



Ring of Mind Shielding

Uncommon Ring (attuned)

You are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, or know your alignment or creature type. Creatures can telepathically communicate with you only if you allow it. As an action, you can cause the ring to become invisible until you make it visible, remove the ring, or 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, and they can't prevent this communication.



Ring of Truth Telling

Uncommon Ring (attuned)

While wearing this ring, you have advantage on Insight checks to determine if someone is lying to you.



Ring of Jumping

Uncommon Ring (attuned)

As a bonus action, you can triple your jump distance for 1 minute.

Normally, when you make a long jump, you cover a number of feet up to your STR score if you move at least 10 ft. on foot immediately before, and half as much if you don't.

Normally, when you make a high jump, you leap a number of feet into the air equal to 3 + your STR modifier if you move at least 10 ft. on foot immediately before, and half as much if you don't.



Ring of Warmth

Uncommon Ring (attuned)

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.



Ring of Water Walking

Uncommon Ring (attuned)

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.



Ring of Swimming

Uncommon Ring (attunement)

While wearing this ring, you have a swimming speed of 40 ft.