Rings of Dar Magath

There are reputed to be nine rings of the famous Dar Magath Construction Firm. Each was constructued for the highest ranking representatives of the firm. Each has a unique power.

The rings are identically designed except for gemstone that is embedded in each. The value of the ring is dictated primarily by the type of gemstone also, as the ring's metal looks to be relatively common - just plain silver. Each ring has been stampted with the crest of the Dar Magath Construction Firm.

Each ring benefits the wearer in a specific manner. However, each ring when removed will typically harm the wearer also. When a creature puts on one of these rings, one of their attributes will be altered. The attribute altered will depend on the gemstone in the ring. The alteration occurs only after the creature has worn the ring for at least one month. For each month that the creature wears the ring, the attribute will increase by one until it reaches the maximum that the ring can alter an attribute. Note that if the creature does not possess the attribute that the ring modifies, the ring has no effect upon that creature. The ring has the ability to raise the attribute over the species maximum or creature maximum. However, there is a penalty when the ring is removed (assuming that the creature has worn the ring long enough to have an attribute changed). First of all, the creature immediately suffers a number of systemic hit points of damage equal to the number of points the skill has been raised. Secondly, the creature loses all the points of skill that were added. Thridly, A skill roll is made where the chance is equal to the number of points of attribute increased multiplied by five. The success of the skill roll is then compared to this chart for the third effect:

Critical	Permanent loss - equal points.
Special	Permanent loss - one half points.
Success	Withdrawl - equal points.
Failure	Withdrawl - one half points.
Botch	No effect
Fumble	No effect

Equal points indicates an amount equal to the number of points that the attribute increased.

Half points indicates an amount equal to one half the number of points that the attribute increased rounded down.

Permanant loss indicates that the creature permanently loses points in the attribute that was modified.

Withdrawl indicated that the creature temporarily loses points in the attribute that was modified down to a minumum of one. These points are regained at the rate of one per day.

The following chart indicates the stones that are in the rings, the attribute modified, and the maximum that the attribute can be modified, as well as worth:

Amethyst	Violet	Constitution	30	1,250 gold
Charnath	Indigo	Strength	30	1,000 gold
Sapphire	Blue	Size	10	5,000 gold
Emerald	Green	Dexterity	40	4,000 gold
Topaz	Yellow	Appearance	20	8,000 gold
Carnelian	Orange	Charisma	20	750 gold
Ruby	Red	Power	30	10,000 gold
Black Diamond	Black	Wisdom	10	20,000 gold
Diamond	White	Intelligence	10	15,000 gold

Specific notes for each of the rings:

Amethyst

This ring has turned up in the Imperium and was used in a variety of smuggling operations. It has an inscription "For those who live" written in Imperial on the inside of the band right before the dwarven crest is stamped.

Charnath

This gemstone unique to this world is pretty common in the north. It has a light indigo color and is commonly use to adorn cutlery.