

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
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