

# Magic Mood Rings

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## What is this?

This is a system neutral way for adding neat magic items to your game in a fun new way.

## How to use this document?

Purchase a mood ring (or multiples) when the players find the magic ring during your game you will hand them the mood ring to wear. The rings magical effects are dependent on the color the stone changes to. This is either determined when the ring is first put on or can change anytime the ring changes (this is up to the game master)



**Black** (Fear, Angst)

Wearer may cause fear once per day



**Yellow** (Anxious, Cautious)

Wearer gets benefit to noticing traps and hazards



**Orange** (Stressed, Nervous)

Wearer becomes worse at friendly communication.



**Red** (Adventurous, Excited)

Wearer gets a bonus on combat rolls.



**Dark Green** (Restless, Irritated)

Wearer is unable to get full night's sleep on next attempt



**Light Green** (Alert, Guarded)

The wearer becomes difficult to surprise



**Blue-Green** (Upbeat, Motivated)

Wearer may move faster



**Blue** (Optimistic, Calm)

Wearer gets lucky bonus



**Darker Blue** (Happy, Bliss)

Wearer becomes better at friendly communication.



**Violet** (Love, Romance)

Wearer may charm once per day



**Pink** (Cheerful, Warm)

Wearer gets immunity to fear effects



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