

# The Rings Of Nightingale

*By Phoenix Schneider*

Lightning crackled, illuminating up the small room in the tower. The cries of many children rung the ears of the wary couple soon to leave forever, for their deaths....

1 year earlier... The Year is 29 Edward Nightingale and his wife Clementine are high mages working for Celida. They are respected, thought high of from their peers and very excellent parents. Clementine was a very powerful prophet and psychic being able to predict many events, even what their unborn children would look like. Edward had a mysterious magic unlike any. Edwards magic is hard to describe but he could manipulate your health. He could cause people to have heart attacks, strokes, go paralyzed, anything of physical harm. But more importantly he was one of the most powerful enchanters and blacksmiths at that time. One day Clemintine was sitting in bed when she got a vision, but it's unlike any other vision she's experienced before.

Clemintine sees a man some kind of priest.. a prophet. She senses that this is farther into the future then she's ever seen before, 40,50 years? As she's recovering from the shock and taking everything in, this prophet sharply turns his head to look at her, like he can see through time and he knows she's there. The prophet chuckles, then she hears a deafening boom and it seems as if the whole world explodes.

Clementine wakes up out of her trance shaking and suddenly Edward rushes over to her "Are you alright" "You've been in a trance for 3 days!" Clementine doesn't respond, she hears nothing. The next few days are terrible, somehow the total obliteration of the world made Clemintine go deaf 50 years before it happened.

Many thoughts raced through Clemintines head at this time, how will she mother her children, how will she communicate, how will she go on with day to day life. Eventually Edward and their children made up hand signals to communicate with their mother, a different symbol for each letter almost like a "sign language". Clementine had a lot of time to think now, one day she had a realization. That man, that prophet in her vision was not of this world, he was like a god... She knew he could see her; she didn't know how but she knew. Clementine realized that destruction of the world was going to happen and her kids would be around when it did. One day when the children were at the neighbor's house she took Edward aside and told him in sign language about the vision, about that godlike prophet, about the giant world shattering destruction that was going to happen, and how it caused her to become deaf. Edward was baffled and although he didn't believe it then he knew that his wife never lied.. They had to do something to stop it.

The next night Edward had a vision. He thought it was a dream at first for he didn't have prophecy. Edward was in a stone tunnel but quickly realized that it was not a dream when he heard almost godlike voices and glimpses of what looked like an amulet of a sun. The voices said to Edward "Forge 6 rings for your 6 sons, let them hold powers of beasts of the land, powers of sense, to predict actions of others, power over morality itself, powers of resemblance to sculpt your being, power of time to explore memory and future memories, to capture "time" itself, powers of sight throughout, and let these rings merge to one to stomp out the emblem of destruction so great even we cannot, make the ring of night for sun cannot." Edward then suddenly saw many glimpses of what seemed to be a stone cavern with a blacksmith workshop in the center. A man was whispering *prophet, prophet* into his ears over and over again. He saw glimpses of giant almost mechanical animals. A griffin, dragon, many things. Then just a man in a robe chuckling...

Edward woke up quickly in cold sweat, he shook Clementine awake without uttering a word, he crept out of the room careful not to wake the children. Clementine was shocked but did not question Edward as they rushed outside into the night. Edward signed to Clementine the vision he had, but oddly rather than a look of worry, a look of determination came across Clementine's face. "We must forge those rings Edward, it may be the only chance we have against this calamity" Edward nodded his head "What did those voices mean, power of beasts of the land, sight throughout?"

"I guess that's where we start"

Over the next month this question consumed them, what powers do these rings hold? Clementine and Edward spent most of their time in their massive library while their children were at the neighbor's house. "We know that power of beasts of land must mean animal magic" Clementine signed. "But a ring that has animal magic alone won't be very powerful" Suddenly, a book fell from the highest shelf almost as if someone or something had seen her. The book looked ancient with just a couple of pages the rest were torn out. Edward read the first page in his head, a smile crept across his face. "What" Clementine signed. "Look for yourself" In the book it had a picture of an ancient room with a blacksmithing table in the center.

A riddle was scribed underneath. *A place, cursed but not yet, dead, but not yet, here I reside.*  
The couple were both very puzzled, as Clementine closes the book, she gets a vision.

She senses that again she is far in the future. She is in the forest that is a couple day's journey away from Xinda Lai but something is different. She starts to notice big mushrooms, everything seems off, Clementine sees a movement in the corner of her eye and a person walks out from the dense growth.

Clementine readied to defend herself but the person didn't move, she approached cautiously. She studied this man. He appeared to be fine but his eyes were glazed over and his skin tone was a grey yellowish sort of color. His state looked vaguely familiar.. She walked past him, that's when she noticed a knife in his back. This man was dead! But not... It dawned on her this man

was resurrected, most of her friends were high mages like herself and some of them were necromancers. The undead turned around and started walking back into the forest. Clementine followed.

It feels like they had been walking forever past twisted trees and the occasional undead or two. Finally the zombie stopped next to a clearing and dissipated into golden light. Although shocked Clementine was starting to get used to the oddities that had been frequent these months. She was more confused on why the undead had led her to all the way to a clearing and just faded into light. Confused she wandered around the clearing and after a while tripped and cut her hand on a sharp twig. "Ouch!" she thought as a drop of blood fell onto the ground. The ground began to shake as a cracks in the clearing started to form. Then darkness...

Clementine came to consciousness and quickly realized she was back in the library with Edward. Edward signed "Are you okay you fainted!" Clementine responded "How long was I out? I had another vision." "You were only out for about 20 seconds, why?" "20 seconds"(For Clementine it seemed like hours.) Clementine quickly signed her vision and how not only did she know where to go now, but she felt like she was actually there. She could touch and hold things around her, for example how she got cut and it hurt. Finally she signed to him how the earth trembled and a giant chasm opened in the ground. Edward chatted with Clementine for the next hour, planning.

Their plan was simple, go to the place in the vision and look for anything that could help them. Eventually they arrived at the clearing and didn't notice anything unusual. It just looked like a regular forest. Confused they spent the night camping, and in the morning they kept looking for something when Clementine had an idea. Clementine signed to Edward that when her blood fell onto the ground the earthquake started, maybe it was a coincidence but it was worth a shot. Edward agreed and Clementine took out her hunting knife and pricked her finger. Sure enough as soon as the drop of blood touched the ground, the floor started rumbling and a chasm opened in the forest floor.

Edward and Clementine looked at each other in disbelief. It worked! The chasm had stairs leading into darkness below, and so they started their descent. After a while of walking down stairs they entered a hallway. On the hallway floor was inscribed "Only true heroes can pass, else die. When they looked more closely at the stone walls they noticed imprints of faces almost like people were trapped in the wall, spooked Edward and Clementine walked through the hallway and opened the door.

Inside was the blacksmithing workshop that Edward saw in his vision but he noticed things he did not see. For instance around the blacksmith table were 6 stone tablets each with different symbols and writing on each. The room was simple, just the table, tablets, and 6 molds that seemed to sheen in the dark. The couple examined the tablets closer, each tablet explained how to make each ring. It also had names for each ring. ..

- *Ring of Sense*
- *Ring of Trust*
- *Ring of Mind*
- *Ring of Shape*
- *Ring of Time*
- *Ring of Night*

Edward and Clementine were obviously overjoyed, and soon began taking notes on how to forge each ring as well as studying each one's power. On each tablet it read *To forge the relics you must sacrifice an item of great importance that relates to the power of the rings.* The time was now to choose the first ring they wanted to forge, after careful consideration they were curious what secrets the ring of sense had, and so they began.

***In this next section there will be sub sections dedicated to the story about how the rest of the rings are forged***

***Ring of Sense*** : On the tablet for the ring of sense it read *"Sacrifice the sense that you have, then perhaps you may gain more."* Edward started to prep iron for molding as Clementine began deciphering the riddle. As Edward finished turning the iron to molten, he signed to Clementine "Does it make sense?" Clementine said "I think I have an idea, I might have to stick my hand into the molten metal." "What! You can't be serious." Edward exclaimed "I think that if I dip my hand in the iron and I lose my touch it could be a powerful enough sacrifice for the ring. Plus I would rather lose my touch than any other sense." "No! Edward responded 'I will not let you lose another sense'" Clementine signed something of an agreement. Edward poured the iron into the blacksmith table, suddenly Clementine thrust her hand into the molten, the smell of burning flesh instantly billowed up and filled up the cavern. Edward acted with haste and yanked her hand out of the metal. "Why did you do that!" Edward signed out to Clementine. "Don't worry I numbed the pain with my magic beforehand. "Do you realize that you may lose your hand now!" Edward exclaimed, "Well let's worry about that later, look it's working." Edward spun around to see the molten metal start to glow a flicker of purple then brighter and brighter until it was almost blinding. Edward squinted his eyes as he poured the liquid into a mold and it cooled instantaneously. When Edward opened the mold a Silver ring unveiled itself, as the ring of sense. It was a beautiful ring it's silver glinted in light and a symbol of an eye was inscribed on the front. Edward gestured to Clementine to try it on and she did. Clementine felt like nothing

happened at first then suddenly a burst of noises trampled her mind she could hear! But it was not regular hearing she could hear noises that seemed to be miles away, a stick breaking, an ant walking her hearing was beyond normal it was extraordinary! Clementine quickly told Edward what happened and he was blown away, the ring worked! He asked Clementine "Does it do anything else?" Clementine started to focus on her sight but her hearing dimmed to about average hearing, but as that happened her sight increased and she could almost zoom in and out her sight like a telescope! Every little movement in the cavern caught her attention. Clementine then relayed this information to Edward and he got an idea. Edward said let's go outside and they went back through the hallway and up the stairs to the forest. Edward then said if I'm correct you should be able to greatly amplify your senses." "Correct" Clementine responded. Well then I am **really** sorry if I'm wrong.... All of a sudden Edward quickly hurled a rock at Clementine and as Clementine flinched but nothing happened she was confused. She then looked and saw the rock in her hand, Edward had a big smile on his face. "Sorry for scaring you but I had to test my theory, you see I think because your senses are elevated your reactions are elevated too. "I caught that?" Clementine said in disbelief." Imagine the other possibilities this and the other rings have!"

**Ring of Trust** : It had been a week since they forged the Ring of Sense and they kept discovering new ways of it being useful. By this time Clementine and Edward had been reading about the next ring to forge which they decided would be the ring of trust. They evened out a schedule. Every other day they would go to the cavern and research how to forge this ring. On the ring of trust's stone tablet it said *"Show your trust, and with this others will trust you."* As always, the message was cryptic but as they and we know you have to sacrifice something related to the quote. So after a while Clementine and Edward concluded that they must sacrifice an item that symbolizes trust, they decided on melting their wedding ring in with the iron. Edward poured the molten metal into the mold, the two then dropped their wedding rings. As ash and smoke filled the room, the sizzling of the 2 rings subsided as the molten metal started to glow a blinding bright purple Once the light subsided, Edward picked the ring up and said to Clementine "Lets see what this can do." When Edward stepped outside a raven landed on his shoulder. "Weird, shoo shoo little bird". But the bird did not budge. Edward tried jumping around to shake off this bird, but yet the raven did not move. Edward suddenly thought "I wish you'd just go and eat some worms or something." The raven immediately flew off into the distance. "Good" thought Edward but suddenly the bird came into view with 5 worms in its mouth and dropped them all at Edwards feet. Realization suddenly came to Edward. He said "Trust could mean trust to animals so this ring must be the one that holds animal magic!" "Took you long enough" A mysterious voice beckoned. Edward spun around but did not see where the voice came from. There was only him, Clementine, and the bird... Edward said "Who said that?" Clementine, visibly confused, said "Who said what?" Astonishedly the bird then remarked "I said it" Edward, startled, jumped back from the bird almost falling backwards. "You can talk?!" "I have always communicated with other animals, but somehow now I can understand you and you can understand me. Edward now understanding what the ring could do said "Can you go get me some of your friends?" "Sure!" piped the raven as it flew off into the forest. Edward turned to face Clementine "You didn't hear that?" "Clementine said "No" it was just chirping, "Why?"

“Here I’ll show you” Edward answered. Just then the raven as well as about 25 other birds flew into sight above them. Edward shouted the spell hello. Just as the words were spoken the flock of birds formed the word hello. Edward then said “Come down here!” They all landed on the branches of the trees around them. When the 2 left the original bird followed them home and wouldn’t leave it appeared that it had attached itself to Edward and so Edward took him home and named him Smokey.

**Ring of Mind :** *Prophets, clear your minds reminisce on memories, no matter wings of fire and shadow for true sight comes from within.* This was the riddle inscribed on the tablet of

the Ring of Mind. This riddle was by far the most difficult yet, and Clementine was stumped. What would they have to sacrifice that is related to memories? After hours of debate against herself Clementine still hadn’t come up with a conclusion. While Clementine was pacing around Smokey hopped in front of her and by accident tripped her face first into the molten metal. Expecting pain Clementine prepared herself for disaster, but when her head touched the liquid iron it was not hot in fact it felt like water. It was really comfortable and it, it... Clementine awoke to Edward pulling her head out of the metal. “Are you ok?!” “Yes I’m fine, what happened?” “What happened!, you fell asleep in molten iron! Your head should be burnt off.” “What do you mean, in fact where are we? Edward in shock replied “You don’t remember this is the blacksmithing workshop.. It’s under the ground? You don’t remember anything about this place? “No I- I the last thing I remember is... I had a vision about this odd forest with the undead-- “That was over a month ago, you don’t remember forging the other 2 rings? Suddenly the metal started glowing purple, which it only does after a sacrifice has been made. Edward realized that she must have sacrificed some of her memories for this ring. After explaining everything to Clementine that she forgot, he filled the mold and forged the next ring. Edward picked up the ring and tossed it over to Clementine. She slipped it over her finger, without delay she started hearing thoughts from Edward “I wonder if it works,hmm could it not work. Clementine explained to Edward the ring gave her telepathy, what else could it do? Then she had an idea, maybe she could command him with thoughts. She thought “Go out and collect wood”. Nothing happened. She tried again, nothing happened. Finally she cleared her head of all things only focusing only on the ring. The ring glowed purple and Edward said “I will be right back, I’m going to collect more wood.” Clementine responded “Why” “Because... because... I just feel like I should collect wood right now, I’ll be right back.” Clementine smiled as the ring of mind worked.

**Ring Of Shape :** *Sacrifice a part of yourself to dissolve the concrete that holds your very shape together.* This time Clementine and Edward breathed a sigh of relief, the quote wasn’t

complicated. The theory that they came up with was to try dropping a hair into the molten iron. When the time came each of them dropped a hair into the metal. The iron took a purple hue, but then the light faded. “Hmm, I guess that wasn’t it.” Sighing in defeat Clementine thought about it from different perspectives. Surprisingly Smokey chirped up “Maybe it means figuratively.” Edward relayed this information to Clementine, who pondered it for a moment. “Maybe if we

drop in something that symbolizes the “shape” of our lives?” “I think that would work,” agreed Edward. The two went back to their house and found the family portrait of Edward, Clementine and their children. It seemed to represent the basis or shape of their life. So they headed back to the cavern, to test their theory. They arrived in the workshop, the crackling of the molten iron filled the room with an uneasy atmosphere. “Here goes nothing” Clementine dropped the portrait into the fiery metal. This time the iron grew brighter and brighter signifying that it was a correct sacrifice. When everything had cooled Edward unveiled the next ring, the Ring of Shape. Clementine put the ring on her finger, it didn’t do anything immediately, but then Smokey flew over and landed on her shoulder. Clementine started to shrink and grow feathers, a beak and wings. Surprised, Edward went over to Clementine who had turned into a Raven! But it was not just any raven she looked like an exact replica of Smokey. Clementine then realized not only did she look like Smokey, she could remember memories from him too. She remembered Smokey’s parents, friends and life up to this moment. Clementine remembered the day that Edward forged the ring but from Smokey’s perspective. For the rest of the day Clementine had fun being a bird. She glided in the air, evaded hawks, and even hunted fish! At the end of the day she was instantly transformed back into herself. It seemed that the Ring of Shape could transform you into anyone, even unlocking their memories too.

**Ring of Time** : *Ages pass, life goes on, unlock the secrets of time by sacrificing the time you have left* “Well I have no idea” squawked Smokey as he pecked at some worms. (His favorite food.) “It could mean anything.” Clementine said. “Maybe I can use the Ring of Mind to have insight on how to forge this one. She put on the Ring of Mind and it all became a lot easier to understand the riddles. For example with the assistance of the Ring of Mind Clementine figured that time left, must be years left on your life. So the sacrifice you have to make might be years off your life? Clementine was unsure but it was worth a try. The only thing though was she wasn’t sure how to sacrifice years off your life. Out of nowhere the other 4 rings start glowing. Clementine put them all on her fingers, she walked over to the molten and suddenly her skin began to glow purple. Clementine could feel her skin hardening, aging. Edward saw Clementine being consumed by this light and in a frantic attempt to try to save her he called out to Smokey “Help!” Smokey swooped in and pushed Clementine away from the purple light, but he then lost control, and plummeted into the molten below. Edward rushed over to the Blacksmith table, but it was too late. Smokey had sunken underneath. Edward walked over to Clementine who was in a state of shock, Clementine’s skin was dry and brittle cracking almost like stone. Luckily Smokey saved her in time because if they had waited longer whatever was happening to Clementine would be permanent. The molten started to glow a purple light which indicated a sacrifice had been made. Edward quickly rushed over and poured the metal into the mold for

the ring of time, but oddly inside of the molten was a stone raven. Edward inspected the raven while he waited for the mold to cool. It seemed to resemble Smokey, but Smokey had been consumed by molten iron. Edward slipped on the Ring of Mind and everything became a lot clearer. If the sacrifice was taking more time out of you then you would live regularly, maybe it would then “freeze you in time” by turning you to stone?” Since Smokey was a bird he only had around 20 years of life, and the sacrifice may have been more than 20 years. Therefore it would have turned him completely to stone. By now the Ring of Time had cooled and Edward put it on his hand. Edward blinked and when he opened his eyes he appeared to be a soldier in some type of war. He saw giant mechanical creatures and a single glowing orb in the center. He looked at one of these mechanical creatures, the griffin he felt an odd sense of comfort like he knew someone that he cared for in there. That feeling was abruptly ended when the orb burst vaporizing him instantly. Edward opened his eyes and he was back in the workshop, Clementine saw the look of worry on his face. “Are you alright” she asked. “I-I think I just travelled through time.” Edward said in disbelief “Really? That ring is more powerful than I thought.” Edward chuckled at how nonchalantly Clementine said it like it was nothing more than a common household item. “You know the next ring that we forge will be the last one, then after that we can go back hopefully to our normal lives” Little did they know how wrong they were.

***Ring of Night :*** *A life for power over death, that is the sacrifice necessary.* This riddle distressed Edward and Clementine. For it implied they must sacrifice someone's life for the ring. Obviously conflicted the two spent days trying to find a way around this sacrifice. After no avail they were hopeless. All they knew was they were not going to sacrifice someone. One day when Clementine and Edward were travelling to the cavern they heard a sound. A branch snapped, unnerved but still not suspicious they continued walking. When they heard shuffling in the dense growth, Clementine put on the ring of sense, and tuned in on her hearing. Instantly she could hear what seemed to be 5-10 people waiting in the undergrowth. Clementine whispered into Edwards ear, notifying him of their presence. She then handed him the ring of trust and the ring of time. They readied themselves for combat but kept walking, for they did not want to show they knew that whoever was there was there. When they reached the clearing the two stopped and turned around Edward shouted “We know you’re there, so come out we do not want to harm you! Silence then an arrow soared through the air hitting Edward in the leg. Edwards aura quickly deflected it but it did significant damage. Clementine saw what happened to her husband and became furious. She beckoned “Come forth attackers let us fight fairly” The ring of mind glowed a fierce purple. 9 warriors emerged from the brush, a vacant look in their eyes. They appeared to be pirates. “Tell me why do you come here.” A mysterious tenth voice came from behind them. “We come here to take those rings off of your lifeless bodies.” A pirate revealed himself from the forest, unaffected by the ring of mind.” “How do you know of the rings?” Edward interjected. “You don’t think we’ve been observing you? We’ve been waiting, watching for the right time to strike. I guess the time is now.” He then hurled an axe at Clementine. Clementine caught the axe with ease but it distracted her enough for her to lose control of the other pirates. They rushed Edward and Clementine raising their various weapons in the air. So, the battle commenced.

A pirate with a long rapier jabbed at Edward, who dodged it. Edward looked at the pirate, suddenly the pirate collapsed clutching his chest. 2 warriors with spears attacked Clementine from behind, but she grabbed the spears before they hit their mark. Almost like she saw them coming. She then disarmed both of them, flipping them on their backs. As she tossed a spear to Edward, one of the soldiers on the ground attempted to trip her. Clementine evaded the grab, the soldier's eyes met hers "Bad choice" Clementine remarked. A vacant look came across his face as Clementine tossed him the spear and he plunged it into the soldier beside him. The soldier then ran at the captain but as expected the captain easily overpowered him, flinging him into a tree. The captain then threw a smoke bomb into the fight, obscuring the vision of both Edward and Clementine. Clementine used it to her advantage though shapeshifting into one of the pirates. When the smoke settled Edward made 2 more pirates collapse, this time clutching their heads. He then saw a pirate surprise attack 2 of his comrades knocking them to the ground. Now it was only the captain and 2 of his pirates. As the renegade pirate ran at the 3 their disguise faded revealing them to be Clementine. Clementine readied to control the 2 pirates but before she could they collapsed, water spewing out of their mouths. "You think I am going to let you turn them against me?" chuckled the captain. Edward then noticed an archer in a tree getting ready to fire at Clementine. He sprinted towards Clementine. Edward dove as a last attempt to push her out of the way but it was too late, the arrow left the bow barreling towards its target. Edward opened his eyes to a surprise. Everything seemed like it had paused. The arrow was standing still in the air and Clementine was next to the captain, unaware of the archer. Edward looked at his hand and noticed that the ring of time was glowing, and he realized that his aura was draining fast. He quickly scrambled up the tree past some frozen squirrels and birds and eventually to the top. Edward then took down the archer and put him where Clementine was. Edward was almost about to pass out but before he did, he made sure to move Clementine far away from the arrow. He then fell over, his aura depleted.

As soon as Edward passed out time resumed Clementine had somehow teleported away from the captain with an archer in her place. An arrow whistled through the air, hitting the archer instantly knocking him out. The captain's face turned sour and he unveiled a horn. He then blew the horn sending a shockingly loud noise into the forest. Then he turned to Clementine, a smirk on his face. 20 more pirates rushed out of the forest, overwhelming her instantly.

Edward and Clementine awoke to being tied to each other, back to back. They saw all the pirates setting up camp in the clearing. Edward nudged Clementine tilting his head at a table. On it were the 5 rings. Edward and Clementine started discretely scooting over to the table. When they eventually reached it they started kicking the table, moving the rings closer and closer to the edge. That's when Clementine saw the guard coming, she told Edward "There's a guard coming we need to get away from the rings" Edward didn't listen, he kept trying to knock the ring off the table. The guard was getting closer and closer "Edward, the guard is almost here, if he sees us there's no chance of escaping." "Hold on, they're almost to the edge.." The guard saw them near the rings, and sprinted over "You're trying to get these, well too bad." He then took the rings and put them in his pocket "Wait till the captain hears about this." He walked into the forest, out of sight. "We're going to be killed now," Clementine said in despair. "I wouldn't be so sure of that." Edward responded. He then took out an item from his pocket. It was the ring

of truth! "It fell into my lap just before the guard came." A look of hope swept across Clementine's face. Edward noticed an ant hill not too far away from where they were tied. Edward thought "Chew threw the rope that binds us little ones." Thousands of ants swarmed from the ant hill onto the rope. (Clementine had to stop herself from screaming as she was petrified of bugs.) After a couple of minutes the rope gave away to the ants jaws. A guard suddenly came from around the corner. He saw that they were escaping, and called out for other guards. 3 more guards rushed into the clearing, but before they could attack the thousands of ants swarmed them. They went under their armor, biting at their skin. The 4 pirates started screaming and ran back into the forest. Their screams alerted the entire camp who soon surrounded them. They were greatly outnumbered, Edward called out for help, but nobody answered. What no one noticed though was the ring of trust glowing a bright purple.

Edward and Clementine did their best to defend themselves, but they were at a severe disadvantage. Just before they lost hope, a growling came from the forest. A brown bear strutted from the trees, saliva dripping from its mouth. The pirates looked uneasy, the captain shouted "What are you waiting for, kill it! The pirates hesitated giving the bear time to charge. The bear collided with 3 pirates making them tumble beneath the bear's enormous paws. It then clawed a pirate instantly tearing through his aura. 4 pirates attacked the bear with swords but they barely penetrated its hide. The bear went into a furious frenzy trampling all in its path. All of the pirates' attention were no on the bear and Edward and Clementine saw the opportunity to attack. They grabbed weapons from defeated warriors and started swinging at the captain. The captain snarled and unsceathed a schimitar. Meanwhile the bear flung a pirate off of its back, the pirate crashed into the captain knocking him to the ground. Since the captain was now prone Edward struck him with a spear, defeating him. The bear walked over to Edward and Clementine, having defeated all the pirates and did a short grunt and trotted back into the forest. Clementine took the hat off of the fallen captain and headed into the cavern.

Edward and Clementine walked over to the molten and tossed the captains hat in, signifying a sacrifice had been made. As always the metal shone purple and Edward poured it into the final mold. The final ring was compl-ete, their mission finished. Edward picked up the ring of night, he was pretty sure that it had necromancy powers based on the riddle. Who better then to try to revive then Smokey? Edward took Stone Smokey and the ring of night to a pedestal in the cave. He then set Smokey down and put the ring on his finger. The ring glowed, and the stone seemed to melt away from Smokey. "What happened?" Smokey piped. "We revived you using the new ring. "Interesting! Is that all that it can do?" "Is that all? What do you mean you are in perfect shape for being revived- before Edward could finish his sentence Edward and Clementine heard a rumbling and a 7th stone tablet appeared.

**Ring of Nightingale** : *It is time for the final test, two souls must bind themselves to the ultimate ring, an ultimate sacrifice.* Mortified, Edward and Clementine had an idea on what the riddle called for. They knew they had to obey who or whatever wrote these riddles, even if it was terrible.

“The ultimate ring probably means that we have to combine all our previous rings” “So let's head to the cavern tonight to try and figure out what the sacrifice is. That night a storm rolled into Xinda Lai. **Lightning crackled, illuminating up the small room in the tower. The cries of many children rung the ears of the wary couple soon to leave forever, for their deaths...** When Edward and Clementine arrived at the cavern, the storm was getting worse. Wind whistled in their ears and the deafening booms of thunder enveloped their senses. They were relieved when they got underground. Edward collected all the rings and put them on the blacksmithing table. Edward then got out a hammer and struck down on all the rings sparks flew and cinders burned the ground. When the ash had settled there was only one ring. But it did not glow purple meaning no sacrifice had been made. Edward picked up the ring and it suddenly started to glow brighter and brighter. It soon became so bright that both Clementine and Edward couldn't see anything. When the light faded, the ring glowed a bright purple. But oddly, no Clementine or Edward. In fact the only thing in the cavern was 2 clouds of blue light. Almost like the blue light that shows when someone dies, but oddly instead of dissipating into nothing it was absorbed by this new ring. The thunder echoed in the now empty cavern.

**Conclusion :** When the two didn't return the next morning friends of the family became worried because a ferocious storm had occurred the night before. Search parties went out in all directions, but to no avail. Eventually Edward and Clementine were pronounced dead, meeting an untimely fate in the storm. Their 6 children Jeremy, Charles, Turen, Far, Hal, and Shade went to live with their neighbor, a hermit who called himself The Master. Ultimately all of the boys grew up and moved to different parts of the world, each to have their own adventures. To this day the Ring of Clementine and Edward Nightingale has been unknown. It was untouched in the fight against the prophet, could Edward and Clementine's sacrifices have been for nothing? Or perhaps they have a different purpose in the world of Isles of Mist.

**Epilogue :** December 13th Year 41, a hooded figure steps into a clearing. They remove a small vial of blood from their pouch and pour it onto the ground. The ground shakes unveiling a staircase leading into darkness below. The hooded figure smirks as they walk down to the cavern. A few minutes later they walk up from the darkness, a ring in their hand.

### **Fun Facts :**

As mentioned each of the powers relates to one of the sons. Jeremy is a skilled fighter so he relates to the ring of sense : Charles is a necromancer so the ring of night relates to him. Turen is an animal magician so the ring of trust relates to him. Far can shapeshift so the ring of shape relates to him. Hal grew up to be a time mage, so the ring of time relates to him. And last but not least Shade has Psychic magic so the ring of Mind relates to him.

Far was the closest with his caretaker The Master so when he passed Far took his name.

Smokey was heartbroken over the loss of Edward and Clementine that he turned back into Stone. Smokey was lost but then found again when Hal was an adult. Smokey now resides with

Hal. Smokey can turn into a real bird for an hour a day, he gained some time magic from his death so Hal can use him as a beacon to cast magic from afar. (See Ring of Night Abilities)

You need prophets' blood to reveal the entrance to the cavern.

If a person with malicious intent enters the hallway leading to the cavern they will be absorbed by the walls. (Which is why there were imprints on them) So maybe the hooded figure didn't have true malicious intent....

**Ring Powers :** *(Note, these are just ideas and can be changed to be more powerful or less powerful)*

**Ring of Sense :**

You can massively enhance one of your senses but you have to reduce another sense.

In combat spend 2 aura to sense what your opponents next attack will be giving you advantage to dodge or counterattack.

If Wit is not D12 It enhances it to a D12. If it is a D12 it goes to D12 + 3

+ 1 in any combat skill

**Ring of Trust :**

Any animal with a relatively high IQ (Like a raven) you can speak and understand each other perfectly. But you'll have to earn the trust or convince that animal to help you.

If the animal has a low IQ it will obey you no matter what but it won't understand you completely meaning you can't explain a battle strategy to it but you can make it to simple tasks.

If animal has extremely low IQ like bugs, you can control swarms of them at a time

Spend 3 aura to send a help signal to the nearest animal to you. Roll Luck with advantage to determine how powerful this animal is.

Additional + 2 in either deception or persuasion.

Enhances Animal Magic by 1

**Ring of Mind :**

Roll Wisdom to predict future events

Can enhance any Psychic magic by 1

+3 in wisdom

Roll Wisdom +any psychic magic to take control of anyone the other person has to roll willpower

Read anyones mind but you have to roll a grace check with advantage to be careful not to alert the person.

### **Ring of Shape :**

Shapeshift into anyone gaining access to their memories. For example if you shapeshift into a guard that is guarding a vault, and they know the code you would as well. But you have to spend different amounts of aura to do it based on how well known they are.

Enhances any shapeshifting abilities by 1

### **Ring of Time :**

Spend 2 aura for every 10 years you go back in time. You can choose the time and place you go but you possess the body of a person who was there at that time.

Can stop time completely. You can manipulate things while time is frozen for your benefit, but it costs 10 aura a game minute.

In combat you can age an enemy by rolling willpower + 2 against the opponent.

If you crit success you can choose how much you age them. Otherwise roll a luck check.

Enhances any time magic by 1

### **Ring of Night :**

Spend 12-30 aura to raise the dead in perfect shape. Usually when someone dies and is resurrected they are either a zombie or have some type of disability. This time though they are in perfect shape no matter how long they were gone.

The DM can pick a number between 1-20. The resurrected can then roll a d20 and if they get that number they get a minor-moderate magical ability related to their death. (See Smokey) For example if someone drowned and rolled the right number they might be able to control rain.

+2 in Intimidation

**Ring of Nightingale** : The Ring of Nightingale is all of the rings combined. Therefore it has all of those abilities. But you can also summon either Edward or Clementine's soul once a month to assist you in whatever you may need. They cannot be killed and have advantage on most things they do. The difference between summoning Edward versus Clementine is that Edward has his magic and is more combat oriented, and Clementine has her prophecy and is more wisdom oriented.