

Ring of Protection

Dwarven and gnomish malfunction

Check every attack by dicing a d10 along with the d20 (or a d10 along with a saving throw). A 1-2 on the d10 indicates malfunction and loss of protection for that attack or save.

Disbelieving illusions

The saving throw granted for disbelieving and [illusion](#) is a regular saving throw, so a *ring of protection* does grant its bonus to such saves.

XP and GP value

The rules give a range of 2,000-4,000 XP and 10,000-20,000 GP, but do not indicate precise values for each ring type.

The following table can be used:^{Ex}

Ring	XP	GP
+1	2,000	10,000
+2	2,500	12,500
+2, '5 radius	3,000	15,000
+3	3,000	15,000
+3, 5' radius	3,500	17,500
+4	3,500	17,500
+6	4,000	20,000

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