

Spell Rings

Spell Rings are a new weapon type intended to be an alternative to runestaffs.

Note: We would love to see more pure weapons, but Spell Rings are the only ones designed so far.

- Uses standard magic ranks to determine parry DS. Note, runestaffs are two-handed and receive a bonus to their parry ranks just like other two-handed weapons. Spell Rings **will not** include this additional bonus.
- Takes two functional ring slots to equip.
- Always equipped and do not need to be held.
- Immune to disarm.
- Flares, scripts, and other item properties do function. There are some caveats to this:
 - Some scripts may not make sense thematically and will not be updated to support Spell Rings.
 - This is a new weapon entirely so scripts will have to be updated to support the rings. The initial script offering will be much lower due to this.
- Can not parry like runestaffs, but do have parry DS.
- These rings work very similar to brawling for parry DS, but enchant is added directly to the player's Defense Strength similar to runestaffs **provided the player is unarmed**. If equipped with a shield, enchant DS applies the same as regular brawling DS would.
- Spell Rings may not be used with a rune staff. If both are equipped, the rune staff has priority.
- May not be equipped with Unarmed Combat Equipment that are worn on or held in the hands.

Pros

- New look
- Can not be disarmed
- Easier to channel with 2 open hands
- Works with shields

Cons

- Brawling is expensive so sacrifices will have to be made on the magical side
- Takes two functional ring slots which are valued for enhancives
- Unable to parry