

RINGS OF FIVE INFLUENCES

Rings, very rare set

mutter ring

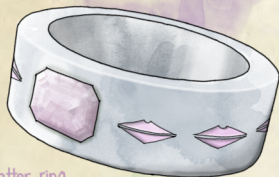


suffer ring



RINGS OF
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flatter ring



cower ring



impair ring



Crafted by ancient dwarven artificer Halofon, these rings granted him immense control over his enemies' minds. With such control over the psyche, it is said he conquered countries and commanded platoons of magical constructs.

After his alleged defeat at the hands of his rival Signeryn, the rings were scattered across the material plane and lost in history, waiting to be unearthed again.

Item Set. These rings consist of the following: *Cower Ring, Flatter Ring, Impair Ring, Mutter Ring, and Suffer Ring.* When you have all five rings in your possession, you can attune to all five of them over the course of an hour, and they count as one magical item for the purposes of attunement to magical items.

Set Bonus. While attuned to all five rings, when you use each ring's ability, you can target up to five creatures within range instead of one, and the save DC increases to 16.

Mental Affinity. While attuned to all five rings, you can twist mental influences back on the attacker. When a creature attempts to charm or frighten you and fails, you can use one of your ring's abilities as a reaction and target that creature. You can use this ability once, and you can't use it again until you finish a short or long rest.

