

IMPAIR RING

Ring, uncommon (requires attunement)

IMPAIR RING



Crafted by the ancient artificer Halofon, this ring is part of a larger set of rings known as the Rings of Five Influences, which have been scattered across the realm centuries ago.

This ring is set with a jade. When you wear it, you can feel it hungering for strength.

Impairing Foes. While wearing this ring, you can magically hinder a creature's movement. As an action, choose a creature within 30 feet you can see. It must succeed on a DC 13 Constitution saving throw or its speed is halved for 1 minute. It can repeat the save at the end of its turns, ending the effect on a success.

Once a creature succeeds on this save, it is immune to this ability for the next 24 hours. You can affect only one creature at a time with this ability.

