

Trieste's Ring of Mind Shielding

ring, major, uncommon (requires attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible and immaterial until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

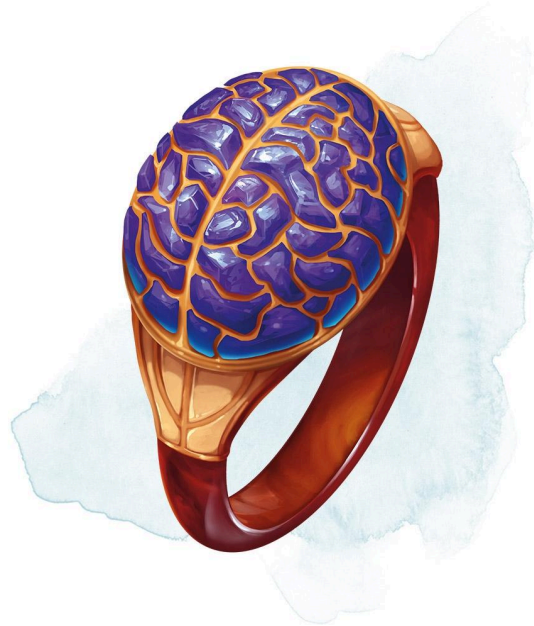
Curse. Once you don this ring you may not remove it until a *remove curse* spell or similar magic is cast upon it. You are instantly attuned to the object upon donning it, and you may not break your attunement to the ring until the curse is removed. While so attuned, you are vulnerable to the effects of a *magic jar* spell which can be cast by the soul occupying the ring at will.

The *magic jar* spell has a range of touch, so it can only reach you. If the soul in the ring tries to use the spell, you must succeed at a DC 17 Charisma saving throw or your soul switches places with that in the ring. If you succeed you resist the soul's attempt to possess you and are immune to further attempts by the soul in the ring for 24 hours. A newly housed soul is immediately subject to the effects of the curse.

The curse remains on the ring until a *wish* spell cleanses it; this effect counts as duplicating an 8th-level spell. A soul may be forcibly ejected from the ring with a *banishment* spell, or with similar magic.

Personality. This ring contains the soul of Dame Trieste of Tyr, a warrior who fought in the service of King Desaris the First. She died before near the end of her liege's reign, somewhere approximately 4 millenia before the Dales Compact, and has no knowledge of the world for the last 6,000 years. She can grant the wearer of the ring access to the Dual Wielder and Medium Armor Master feats as well as proficiency with all simple and martial weapons and armor and shields.

Share Souls. A soul in the ring may elect to share its abilities with the attuned/cursed wearer. It may sense anything the wearer can sense, and may grant the wearer access to any feats and skills it knew in life. If the ring's wearer accepts these gifts, they are at disadvantage for any saving throw made to resist the *magic jar* effect.



Dual Wielder

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Medium Armor Master

Prerequisite: Proficiency with medium armor

You have practiced moving in medium armor to gain the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.