

Rings

- [Bellowing Dragoncrest Ring](#)
- [Bloodbite Ring](#)
- [Blue Tearstone Ring](#)
- [Calamity Ring](#)
- [Cat Covenant Ring](#)
- [Cloranthy Ring](#)
- [Covenant of Artorias](#)
- [Covetous Gold Serpent Ring](#)
- [Covetous Silver Serpent Ring](#)
- [Cursebite Ring](#)
- [Dark Wood Grain Ring](#)
- [Darkmoon Blade Covenant Ring](#)
- [Darkmoon Seance Ring](#)
- [Dusk Crown Ring](#)
- [East Wood Grain Ring](#)
- [Flame Stoneplate Ring](#)
- [Havel's Ring](#)
- [Hawk Ring](#)
- [Hornet Ring](#)
- [Leo Ring](#)
- [Lingering Dragoncrest Ring](#)
- [Old Witch's Ring](#)
- [Orange Charred Ring](#)
- [Poisonbite Ring](#)
- [Rare Ring of Sacrifice](#)
- [Red Tearstone Ring](#)
- [Ring of Favor and Protection](#)
- [Ring of Fog](#)

- Ring of Sacrifice
- Ring of Steel Protection
- Ring of the Evil Eye
- Ring of the Sun Princess
- Ring of the Sun's Firstborn
- Rusted Iron Ring
- Slumbering Dragoncrest Ring
- Speckled Stoneplate Ring
- Spell Stoneplate Ring
- Thunder Stoneplate Ring
- Tiny Being's Ring
- White Seance Ring
- Wolf Ring

Bellowing Dragoncrest Ring

In Game Description

A special ring granted to only the most accomplished sorcerers at the Vinheim Dragon School.

The ring is engraved with an everlasting dragon, and boosts the strength of sorceries.

Availability

Sold by Griggs of Vinheim¹ in Firelink Shrine for 20,000 souls.

Use

Increases sorcery and pyromancy damage by 20%~24% depending on the spell

Notes

- Bonus damage multiplier stacks with Crown of the Dark Sun and Crown of Dusk
- Doesn't increase magic damage bonus added by Magic Weapon, Great Magic Weapon, and Crystal Magic Weapon

Footnotes 1. Only to characters with an Intelligence of 10 or higher.

Bloodbite Ring

In Game Description

One of the infamous bite rings commissioned by Sir Arstor of Carim.

Despite the dreadful rumors surrounding its creation, this ring is an unmistakable asset, in its ability to help prevent bleeding.

Use

Boosts natural bleed resistance by 400%

Stacks with other bleed resistance boosting equipment, such as the Bloodshield, Gargoyle's Halberd, and Gargoyle Tail Axe

Does not boost bleed resistance from armor

Availability

Sold by Oswald of Carim in the Undead Parish for 10,000 souls

Blue Tearstone Ring

In Game Description

The rare gem called tearstone has the uncanny ability to sense imminent death.

This blue tearstone from Catarina boosts the defence of its wearer when in danger.

Availability

Treasure from a corpse in Undead Burg, behind the Black Knight - (video)

Use

Boosts defense by 50% when health is under 20%

Notes

It cannot be used to survive attacks that would've otherwise killed you, as the effect does not apply to the damage taken that trigger the ring's buff. The defensive buff only occurs after the ring has already been activated.

Calamity Ring

In Game Description

A ring enchanted by the orange eye of Kalameet, the bringer of calamity. Doubles damage received by its wearer.

A useless ring befitting of no finger. Best left unknown, or at least well hidden.

Availability

Dropped by Black Dragon Kalameet

Use

Doubles damage taken by the wearer

Notes

- This ring's effect is purely detrimental
- The effect is similar (if not the same) as when Kalameet puts a double damage debuff on you (after hitting you with his telekinesis attack). This is signified by Kalameet's eye icon floating above your head.
- Has no effect on fall damage. Only damage taken from actual enemies doubles.

Cat Covenant Ring

In Game Description

*Ring granted to those bound by the Forest Hunter covenant.
Answer Alvina's summoning.*

*The white cat Alvina speaks a human tongue and has lived since the early Age of Fire.
Alvina was a trusted friend of Knight Artorias and the Great Wolf Sif.*

Use

When wearing this ring Alvina may summon you anytime from **almost** any place in your world into the world of another player to help her fend off human invaders in the Darkroot Garden. The ring does not appear to work in areas where coop or invasions are impossible, such as the Valley of Drakes or Ash Lake.

Availability

Gift from Alvina on joining Forest Hunter Covenant

Notes

- If you kill the invader you'll get souls (depending on your mark's Soul Level)
- Killing the invading host will also gift you a reward from a set of randomized items, consisting mostly of upgrade materials¹. When multiple phantoms invade, every surviving phantom will be rewarded, not only the one landing the killing blow.
- You do **not** have to be human for the ring to work, you can still invade as a hollow

- You may also remove the ring and replace it if you wish once the "Invading" message has popped up. You will still invade
- This ring can be fed to Kingseeker Frampt for 1000 souls, and as it will appear in the chest behind him as it is a quest item, it can be repeatedly fed to him for 1000 souls (must reload between feedings)

Online Matchmaking

- **Original Version** The Cat Covenant ring can invade other players within co-op range beneath them, and any level higher. This means a level 100 player can invade others who are between the levels of 80 - 713
- **Dark Souls Remastered** Hosts can be invaded by players who are $x - (20 + 0.2x)$ beneath them, and players who are $x + 0.1x$ above them. This means a level 100 host can be invaded by levels 60 - 110
- You must be a member of the Forest Hunter Covenant for the ring to function

Bugs

Very rarely, there is a glitch that occurs that will spawn you in as a Red Phantom, and even more rarely, a White Phantom. You will have the properties of whatever you spawn in as, so if you are a white phantom, you will be able to Co-Op with the host. This is not unique to this item, and can potentially occur with any multiplayer item.

Footnotes 1. List of obtainable items includes Titanite Shard, Large Titanite Shard, Titanite Chunk, Green Titanite Shard, Blue Titanite Chunk, White Titanite Chunk, Rubbish, and the Pendant.

Cloranthy Ring

In Game Description

This ancient ring, engraved with a large green flower, is of unknown origin.

Hastens the regeneration of stamina.

Availability

Treasure from a corpse in The Great Hollow

When you are going down the tree root at the beginning, staying on the first root, there's a hollow tree on your right. Drop into the hollow tree to land on the platform containing the corpse - (video)

Use

Increases rate of stamina regeneration by about 20 per second (~45% more than base) when equipped.

Notes

- Stacks with both the Grass Crest Shield and Mask of the Child
- Stacks with either the Power Within or Green Blossom

Covenant of Artorias

In Game Description

This ring symbolizes Knight Artorias's covenant with the beasts of the Abyss.

It's wearer, like Artorias himself, can traverse the Abyss.

Use

Traverse The Abyss, allowing you to fight The Four Kings

Availability

Awarded after killing Sif, the Great Grey Wolf

Notes

- This ring cannot be traded with other players. It will be invisible to them
- This ring must be kept in a ring slot when fighting The Four Kings otherwise you'll simply die
- If you drop this ring into Snuggly the Crow's nest; she will not protest, but you will not receive an item in trade for it
- If you lose this ring for some reason (other than finishing your current playthrough), it can be reclaimed from the normally empty chest behind Kingseeker Frampt in Firelink Shrine
- The Covenant of Artorias doesn't carry over to NG+

Covetous Gold Serpent Ring

In Game Description

The serpent is an imperfect dragon and symbol of the Undead. Its habit of devouring prey even larger than itself has led to an association with gluttony.

This gold ring, engraved with the serpent, boosts its wearer's item discovery, so that more items can be amassed.

Use

Boosts wearer's item discovery by 200

Availability

Found in Sen's Fortress

1. In the boulder redirection room, there's four possible boulder paths. Let's say the safest path (where the boulder is safely thrown to the cliff) is the "North", the "South" being the path with the sleeping Serpent Soldier.
You need to redirect the boulder to the "West".
2. Let several boulders roll down the path. Six will suffice.
3. Redirect the boulder to other direction, so you can walk the path safely.
4. The boulders should have stacked up in a hole and one should have broken the wall ahead. Behind the broken wall is a corpse containing the ring.

Notes

- This item's effect **does not** stack with Symbol of Avarice, but stacks with Humanity

Covetous Silver Serpent Ring

In Game Description

The serpent is an imperfect dragon and symbol of the Undead. Its habit of devouring prey even larger than itself has led to an association with gluttony.

This silver ring, engraved with the serpent, rewards its wearer with additional souls for each kill.

Use

Increases Souls from fallen enemies by 20%

Availability

Treasure in Tomb of the Giants

1. Near the first bonfire, there is a Giant Skeleton Archer, and a Skeleton Beast. Behind the Giant Skeleton archer, you will see a corpse with an item (Soul of a Brave Warrior). This is exactly where you need to jump off to reach the secret area. Have a little faith and let yourself fall.
2. You'll then proceed up along a short, narrow path to a clearing with the ring in the middle. Be wary that six Bone Towers will spawn all around you when you near the ring. You can kill them or just run.
3. Leave by turning to your right, and you should see a very short drop to put you near the second Bonfire area of the level - (video)

Notes

- The effect of this ring stacks with the soul increase of Symbol of Avarice. It will increase to 144%. ($120\% * 1.20 = 144\%$) Also stacks with 20% soul increases from overkill, increasing

the amount of souls to 172.8%. ($144\% * 1.20 = 172.8\%$)

- There's a time gap between the death of a boss and its soul drop. You can equip this ring and/or Symbol of Avarice in this time frame, and you will still get extra souls. The time frame is quite long; you can fully view a boss' death animation and still have time to switch gears.

Cursebite Ring

In Game Description

*One of the infamous bite rings
commissioned by Sir Arstor of Carim.*

*Despite the dreadful rumors surrounding its
creation, this ring is an unmistakable asset,
in its ability to help prevent curses.*

Use

Increases Curse Resistance granted by player stats and humanity by 400%

Availability

Found in New Londo Ruins

1. Turn left after entering Ingward's church and follow the path to the corpse. There is a ghost guarding it
2. Near the end of New Londo Ruins, by stairs right before you activate the elevator

Notes

Does not increase Curse Resistance granted by clothing

Dark Wood Grain Ring

In Game Description

This special ring crafted in an Eastern land is made of gold, but with a wood grain crest on its surface.

Agents of subterfuge in this faraway land are particularly fond of the dark gold wood grain, which greatly alters its wearer's rolling action.

Use

- Changes the quick roll (0% to 25% Equip Burden) animation to a cartwheel that has several properties:
 - More invulnerability frames (14 frames, compared to normal 12)
 - Recovers faster (8 frames, compared to normal 12)
 - While flipping across lava you take (roughly) half as much damage from lava as you would when you would run.

Availability

Dropped by Shiva of the East's ninja bodyguard

Walkthrough

- Darkroot Garden. Join Alvina's Covenant, Forest Hunter. Joining the Forest Hunter covenant spawns Shiva of the East in front of Alvina's keep and his ninja bodyguard behind him. The ninja bodyguard is difficult to see as he wears a Ring of Fog.
- If you talk to Shiva then leave the Darkroot Garden, Shiva will relocate to Blighttown, along with his bodyguard.
- Kill the ninja and he will drop this ring. Remember that attacking the ninja **and** the death of the ninja (even if you don't kill it directly) **will** break the Forest Hunter covenant,

making Shiva hostile too. Be prepared for it.

- Killing the ninja in Darkroot Garden: A few kicks (or a two handed strong attack from the Drake Sword) will send him over the edge, killing him. Reload the game to collect the ring.
- Killing the ninja in Blighttown: The bodyguard is hiding on the other side of the wall that Shiva is leaning against. You can aggro the nearby fire-breathing Cragspider and stand next to him, he can get hit by the fire and die without turning hostile. Then you can loot the ring.
- If you want to obtain the ring without killing Shiva, thus keeping him as a merchant, assuming you do not wish to use the Cragspider method (stated above), use a Homeward Bone to quickly leave the area after looting the ring. Once you absolve your sins and rejoin the covenant, he will be selling his wares to you as if nothing happened.
- It is possible to get this ring quite early in the game, without buying the Crest of Artorias from Andre. After defeating the Hydra in Darkroot Basin, use the ladder near the waterfall to enter Darkroot Garden through the back way. Either going through the Great Felines or making a mad dash through the main forest and reloading by Alvina, you can join the Forest Hunter covenant and spawn Shiva and his bodyguard. Note that upon reloading to collect the ring, if you want to keep your souls and humanities, you will probably need to avoid Shiva (and the rest of the forest), using a Homeward Bone to return to your last bonfire. By getting the ring earlier in the game, you minimize the amount of souls need to absolve your sins if you plan on re-joining the Forest Hunter covenant.
- If you kill Shiva of the East in Blighttown, but die before killing the ninja, the ninja will return to Darkroot Garden and can be found in his original location (he will be hostile).

Darkmoon Blade Covenant Ring

In Game Description

*Ring granted to those bound by the Darkmoon Blade Covenant.
Answer Dark Sun Gwyndolin's summoning.*

Gwyndolin, all too aware of his repulsive, frail appearance, created the illusion of a sister Gwynevere, who helps him guard over Anor Londo. An unmasking of these deities would be tantamount to blasphemy.

Use

Similar to the Cat Covenant Ring, equipping this ring allows you to be summoned to invade other players in darkened Anor Londo. Its use is restricted to members of the Blade of the Darkmoon covenant.

Availability

Given by Dark Sun Gwyndolin upon joining the Blade of the Darkmoon Covenant

Online Matchmaking

The Darkmoon Blade Covenant ring uses two different formulae to find the highest and lowest levels of its range. It can invade other players within co-op range upwards, but it can invade downwards using $x - (50 + 0.2x)$, where x = the invader's level. This means a level 100 player can invade the levels of 30 through 120.

Notes

- The player may remove the ring once the "Invading" message has appeared and replaced with another if desired. The player will still invade.
- Once the host is killed, you will receive some souls and a Souvenir of Reprisal. When multiple phantoms invade, every surviving phantom will be rewarded, not only the one landing the killing blow.

Darkmoon Seance Ring

In Game Description

This ring is granted to adherents of Gwyndolin, Darkmoon deity and last born of Gwyn, Lord of Sunlight. Grants additional magic and attunement slots.

The Dark Sun Gwyndolin is the only remaining deity in Anor Londo. His followers are few, but their tasks are of vital importance.

Use

- Grants additional attunement slot, similar to the White Seance Ring.
- Removes the illusory wall (in the shape of Gwyn) at the bottom of the rotating bridge in Anor Londo, allowing you to join Blade of the Darkmoon without needing to kill Gwynevere. See the Covenant's page for more details.

Availability

Found in The Catacombs

1. Start from the second bonfire
2. Proceed out and across the bridge, down the curving stairs, killing two Skeletons on the way. Attack the breakable wall and jump down.
3. Proceed straight forward. A Giant Skeleton will fall through the ceiling. Behind it is a coffin containing the Darkmoon Seance Ring

Notes

Keep this ring handy if you wish to encounter Dark Sun Gwyndolin in successive playthroughs without looting it again, the statue resets.

Dusk Crown Ring

In Game Description

This magic crown-shaped ring was granted to Princess Dusk of Oolacile upon her birth.

The ringstone allows its wearer to cast additional sorceries, but at the cost of one-half of HP.

Use

Grants 50% more castings for Miracles, Sorceries and Pyromancies, but cuts Max HP in half

Availability

Hydra drop in the Darkroot Basin

Notes

The Tin Crystallization Catalyst and Manus Catalyst both reduce the number of available Sorcery casts by half. This ring negates that effect, at the cost of a ring slot and half health.

East Wood Grain Ring

In Game Description

This special ring crafted in an Eastern land is made of gold, but with a wood grain crest on its surface.

The ring slows the loss of weapon durability and is particularly useful to bearers of delicate swords crafted in the East.

Availability

Sold by Shiva of The East for 10,000 souls

Use

Slows loss of weapon durability by half

Notes

- Does not affect durability lost from using weapon skills. For example, using Grant's 2-handed strong attack still drains 200 durability points whether you equip this ring or not
- Useful for Katanas and Crystal weapons

Flame Stoneplate Ring

In Game Description

*Stoneplates, the symbol of a true knight,
grant the strength to face various hardships.*

*The red stoneplate symbolizes fire,
and boosts defense against flame.*

Use

Increases Flame Defense by 50

Availability

Found in Sen's Fortress

1. Near the bonfire at the top of Sen's Fortress
2. When exiting the inside of the fortress (after the last narrow beam walkway with the pendulum scyhtes), turn right out the door
3. The ring is inside a chest guarded by two Balder Knights

Havel's Ring

In Game Description

This ring was named after Havel the Rock, Lord Gwyn's old battlefield compatriot.

Havel's men wore the ring to express faith in their leader and to carry a heavier load.

Use

Wearing the ring raises maximum equipment burden by 50%

Availability

Havel The Rock drop

Notes

- There is an open ledge close to the bottom of the staircase that leads to the tower! If you kill Havel by letting him fall off the ledge, you will lose the Havel's Ring for the rest of your playthrough. Reloading does not make the ring drop at his spawn, unlike most other NPCs.
- Killing Havel before getting a key for the door is not recommended (by poisoning, for example) as the ring may not be there when you do get the key.

Hawk Ring

In Game Description

One of the special rings granted to the four knights of Gwyn, The Hawk Ring belongs to Hawkeye Gough, who led the Greatarchers.

Boosts bow range, so that arrows fly like they were shot by Gough's great bow, which took down high-flying dragons.

Use

- Gives a bonus of 65 to the "Bow Dist Rate" modifier used to determine damage drop-off of ranged weapons.
 - Effectively increases damage of bows, greatbows and crossbows at longer ranges.
- Increases Binoculars zoom

Availability

Found in Anor Londo in a chest behind the Giant Blacksmith

The ring is in the room with the Giant Blacksmith. It is in a corner hidden by the blacksmith, and can be obtained by walking next to the wall on the blacksmith's left side.

Hornet Ring

In Game Description

One of the special rings granted to the four knights of Gwyn. The Hornet Ring belonged to the Lord's Blade Ciaran.

By boosting critical attacks, its wearer can annihilate foes, as Ciaran's dagger laid waste to Lord Gwyn's enemies

Use

Boosts damage of critical attacks by 30% (after defense calculations)

Availability

Found on a corpse behind the grave of Sir Artorias, in the center of Great Gray Wolf Sif's arena

Notes

- Only approaching the giant greatsword in front of the gravestone triggers the boss fight; it is possible to walk a wide circle around the gravestone, grab the ring, and exit the area without fighting Sif.
- The ring changes the backstab and riposte animations to that of Demon's Souls' against enemies that use the same base model as the player, like online PvP opponents, Clan Of Forest Protectors, Havel the Rock, and most humanoid NPCs, with the exception of Marvellous Chester, who uses a different base model than the player.

Leo Ring

In Game Description

One of the special rings granted to the four knights of Gwyn. The Leo Ring belonged to Ornstein the Dragonslayer.

This ring strengthens counters with pierce weapons. His lugged spear is said to have sliced a boulder in two.

Availability

Kill Executioner Smough first. After killing Dragon Slayer Ornstein, the ring will be lying where he died. (Note that if the game is unpatched the ring drops only by killing Ornstein first, instead of killing him last.)

Use

Further boosts Counter damage by 40%, for a total of ~67% additional damage

Notes

- The item description says it boosts damage with "pierce weapons", however it is not limited to working with weapons of a certain type. Any weapon that is capable of doing a straight-forward stab or poke, as opposed to a slashing motion, is capable of triggering Counter damage. All Counter damage is always boosted by the Leo Ring.
- Does **not** affect critical hits. For backstabs and ripostes, try the Hornet Ring.

Trivia

- The Leo Ring dropping from Dragon Slayer Ornstein is likely a reference to the Russian born pianist Leo Ornstein

Lingering Dragoncrest Ring

In Game Description

A special ring granted to only the most accomplished sorcerers at Vinheim Dragon School.

The ring is engraved with a lingering dragon, and boosts the length of the effects of sorceries.

Availability

Sold by Griggs of Vinheim¹ in Firelink Shrine for 20,000 souls

Use

Extends the duration of sorceries and pyromancies cast while this ring is equipped by 50%. This effect is dynamic, a different model for the effect of the ring would be to say it slows down the timer on the spell's duration to two-thirds. For example, Flash Sweat has a duration of 60 seconds, when used with the Lingering Dragoncrest Ring for its entire duration, it lasts for 90 seconds. If used for 30 seconds with Lingering Dragoncrest Ring and after that without, 40 seconds of duration are left.

Affects the following Sorceries:

Hush
Fall Control
Cast Light
Hidden Body
Hidden Weapon
Magic Shield
Strong Magic Shield
Magic Weapon
Great Magic Weapon
Crystal Magic Weapon

Affects following Pyromancies:

Flash Sweat

Power Within

Iron Flesh

Footnotes 1. Only to characters with an Intelligence of 10 or higher.

Old Witch's Ring

In Game Description

Old ring from an old witch. Engraved minutely with indecipherable script, but seemingly useless.

Availability

- Starting Gift
- Trade the Sunlight Maggot with Snuggly the Crow

Use

Allows the player to understand Quelaag's Sister when equipped. It doesn't have any other gameplay effects.

Orange Charred Ring

In Game Description

*An orange ring enchanted by a witch.
Reduces lava damage.*

*Since his sores were inflamed by lava
from birth, his witch sisters gave him
this special ring. But fool that he is,
he readily dropped it, and from that spot,
a terrible centipede demon was born.*

Use

- Reduces 80% of lava damage
- Adds a small amount of Fire damage to kicking attacks and damage to enemies from falling on them, without using a plunging attack

Availability

Defeat the Centipede Demon boss battle located in Demon Ruins

Notes

- This ring cannot be traded with other players, it will be invisible to them
- Orange Charred Ring doesn't carry over to NG+
- It's not necessary to kill Centipede Demon in order to get the ring. If you hit its tail, a small worm will fall off. Kill this worm and you'll get the ring
- The fire damage added to the kick can be increased with Power Within, but Red Tearstone Ring, Channeler's Trident, and Dragon Torso Stone's buff will not increase the damage added
- When paired with Flash sweat and the Flame Stoneplate ring, fire damage taken becomes nil.

- If you lose this ring, it'll show up in the treasure chest behind Kingseeker Frampt in Firelink Shrine.
- The shortcut opened up through the Chaos Servant covenant lets you skip the lava filled sections of the Demon Ruins. This ring therefore isn't technically mandatory to complete the game, however it still shows up in the chest in Firelink Shrine when the player loses it.

Poisonbite Ring

In Game Description

One of the infamous bite rings commissioned by Sir Arstor of Carim.

Despite the dreadful rumors surrounding its creation, this ring is an unmistakable asset, in its ability to help prevent poison.

Use

Boosts poison resistance by 90 points.

Availability

Sold by Oswald of Carim in the Undead Parish for 15,000 souls

Rare Ring of Sacrifice

In Game Description

This mystical ring was created in a sacrificial rite of Velka, the Goddess of Sin. The magenta-shaded ring is especially rare. Its wearer will lose nothing upon death, and will be freed from any curse whatsoever, but the ring itself breaks. "Die, lose nothing, nullify curse, ring breaks."

Use

With this ring equipped, the player will not be hollowed, lose any souls or humanity upon death and will not be cursed if a curse was the cause of death. The ring will then break.

Availability

- In a chest in Sen's Fortress guarded by Undead Prince Ricard
- Trade one Twin Humanities with Snuggly the Crow
- New Londo Ruins, on the edge of the building where you meet Ingward
- Lost Izalith

Notes

Warning: Despite the in-game description, dying with this ring equipped will **not** remove an already existing curse, only prevent you from getting cursed when you die from curse

Red Tearstone Ring

In Game Description

The rare gem called tearstone has the uncanny ability to sense imminent death.

This red tearstone from Carim boosts the attack of its wearer when in danger.

Use

Increase the attack power of the player by at least 50% when the player's health is under 20%. This allegedly applies to every form of offense including spells etc.

Availability

Located in the Valley of Drakes, atop the ladder located to the side of the New Londo Ruins flood gates — Video Guide

Notes

- The amount of actual damage output can vary depending on the defenses of the enemy. ~66% boost in damage is pretty common, with roughly 50% at the lowest and 150% at the highest ends.
- If your health is reduced by half from being Cursed or wearing the Dusk Crown Ring, the Red Tearstone Ring will activate at 20% of your cursed/affected vitality bar, not the normal bar.

Ring of Favor and Protection

In Game Description

A ring symbolizing the favor and protection of the goddess Fina, known in legend to possess "fateful beauty."

This ring boosts its wearer's HP, stamina, and max equipment load, but breaks if ever removed.

Use

Increases max health, max stamina and max equip burden by 20%.

Availability

- Dropped from Knight Lautrec of Carim in either the Undead Parish, Firelink Shrine, or Anor Londo
- Trade a Xanthous Crown with Snuggly the Crow

Notes

Be aware that this ring is destroyed and removed from inventory if ever unequipped.

Ring of Fog

In Game Description

Those who befriend Alvina are given this mysterious ring. It resembles a pearl with its robust pure-white fog.

The ring camouflages its wearer's presence, helping to prevent detection.

Availability

- Trade a Skull Lantern with Snuggly the Crow
- Join the Forest Hunter Covenant, then kill three human online players. Talk to Alvina to receive the ring

Use

Turns body nearly invisible, reducing enemies' visual range. Enemies also tend to forget about the character and 'de-aggro' if the character stays outside of the reduced visual range.

Notes

- Basically gives permanent Hidden Body effect.
 - If you cast Hidden Body while wearing this ring, Hidden Body will take over as the primary source of stealth until the spell wears off.
 - Significantly reduces the range at which Homing Soulmass, Homing Crystal Soulmass, and Pursuers will fire off.
- Hostile players can still lock on to you in online play, although the lock-on distance is reduced and easier for you to shake off.
- Is extremely helpful against the Silver Knight archer duo in Anor Londo. They won't start shooting till you are halfway past the second walkway.

- Combine this ring with the Slumbering Dragoncrest Ring and you'll spend most of the game hidden from enemies.
- For PvP, how see-through an outfit is and how difficult you will be for another player to spot varies considerably. Some combinations are extremely difficult to see, while others are conspicuous. If you wish to hide behind trees with the Ring of Fog and avoid invaders, you will need a cloth set without anything sticking out too far and without being too shiny.

Ring of Sacrifice

In Game Description

This mystical ring was created in a sacrificial rite of Velka, the Goddess of Sin.

Its wearer will lose nothing upon death, but the ring itself breaks.

Use

Lose nothing upon death, but Ring breaks

Doesn't work if you died from Curse (only the Rare Ring of Sacrifice will work for that)

Availability

- Sold by Oswald of Carim in Undead Parish for 5,000 souls (10 max)
- One can be found in Firelink Shrine
- One can be found in Painted World of Ariamis
- Trade one Humanity with Snuggly the Crow

Notes

- This ring is a consumable item that nullifies the death penalty once. You will stay in human form if human and you will keep all your souls and Humanity you had on you at the expense of the ring
- When you die with this ring on you will **not** leave a bloodstain behind or lose any preexisting bloodstains. Because of this you can also wear the ring as insurance when attempting to recover a bloodstain from a previous death.

Ring of Steel Protection

In Game Description

*This ring belonged to the Knight King Rendal.
It grants its wearer protection by boosting
defense against physical attacks.*

*Of the many legends surrounding the Knight
King Rendal, one of the more well-known
speaks of his standing down a giant drake
and slashing it to pieces.*

Use

Raises physical defense against strike, slash, and thrust by 50

Availability

Found in Sen's Fortress

The ring is in a chest at the top of the long ramp that runs along the exterior of the fortress (forming a boulder trap). It is in a room guarded by a Serpent Mage

Notes

This is an excellent ring for light armor builds, since the bonus to physical defense is not relative to your level or to your existing armor level. It does also mean that the ring grows less useful as you level up, but 50 is a good chunk well into your first 100 levels. A contender for best ring with Havel's ring and the Ring of Favor and Protection.

Ring of the Evil Eye

In Game Description

According to legend, this ring contains the spirit of the evil eye, a dark beast which assaulted Astora.

The strength of the evil eye does not waver, and HP is absorbed from fallen enemies.

Availability

Treasure from a corpse in the Depths, behind the area with the Basilisks

Use

Heals 30 HP from fallen enemies

- Heals whether or not you're the reason the enemy died.
- Killed enemies do not stack. For example, if you kill three enemies with one hit, you'll only gain HP equal to one killed enemy.
- Specifically, the absorption of souls from killed enemies triggers the healing effect. Due to how it is coded, the effect can trigger only once per second, so killing two enemies in the same swing (say a Silver Knight and a Sentinel) can yield two full heals, if the souls are absorbed at least a second apart.

Notes

- This ring heals you even when you are summoned
- Useful in multiplayer PvE. With two other players adding to the kill count, this ring can grant its wearer high regeneration.
- Can be used to offset Chaos Blade
- A very useful ring for early game and Blighttown's poison swamp, but it's mostly outclassed further in the game, as the small HP boost isn't as noticeable later
- Best when used against enemies with low health such as Giant Mosquito or Undead rats

- Good for conserving Estus Flask for harder enemies and bosses
- Can assist with indefinitely farming Humanity and souls from Skeleton Babies in the Tomb of the Giants

Ring of the Sun Princess

In Game Description

This ring is granted to those who enter a Covenant with Gwynevere, daughter of Lord Gywn and the Princess of Sunlight. This slightly warm ring boosts the synergy of miracles.

The Princess of Sunlight Gwynevere left Anor Londo along many other deities, and later became wife to Flame God Flann.

Availability

Join the Princess's Guard Covenant by talking to Gwynevere, Princess of Sunlight in Anor Londo

Use

- Acts as a portable miracle resonance sign. Check the page for more information
- Trade with Snuggly the Crow for two Divine Blessings

Ring of the Sun's Firstborn

In Game Description

*Lord Gwyn's firstborn, who inherited the sunlight, once wore this ancient ring.
Boosts the strength of miracles.*

Lord Gwyn's firstborn was a god of war, but his foolishness led to a loss of the annals, and rescinding of his deific status. Today, even his name is not known.

Availability

Treasure from a corpse in Anor Londo, near Darkmoon Tomb bonfire. Lower the twisting platform in Anor Londo as far as it will go, then descend the spiraling staircase.

Use

Increases offensive miracle Damage by 20% before Damage Calculation, resulting in consistently more than 20% difference in dealt Damage.

Notes

- Bonus damage multiplier stacks with Crown of the Dark Sun and Crown of Dusk
- Doesn't increase bonus damage added by Darkmoon Blade and Sunlight Blade

Rusted Iron Ring

In Game Description

*This iron ring was used to shackle the guilty.
It is terribly rusted, and faintly stained with blood.*

*Those who find this strange ring to their liking will
be pleased to find it easier to gain footing
on poor ground such as swamps.*

Use

Eliminates the speed penalty imposed by walking through water, swamp, or tar-pits

Availability

Found in Undead Asylum

This ring is obtainable only upon returning to the Undead Asylum. It is found on a broken staircase behind the locked door on the west side of the second floor. You need the Undead Asylum F2 West Key to open that door and you can find it on the roof above Petrus of Thorolund in Firelink Shrine

Slumbering Dragoncrest Ring

In Game Description

This ring was secretly worn by a certain surreptitious sorcerer at Vinheim Dragon School.

The ring is engraved with an everlasting dragon in silent slumber, and masks all sound emitting from its wearer.

Availability

- Treasure from a corpse in Sen's Fortress
 1. Once you reach the stone launching mechanism, direct the plunger to shoot the balls into the open window shoot.
 2. If you are facing the entrance of Sen's Fortress with your back to the open window shoot, head down the ball path to your right.
 3. As you head down the first ramp, jump off to the right before the broken pillar and land on some wooden boards.
 4. Kill the Serpent Mage and head away from the ramp you jumped off through an opening the size of a doorway.
 5. Drop down and turn to your left to collect the ring dangling off the edge.
- Dropped by Griggs of Vinheim

Use

Silences all wearer's movements

Notes

This ring basically gives a permanent Hush effect

Wearing this ring with Cloranth Ring will make the Hush bubbles invisible

Speckled Stoneplate Ring

In Game Description

*Stoneplates, the symbol of a true knight,
grant the strength to face various hardships.*

*The precious rare speckled stoneplate grants
a small boost to defence against magic,
flame and lightning.*

Use

Boosts your Magic, Fire, and Lightning defense by 25 each.

Availability

- Siegmeyer of Catarina drop
- Siegmeyer of Catarina gift in Lost Izalith

Follow Siegmeyer of Catarina's quest path. In Lost Izalith, there are two ways to get the ring:

- Siegmeyer will give you the Speckled Stoneplate Ring if you kill the Chaos Eaters before he leaps down
- Siegmeyer will drop the ring after killing himself If he survives the Chaos Eaters fight with less than 50% health

Notes

Siegmeyer won't drop the ring if he survives the Chaos Eaters fight with 50% or more health

Spell Stoneplate Ring

In Game Description

*Stoneplates, the symbol of a true knight, grant the strength to face various hardships
The blue stoneplate symbolizes souls, and boost defense against magic.*

Use

Increases Magic defense by 50

Availability

Sold by the Crestfallen Merchant for 15000 souls

Thunder Stoneplate Ring

In Game Description

*Stoneplates, the symbol of a true knight, grant the strength to face various hardships
The yellow stoneplate symbolizes souls, and boost defense against lightning.*

Use

Increases Lightning defense by 50

Availability

Sold by the Crestfallen Merchant for 15000 souls

Tiny Being's Ring

In Game Description

*Ring made of an ancient tiny red jewel.
Grants small increase to HP.*

*Rings grant powers large and small.
Their discovery, and effective use,
can make one's journey easier.*

Use

Increases maximum hit points (HP) by 5%

Availability

- Choose as a gift at the start of the game
- Siegmeyer of Catarina's gift:
 - Follow Siegmeyer of Catarina's quest path. He rewards the player with the Tiny Being's Ring after defeating three Silver Knights in Anor Londo

White Seance Ring

In Game Description

A divine ring entrusted to the head bishop of the Way of White and apostle to Allfather Lloyd, uncle to Lord Gwyn. It grants additional attunement slots.

The head bishop of the Way of White is the guardian of law and caste, and one of the great royals of Thorolund.

Use

Grants a single additional Attunement slot, similar to the Darkmoon Seance Ring

Availability

Acquired from The Duke's Archives

1. Start at the prison area bonfire
2. Exit the cell, turn left and climb the ladder
3. Turn left at the big door and walk along the narrow walkway
4. Drop down to collect the White Seance Ring - (video)

Wolf Ring

In Game Description

One of the special rings granted to the four knights of Gwyn.

The wolf ring belongs to Artorias the Abysswalker.

*Artorias had an unbendable will of steel,
and was unmatched with a greatsword.*

Availability

Treasure from a corpse at the end of the secret area of Darkroot Garden:

1. To the right of the bonfire and Crest of Artorias door, head right into a new area where you see a sleeping Giant Stone Knight
2. Attack the green tree to your right and follow the secret path down
3. As you enter the next open area, bear right and look for crumbling stone entrance. Go up the tunnel
4. The corpse is at the end of the tunnel, guarded by a Giant Stone Knight

Use

Adds 40 Poise

Notes

- There are actually two Giant Stone Knights guarding the ring. One at the top of the tunnel and the other is to the left of the bottom of the tunnel as you enter. They will pincer attack unless the second knight is killed before you enter the tunnel.
- It is possible to take a running jump and safely land on the area adjacent to where the ring is located

Bug Notes

It is possible for the ring to not be there. If this happens to you, quitting your game and reloading should fix it.