












## The Raiments of Vince

|   |  |   |
|---|--|---|
| <b>Ring of the Vain Warrior - Primary Item (6 slots), Offensive</b><br>(a.k.a. Orb of the Emperor of the Known Universe)  |  | Charges <input type="text" value="8"/>  |
|  Sword of War and Violence (passive)<br>Melee: +6; double swings;<br>+5d6 damage; Vorpals on a 18, 19 or 20                        |  Staff of South Wind (passive + charges)<br>Melee: +6; save vs. poison or die (40th);<br>120' cone of poison; summon scorpion         |   |
|  Barron's Bane (passive)<br>Missile: +5; double shots; no ammo;<br>non-evil creatures vs. slain (ST vs. 40)                        |  Dancing Sword (charges). Gives current<br>weapon +3 and dancing. The character<br>does not need to concentrate on the item           |   |
|  Life Stealer (passive)<br>Melee +5; Steal life on a 20 (ST vs. 40);<br>Each soul can be released for 1 charge*                    |  |   |
| This ring is a platinum band set with a simple, black pearl. Upon closer inspection, a spiral galaxy of stars can be seen swirling inside the orb.<br><br>NOTE: On a 20, Vince can decide to life steal or vorpals. |  |   |
| <b>Circlet of the Vain Warrior - Secondary Item (4 slots), Defensive</b><br>(a.k.a. Death From Above)   |  | Charges <input type="text" value="27"/> |
|  Necklace of Nightwing Dragons (charges)<br>Summon ancient nightwing dragon.  |  Necklace of 3-Headed Dragons (charges)<br>Summon ancient three-headed dragon.   |   |
|  Necklace of Green Dragons (charges)<br>Summon ancient green dragon.   |  Dragon Shield (charges). Any damage<br>inflicted on the wielder may be directed to<br>any friendly dragon within 240 feet.         |   |
| This is a metal band that fits snugly around the head. Upon close inspection, faint runic designs can be seen etched in the band.   |  |   |
| <b>Gloves of the Vain Warrior - Trinket (2 slots), Utility</b><br>(a.k.a. Hands of God)   |  | Charges <input type="text" value="19"/> |
|  Rod of Teleportation - standard teleport<br>(1 charge)  |  Ring Gates - creates a 3' hoop up to 1200'<br>distant (LOS) allowing missile, melee,<br>spells and items to be grabbed. (1 charge) |   |
| These very thin gloves appear like a second skin. Upon closer inspection, purple veins pulsate inside a layer of skin-like material.  |  |   |

These items are artifacts with the attendant indestructible properties. They always operate as 40th level items. Items marked with an asterisk (\*) are pumpable (2x for 4, 3x for 9, etc.). Passive items do not require charges.

Mundane magical items can be absorbed for charges at any time. Cost of charges = 1000 gp/charge or equivalent in magic. Changing of slot powers requires the Artificer and payment of gold or magic equal to the value of the new power.

## The Raiments of Vince

Staff of the South Wind – ST at 40<sup>th</sup> level

- Staff of Serpent – causes weapon to become a serpent. ST vs. poison on hit or die (1 charge)
- Staff of Poison – 120' cone of noxious vapors, ST vs. poison or coma for 1 turn; if not neutralized by end of turn – dies (1 charge)
- Staff of the Sting – summon scorpion within 60', lasts 1 turn; needs a -11 to hit AC -10; 2 pincers do 6d10, sting does 6d6 + poison; ST vs. poison on sting or die (1 charge, pumpable)

Necklace of Green Dragons

- Summons Ancient Green Dragon (1 charge, pumpable) – summon within 60', lasts 1 turn; needs a -11 to hit AC -10; 6 mundane attacks at 8d10 each; poison breath weapon (120' cone), ST vs. poison in cone or die; 320 hit points; AC 0 with 0% absorption; huge size; movement is 12/24; makes ST vs. 40<sup>th</sup> level on a 5, +12 to all saving throws for attributes.

Necklace of Nightwing Dragons

- Summons Ancient Nightwing Dragon (1 charge, pumpable) – summon within 60', lasts 1 turn; needs a -11 to hit AC -10; 6 mundane attacks at 8d10 each; blindness breath weapon (120' cone), ST vs. poison in cone or die; roar causes deafness (within hearing), ST vs. constitution; sight causes fear which mutes victims (within sight), ST vs. constitution; can cast *Blink*; 320 hit points; AC 0 with 0% absorption; huge size; movement is 12/24; makes ST vs. 40<sup>th</sup> level on a 5, +12 to all saving throws for attributes.

Necklace of 3-Headed Dragons

- Summons Ancient 3-Headed Dragon (1 charge, pumpable) – summon within 60', lasts 1 turn; needs a -11 to hit AC -10; 6 attacks at 8d10 each; one head (dragon) can morph into any color to spew its breath weapon; one head is that of a cateobleopas, and the third is that of draggone (roar); ; 320 hit points; AC 0 with 0% absorption; huge size; movement is 12/24; makes ST vs. 40<sup>th</sup> level on a 5, +12 to all saving throws for attributes.

Life Stealer

- 1= Rithcain – 15<sup>th</sup> level evil wizard, presumably the item's previous owner
- 2= Mirri – a 1<sup>st</sup> level peasant girl who was the sacrificial lamb to test the weapon
- 3= Rindar Redfoot – a 6<sup>th</sup> level good fighter, farmer, and bar room brawler
- 4= Father Joseph – a vampire from the Wolfshaunt
- 5=
- 6=
- 7=
- 8=
- 9=