Name	Use	Durability	Weight
Ring of Life Protection	Do not turn hollow or lose souls upon any death other than petrification. Breaks when activated. ¹	340	1.0

Notes

- The ring can be repaired for 3,000 souls in Dark Souls II. It can be repaired for 14,000 souls in Scholar of the First Sin.
- Considering the repair cost, it may be attractive to take the time to use the Pagan Tree to repair it for free.
- It can be used to PvP as a host without needing to consume Human Effigies, at the cost of a ring slot. Multiple copies can be acquired for quick swapping.
- Due to its very high durability there is a very low chance it will break from anything that might cause equipment breakage.
- In Scholar of the First Sin, it can only be obtained from Felkin. The No-Man's Wharf and Shaded Woods ring locations were removed. The No-Man's Wharf area is actually still active.

See Also

- Ring of Soul Protection, which has the same effect and additionally protects against petrification.
 - Scholar of the First Sin players lacking the Intelligence and/or Faith requirement to be able to speak to Felkin can obtain this ring instead.

Footnotes 1. The player will also not leave a bloodstain upon death.

Ring of Prayer

Description

*A ring blessed by the High Priest of Volgen.
Increases faith.*

*The clerics of the great city of Volgen are
perennially entrenched in scandalous power
struggles, but among them remain a few
strong-willed, upstanding noblemen.*

Availability

Sold by Licia of Lindeldt for 28,000 souls.

General Information

Name	Use	Durability	Weight
Ring of Prayer	Increases Faith by 5	120	0.5

Notes

- The faith boost does not affect NPC's that you need faith to interact with (like Felkin the Outcast).
You will need the appropriate base faith in order to interact with these NPC's.

Ring of Resistance

In-Game Description

A protective ring with four blessed gems. Increases resistance to poison, bleeding, petrification, and curses.

A creation of the lost land of Olaphis. The sorcerer who created this was so powerful that he became widely feared.

Availability

Ring of Resistance

Acquired from either speaking to Cromwell the Pardoner with at least 35 Faith or by killing him.

Ring of Resistance +1

Frozen Eleum Loyce treasure. Acquired by going to the previously frozen stairs, near the invisible Phantoms that uses the ballistas. It is in a corpse by a balcony.

General Information

Name	Use	Durability	Weight
Ring of Resistance	Raises Poison, Bleed, Curse and Petrification resist by 120 points.	110	0.8
Ring of Resistance +1	Raises Poison, Bleed, Curse and Petrification resist by 200 points.	35	1.5

Ring of Restoration

In-Game Description

A protective ring passed down in House Osteria. Gradually restores HP.

In the sacred land of Lindelt, this ring symbolized prosperity and longevity for the great House Osteria.

But the ring is fragile and breaks easily, as if it hates being taken for granted.

Availability

Forest of Fallen Giants treasure. From the Cardinal Tower bonfire, go down the ladder and cross the small bridge with the Halberd wielding Hollow Soldier.
Open the door that requires the Soldier Key and go straight until you reach a wooden chest that contains the ring.

General Information

Name	Use	Durability	Weight
Ring of Restoration	Restores 2 HP every second	70	1.0

Notes

- The usefulness of this ring falls off hard late game as your health increases.

Ring of Soul Protection



In-Game Description

*Divine ring that watches over one's soul.
Created by Ivory Rhones, sage of Lindelt.*

*It's great protective power will protect you
from any loss upon death or petrification,
but after its power is spent, the ring will break.*

Availability

- Sold by Head of Vengarl for 8,000 souls. (Not in Scholar of the first Sin)
- The Gutter treasure, inside a metal chest on the wall ledge that triggers the Melinda the Butcher invasion. From the first bonfire, follow the bridges and platforms upwards, jump down to the area with the tar pools, jump down to a small wall ledge, jump down again to an area with a wooden tower, climb the tower and jump to the wall ledge.
- Dropped by Dingy Cleric Phantom in Grave of Saints, in the pit with Undead Prisoners. Bonfire Intensity 2 or above.

General Information

Name	Use	Durability	Weight
Ring of Soul Protection	Do not turn hollow or lose souls upon death or petrification. Breaks when activated. ¹	340	1.0

Notes

- The ring can be repaired for 6,000 souls in Dark Souls II. It can be repaired for 14, 000 souls in Scholar of the First Sin.

- Considering the repair cost, it may be attractive to take the time to use the Pagan Tree to repair it for free.
- It can be used to PvP as a host without needing to consume Human Effigies, at the cost of a ring slot. Multiple copies can be acquired for quick swapping.
- Due to its very high durability there is a very low chance it will break from anything that might cause equipment breakage.
- If Petrification meter builds up to full with the ring equipped, the bar will drain at the cost of the ring breaking. (Confirmed for Petrifying Statue Cluster, Petrifying Statue, and Petrifying Mist Trap in Cave of the Dead)

See Also

- Ring of Life Protection

Footnotes 1. The player will not leave a bloodstain behind.

Ring of Steel Protection



In-Game Description

*Wearer gains the protection of steel.
Increases physical defense.*

Said to be the ring of the once legendary Knight King, though his tales are long forgotten, and even the greatly wizened have no recollection of his exploits.

Availability

Ring of Steel Protection

Given to you by Crestfallen Saulden after you die 100 times, or obtained by killing him.

Ring of Steel Protection +1

Given to you by Lucatiel of Mirrah for finding and talking with her for the third time.

Ring of Steel Protection +2

Dropped by the Looking Glass Knight on Bonfire Intensity 2 and above.

General Information

Name	Use	Durability	Weight
Ring of Steel Protection	Increases physical defense by 50	140	1.0
Ring of Steel Protection +1	Increases physical defense by 75	110	1.5
Ring of Steel Protection +2	Increases physical defense by 100	90	2.0

Notes

- As of 1.07, the physical defense is buffed against enemies. No change against other players however.

Ring of the Dead

In-Game Description

The wearer of this ring appears human even when Hollow.

They say that in the Undead Crypt, we can reacquaint ourselves with the dead. We all suffer loss. And none of us can escape death. Then, what is the fascination with reclaiming that which has already passed in the beyond?

Availability

Drangleic Castle treasure. Just past the Central Castle Drangleic bonfire will be an elevator that leads up to a small room with a Milfanito that is locked in a cage. Open the door with the Key to the Embedded (which can be acquired by killing the Demon of Song) and talk to the Milfanito which will cause her to disappear, leaving the ring behind.

General Information

Name	Use	Durability	Weight
Ring of the Dead	Keep a human appearance even when Hollowed ¹	130	0.2

Footnotes 1. Only changes the appearance. Your character's voice (when he/she gets hurt) will not change.

Ring of the Embedded

In-Game Description

*Ring crafted from the chains of the Embedded.
Receive various benefits, but at the cost
of increased damage taken.*

*The chains of the Embedded have the power
to transform people into slaves of pleasure,
setting them on a path of ruin.
This ring augments that peculiar quality.*

Availability

Frozen Eleum Loyce treasure.

From the Abandoned Dwelling bonfire, continue upwards until you see a tree and a narrow path between some buildings. You can see the frozen fountain below you. Take a left to find a corpse with the ring.

General Information

Name	Use	Durability	Weight
Ring of the Embedded	Increases Vigor, Endurance, and Vitality by an amount inversely proportional to their base value. Increases damage taken by approximately 8%.	80	2.0

Stat Increases

Base value	Increase
------------	----------

4-6	7
7-19	6
20-33	5
34-46	4
47-96	3
97	2
98	1
99	0

Ring of the Evil Eye

In-Game Description

*A modest, but inexplicably disturbing ring.
Absorb HP for each enemy defeated.*

*Peer too closely at the rare stone that
forms the eye of this ring, and things that
writhe and stir may come into focus.*

Availability

Ring of the Evil Eye

- Sold by Sweet Shalquoir for 4,500 souls.
- The Gutter treasure. In a metal chest on a cliff just behind the Tattered Cloth set. (DSII only?)

Ring of the Evil Eye +1

- The Pit treasure. Platform below the final door in the side of the pit, can be reached by using the most expensive ladder from Laddersmith Gilligan and dropping down.
- Dragon Aerie treasure. It is on a corpse which is guarded by the third Guardian Dragon in the area.

Ring of the Evil Eye +2

Dropped by Throne Defender & Throne Watcher at Bonfire Intensity 2 and above.

General Information

Name	Use	Durability	Weight
Ring of the Evil Eye	Absorb 30 HP from each defeated foe.	105	1.0

Ring of the Evil Eye +1	Absorb 50 HP from each defeated foe.	80	1.2
Ring of the Evil Eye +2	Absorb 80 HP from each defeated foe.	65	1.5

Notes

- HP is absorbed when an enemy dies, it doesn't matter if you killed them.
- It can even give you HP while you die, for example if you and another player kill each other at the same time you get health even though you are dead

Ring of the Living

In-Game Description

A ring bearing a sharp stud.
Appear human when a phantom.

This ring jabs into the skin, creating a throbbing pain that serves as a constant reminder of one's humanity.

Availability

Frigid Outskirts treasure. On a corpse near the barrels of the chasm.

General Information

Name	Use	Durability	Weight
Ring of the Living	Appear as a human while in phantom form.	130	0.2

Notes

- High durability, little weight.
- Can be used to confuse an invader. More risky than the White Ring, but has a similar effect.

Ring of Thorns

In-Game Description

*Ring granted protection by Kremmel,
god of Struggle.
The ring's spikes drive into the wearer's
skin, so that each blow taken fuels spite
toward the perpetrator.*

*When damage is taken, the ring retaliates
and inflicts damage upon enemy.*

Availability

Ring of Thorns

Given by Mild Mannered Pate in Earthen Peak if you summoned him for the Last Giant boss fight.
He has to survive the fight.
Alternatively kill Pate and he will drop it.

Ring of Thorns +1

Sold by Grave Warden Agdayne for 9,000 souls.

Ring of Thorns +2

Invade and defeat the host player of other worlds 1,000 times.

General Information

Name	Use	Durability	Weight
Ring of Thorns	Has a 30% chance of counter-attacking when damage is taken	110	0.5
Ring of Thorns	Has a 50% chance of counter-attacking when damage is taken	85	0.8
Ring of Thorns	Has a 70% chance of counter-attacking when damage is taken	70	1.0

Notes

- Retaliate causes poise damage, though how much is unknown.

Ring of Whispers



In-Game Description

*Ring worn by Rhoy the Explorer.
Hear the inner voices of surrounding foes*

*Useful for locating hidden enemies,
and perhaps for a few other things, as well.*

Availability

Sold by Sweet Shalquoir for 5,800 souls.

General Information

Name	Use	Durability	Weight
Ring of Whispers	Makes it easier to locate hidden enemies. ¹	130	0.5

Notes

- You can only talk to (understand) Manscorpion Tark while wearing this ring.
 - While wearing the ring you hear a low tone voice saying "Come over here" while near enemies. Works through walls and closed doors as well.
- Footnotes 1. The sounds you'll hear do not seem to indicate any particular direction (unlike normal Foley audio of enemies). Basically you'll know something is nearby, but not exactly where it is in relation to you.

Royal Soldier's Ring

In-Game Description

A ring bearing a soldier's seal.

Increases the load that can be carried.

These rings were granted to warriors who distinguished themselves in the service of King Vendrick. The king favored simple warriors who staked their every battle on strength alone.

Availability

Royal Soldier's Ring

No-man's Wharf treasure. Just below where you pull the lever to call the ship is a house with two Varangian Sailors and some poison pots.

Inside to the left of a metal chest is a breakable wall that leads into a small room containing a Crystal Lizard, a couple of corpses with various soul items and a metal chest with the ring.

Royal Soldier's Ring +1

Drangleic Castle treasure. Found in a metal chest guarded by two Stone Soldiers and a Ruin Sentinel in the room to the right of the King's Gate bonfire. It is in the third room on the right.

Royal Soldier's Ring +2

Dropped by Velstadt the Royal Aegis at Bonfire Intensity 2 or above.

General Information

Name	Use	Durability	Weight
Royal Soldier's Ring	Increases maximum equipment load by 10%	120	0.2
Royal Soldier's Ring +1	Increases maximum equipment load by 15%	90	0.5
Royal Soldier's Ring +2	Increases maximum equipment load by 20%	75	0.8

Second Dragon Ring

In-Game Description

A dragon signet ring.
Grants its bearer the protection of dragons.
Increases HP, stamina, and maximum load,
but is easily broken.

Raulmond, knight of Drangleic, served the
king by guarding the fort untill his own demise,
and was said to have cherished this ring
throughout his life of service.

Availability

- Gift from Manscorpion Tark after killing the the Duke's Dear Freja.
- Manscorpion Tark drop.

General Information

Name	Use	Durability	Weight
Second Dragon Ring	Increases HP by 5%, stamina by 10%, and equip load by 10%	25	0.8

Notes

- The equip bonus stacks with the Royal Soldier's Ring.
- A weaker (First Dragon Ring) and upgraded version (Third Dragon Ring) of this ring exist but they can not be worn at the same time.

Silvercat Ring



In-Game Description

*Silver ring depicting a leaping feline.
Reduces damage from falling.*

*Legend has it that when cats grow old,
a force brews within them, and
they are reborn as something new.*

Availability

Sold by Sweet Shalquoir for 13,400 souls.

General Information

Name	Use	Durability	Weight
Silvercat Ring	Reduces Falling Damage by approximately 550	130	0.2

Notes

- Falling damage reduction stacks with similar equipment, such as the Flying Feline Boots and the Lion Warrior Set.
- Equipping this ring will allow players to drop into the Pit in Majula and survive at the base HP of most starting classes.

Simpleton's Ring

In-Game Description

*Ring depicting a singleton's flower.
Wearer becomes invisible while rolling,*

*This ring was worn by the soldiers of
the Old Iron King, said to be blessed
with divine protection.*

*This ring only does one thing, but with
ingenuity it can be fearsomely effective.*

Availability

Brume Tower treasure.

At the Foyer bonfire, take the bucket-shaped elevator up to its very top. Skip the first elevator immediately in front of you and walk left all the way around the platform to to reach another elevator. Take this elevator up, but step into a small passage in the wall before it reaches the top. You will enter a room with two Possessed Armor. Open the shortcut door to the Upper Floor bonfire, then take the other door outside. The ring will be on a corpse to your right.

General Information

Name	Use	Durability	Weight
Simpleton's Ring	Makes wearer invisible while rolling.	120	1.5

Notes

- Increases Adaptability by 5 when worn.

- Very useful for highlighting your iFrames when rolling.

Slumbering Dragoncrest Ring

In-Game Description

*An old ring of the Melfian Magic Academy.
Depicts a soundly slumbering dragon.
Masks the sounds made by its wearer.*

*Though unknown for certain, some say
the founders of the academy were
sinful men who came from across
the northern seas.*

*The sorceries they left behind were
fragmentary, and barely legible,
leading to the loss of much of their wisdom.*

Availability

Reward from gaining Rank 3 with the Rat King Covenant.

General Information

Name	Use	Durability	Weight
Slumbering Dragoncrest Ring	Masks the sound of the wearer's footfalls.	130	0.2

Notes

- Unlike in Dark Souls 1, the Slumbering Dragoncrest Ring as well as the sorcery Hush do not mask **all** sounds of movement that the wearer makes. The armor you wear (on your torso) will still clank.

- Besides that, Rolling and Jumping will also make sounds, alerting enemies. However, Backstep does not.
- If you do not want to rank up in the covenant, consider farming Sanctum Knight for the Sanctum Knight Leggings as the effect is identical without taking up a ring slot. Also the leggings have decent physical defense and reduce fall damage.

Sorcery Clutch Ring

In-Game Description

*Ring depicting a hand grasping a stone.
Increases magic attack, but reduces
physical defense.*

*The origin of this ring is unknown,
but its design suggests one of the darker deities.
Effective use of this ring requires skill
on the part of the wearer.*

Availability

Treasure in Brume Tower. After going down elevators to a walkway with resurrecting Possessed Armor, the ring is in a chest in a room before the elevator leading down to the Fume Knight arena.

General Information

Name	Use	Durability	Weight
Sorcery Clutch Ring	Increases Magic damage, decreases physical defenses by 80 points.	30	2.0

Notes

The Sorcery Clutch Ring increases the Magic AR (attack rating) stat of a weapon and decreases the player’s defense stats for Strike, Thrust and Slash by 80 points each. The following are the rules for the highly variable AR stat increases provided by the ring:

- 1) The bonus is not affected by a weapon’s reinforcement, nor a character’s stats.

- 2) A weapon must have a Magic attack stat for any effect to take place.
- 3) Ordinary (Titanite -reinforced) weapons that have been infused with Magic will receive 15 AR.
- 4) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have a natural Magic stat and have not been infused will always receive 30 AR.
- 5) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Magic , without a pre-existing Magic stat, will receive less than 30 AR. The worse a weapon takes a Magic reinforcement, the worse the bonus will be.
- 6) Special (Twinkling Titanite and Petrified Dragon Bone -reinforced) weapons that have been infused with Magic , with a pre-existing Magic stat, will receive more than 30 AR. The better the weapon's innate Magic characteristics, the greater the bonus.
- 7) When a special weapon that had a pre-existing Magic stat is infused with a different element (Lightning, Fire, or Dark), the bonus will be less than 30 AR. The greater the diminishment of the base Magic stat, the greater the diminishment of the Magic bonus.
- 8) Special weapons infused with Raw, Enchanted, or Mundane will continue to receive the full 30 AR bonus to any pre-existing Magic stat.
- 9) IMPORTANT: The ring also increases the Magic stats of catalysts, thereby increasing the strength of spells cast with those catalysts.

Southern Ritual Band

In-Game Description

*One of the secret treasures restored in Aldia.
Raises the number of spells you may attune.*

*This modest-looking ring contains
very powerful magic. To imagine
what unspeakable deeds were performed
to create such rings, one need only recall
the cruel fate of the residents of Aldia.*

Availability

Southern Ritual Band

Belfry Luna treasure. It's in the small tower right after killing the Belfry Gargoyles, in a metal chest.

Southern Ritual Band +1

Brightstone Cove Tseldora treasure. From the Chapel Threshold bonfire, go down and out to the ledge. Use the zip-line and then take the doorway on the left. Smash the bookcase in the far corner and go through.

Open both doors, turn right and drop down. In the lower room, there is a switch behind some boxes that will lower a small platform with a metal chest on it containing the ring.

Southern Ritual Band +2

Dropped by Scorpioness Najka at Bonfire Intensity 2 or above.

General Information

Name	Use	Durability	Weight
Southern Ritual Band	Gives an attunement slot	120	1.0
Southern Ritual Band +1	Gives two attunement slots	90	1.2
Southern Ritual Band +2	Gives three attunement slots	75	1.5

Notes

- Can be used on a character without any Attunement points invested to gain usable attunement slots.

Spell Quartz Ring

In-Game Description

A ring bestowed upon students of a certain standard at the Meflian Magic Academy. Its soul-based quartz increases magic defense.

Pyromancer Glocken crafts these replicas, much to the dismay of the conservative old-guard faculty.

Availability

Spell Quartz Ring

- Starting equipment of the Explorer class.
- Sold by Carhillion of the Fold for 2,000 souls.

Spell Quartz Ring +1

Earthen Peak treasure.

From Central Earthen Peak bonfire use the long ladder to third floor, then turn left and at the beginning corridor leading to boss, behind some poison jars is a hidden illusory wall.

Spell Quartz Ring +2

Treasure in the King's Passage. After you defeat the Looking Glass Knight, look around before stepping on the elevator. There is an iron chest tucked behind the low wall to your left.

Spell Quartz Ring +3

Treasure in Brume Tower. On a corpse in the Foyer room.

General Information

Name	Use	Durability	Weight
Spell Quartz Ring	Increases Magic defense by 50 points.	140	0.2

Spell Quartz Ring +1	Increases Magic defense by 75 points.	110	0.5
Spell Quartz Ring +2	Increases Magic defense by 100 points.	90	0.8
Spell Quartz Ring +3	Increases Magic defense by 150 points.	75	1.0

Stone Ring

In-Game Description

*The beloved ring of the gallant
Shieldless Lothian, formerly of Forossa.
Hits greatly reduce enemy poise.*

*The effect may seem trivial, but for those
who comprehend how critical it is to exploit a
hole in enemy defenses, the significance of
this ring will be clear.*

Availability

Dropped by the first Ogre in Things Betwixt. (guaranteed)
Go through the Firekeepers home, cross the bridge and turn right immediately. Now follow the
footsteps which lead to the Ogre with the ring.

General Information

Name	Use	Durability	Weight
Stone Ring	Deal an additional 30 Poise damage	110	1.5

Notes

- This ring also increases Poise damage of spells.

Strength Ring

In-Game Description

*An oddly deformed iron ring.
Increases the strength of its wearer.*

*The Old Iron King ruled over
a great age of iron.*

*The King's power allowed him
to mold iron freely, as if he held sway
over the forces of life and creation.*

Availability

Treasure in Brume Tower. Take the elevators down in the Foyer until you reach a multi-level room full of Ashen Warriors. The ring is in a chest at the top floor.

General Information

Name	Use	Durability	Weight
Strength Ring	Increases Strength by 5 points.	120	1.5

Sun Seal

In-Game Description

*Ring of the Heirs to the Sun covenant.
Slightly increases miracle attack power.*

*Worship of the sun, now a lost belief,
was once widespread amongst great warriors.*

*Members of this covenant can leave their
golden signs to be more easily summoned
to join brethren in jolly cooperation.*

Availability

Given to you when you join the Heirs of the Sun covenant.

General Information

Name	Use	Durability	Weight
Sun Seal	Increases the strength of miracles by 5%	100	0.2

Third Dragon Ring

In-Game Description

A dragon signet ring.
Grants its bearer the protection of dragons.
Increases HP, stamina, and maximum load,
but is easily broken.

Raulmond, knight of Drangleic, served the
king by guarding the fort untill his own demise,
and was said to have cherished this ring
throughout his life of service.

Availability

Dragon Shrine treasure.

Near the first Drakekeeper duo there are some boxes hiding a drop that leads to two chests, the one closest to the drop is a Mimic.

Going through this area leads to a Drakekeeper, past it are double doors and behind those doors is an iron chest containing the ring.

General Information

Name	Use	Durability	Weight
Third Dragon Ring	Increases HP by 7.5%, stamina by 12.5%, and equip load by 12.5%	20	1.0

Notes

- The equip bonus stacks with the Royal Soldier's Ring.
- Two weaker versions of this ring exist but they can not be worn at the same time just like the +1 and +2 version of the same ring. They are:

- The First Dragon Ring, which can be obtained by reaching Rank 2 in the Company of Champions covenant.
- The Second Dragon Ring, which is given to you by either speaking to Manscorpion Tark after killing the Duke's Dear Freja, or by killing him.

Thunder Quartz Ring

In-Game Description

A ring bestowed upon students of a certain standard at the Melfian Magic Academy. Its lightning quartz increases lightning defense.

Pyromancer Glocken crafted so many of these replicas that they became widespread, such that his fellow magicians harshly scolded him for undermining lessons gained from harsh training.

Availability

Thunder Quartz Ring

Sold by Rosabeth of Melfia for 2,000 souls.

Thunder Quartz Ring +1

Iron Keep treasure, inside a chest before the drop to the Belfry Sol Approach bonfire

Thunder Quartz Ring +2

Sold by Royal Sorcerer Navlaan for 8,400 souls.

Thunder Quartz Ring +3

Found on a corpse in Shulva, Sanctum City.

General Information

Name	Use	Durability	Weight
Thunder Quartz Ring	Increases lightning defense by 50	140	0.2
Thunder Quartz Ring +1	Increases lightning defense by 75	110	0.5
Thunder Quartz Ring +2	Increases lightning defense by 100	90	0.8
Thunder Quartz Ring +3	Increases lightning defense by 150	75	1.0

Vanquisher's Seal

In-Game Description

*Ring of the Company of Champions covenant.
Greatly increases attack power of bare hands.*

*The souls of fallen heroes found along the way salute
those who scoff at danger and bravely seek the harder path.
Joining this covenant strengthens the
enemies within your world.*

Availability

Reward from gaining Rank 3 in the Company of Champions covenant.

General Information

Name	Use	Durability	Weight
Vanquisher's Seal	Increase bare handed attack power.	100	0.2

Notes

- Increases the damage you do on ladders.
- Allows your Fists to be power-stanced.
- Please see the Fist page for more details.

White Ring

In-Game Description

A precious ring which grants the protection of Quella, god of dreams.
Makes its wearer appear as a phantom, misleading invaders.

He who sets the trap must be wary.
For traps are known to spring upon their owners.

Availability

Possible reward for trading a Small Smooth & Silky Stone, Smooth & Silky Stone, or Petrified Something with Dyna and Tillo.

General Information

Name	Use	Durability	Weight
White Ring	Changes your character's appearance to that of a White Phantom	130	1.0

Notes

- While being invaded one can put on the ring and appear as a White Phantom to the invader (this is more effective when you have summoned other White Phantoms). Invaders tend to try to get past phantoms so they may dispatch the host. Multiple phantoms and no world owner around confuses the invader, which can be taken advantage of.
- Invaders can also use this ring to appear as a White Phantom to the invaded players.
- Laying down a Red Sign Soapstone while wearing the ring will not make your summon sign appear white (does not work in *Scholar of the First Sin*, your sign will still appear as

red and still summon you to a random location in the area and not at the exact position of your sign).

- If you have the ring equipped and equip it again in a different ring slot, you will appear to be a Blue Phantom for a second.

Yorgh's Ring

In-Game Description

*Ring of Sir Yorgh, who sought the blood of a dragon and invaded Shulva.
Can deflect spells.*

When Sir Yorgh faced Sinh, the slumbering dragon, he drew blood with a flash of his steel, but Sinh responded by spewing forth the poison that had long brewed within him, blanketing the city in a miasmic cloud.

Availability

Found on a corpse in Sinh, the Slumbering Dragon's boss room.

General Information

Name	Use	Durability	Weight
Yorgh's Ring	Chance of deflecting spells	10	0.5

Notes

- The deflection chance is 50%.
- It has the lowest durability of any ring in the game.
- Can be used to deflect spells with anything that is capable of parrying.