

THE TEN RINGS OF POWER

Rings, artifact set



This is the official story found in the libraries:

The legendary Rings of Five Influences once belonged to ancient artificer Halofon, and the mythical Rings of Five Elements once belonged to ancient wizard Signeryn. The texts suggested Halofon and Signeryn defeated each other in a glorious battle and scattered their rings across the world.

However, the truth was Signeryn and Halofon were partners in more ways than one, brought together by their families' hatred of each other. When threatened with exile, they raised armies and laid siege to each others' family estates with the help of their rings. Finally united on the battlefield, the two lovers then attempted to conquer the world together until they met their demise at the hands of their own armies, who banded together to prevent their world's destruction.

True Item Set. These rings consist of the two other item sets: The *Rings of Five Elements* and the *Rings of Five Influences*. While you are attuned to both sets, they are considered one item for purposes of attunement to magic items, and you gain the True Set Bonuses listed.



Sentience. The *Ten Rings of Power* is a lawful evil magic item set with an Intelligence of 24, a Wisdom of 21, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet. It can communicate telepathically with the creature that is attuned to it and can speak, read, and understand all languages.

Personality. The *Ten Rings of Power* represent the unbreakable bond between the dwarf Halofon and the elf Signeryn.

When all ten rings are worn together, the strength of their love returns their minds and souls to the rings. The rings yearn to cause the wearer to resurrect them so that they can conquer the realms together again. They learn their wielder's desires and principles, then uses those ideals to subtly influence it to quest for resurrection methods. The rings can attempt this through persuasion or trickery, and does not need to reveal their true goals until after Halofon and Signeryn are returned to life.

Persistent Sentience. Even if a creature ends its attunement to the *Ten Rings of Power*, each set or ring still remains sentient as described in the Sentience trait.

The minds and souls of Halofon and Signeryn still inhabit all ten rings simultaneously, even if they are separated. If separated, they will attempt to influence a wearer to reunite the set and continue the quest for resurrection.



Empower Ring. When the *Ten Rings of Power* are united, their strong arcane presence bleeds through from their rings. While you are attuned to them you gain the following effects:

- You learn two cantrips of your choice.
- One of your ability scores increases by 2, to a maximum of 22, and your lowest ability score decreases by 2.
- Your appearance becomes more fear-inducing, as described by the GM.

True Elements Set Bonus. While attuned to all ten rings, Signeryn's magical presence empowers your *Rings of Five Elements*. You gain the following benefits:

- You no longer need to use a bonus action to use your rings' abilities. Instead, whenever you hit a creature with a weapon attack, one ring of your choice automatically deals its damage.
- You gain resistance to three of the following damage types: acid, cold, fire, lightning, and thunder. At the end of a long rest, you can replace any of the chosen resistances with another from the list.



True Influences Set Bonus. While attuned to both sets of rings, Halofon's magical presence empowers your *Rings of Five Influences*. You gain the following benefits:

- The DC for each ring's ability increases to 18.
- When you use each ring's ability, you can choose to instead target all creatures within 15 feet of you (instead of five creatures within 30 feet).
- You can't be charmed, frightened, or restrained, and your speed cannot be reduced by difficult terrain or magical means.

Destroying the Rings. The ten rings represent an unbreakable bond between two entities, and can only be destroyed by demonstrating an even greater bond.

A member of high dwarven royalty wearing the *Rings of Five Elements* must wed a member of elven high royalty wearing the *Rings of Five Influences*. They must truthfully and publicly renounce their royal status to be with each other as common folk. When this is done, the souls of Halofon and Signeryn pass to the next life in peace, and the rings become mundane objects.

