













The Raiments of U-Gen

Ring of Dwarven Justice - Primary Item (6 slots), Defense		Charges	30
	Ring of Youth +4 to all ST (passive) prevents all aging (passive)		Crystal of Life - absorbs the damage that would take the holder into death including spells. Fires automatically (1 charge)
	Ring of Divine Faith one re-roll of the dice per adventure - you must keep the result of the reroll (passive)		Ring of Protection +4 to all ST (passive)
	Ring of Protection From Acid complete invulnerability to acid (passive) each 90 points of damage costs 1 charge		Belt of the Evokers - Protection from Evil (passive), Antimagic Field allows all spell ST to be made automatically (passive)
<p>This ring is a golden band on which is mounted a lion's head. It glows when worn and radiates an aura of magic.</p>			
Axe of Dwarven Justice - Secondary Item (4 slots), Offensive		Charges	50
	+4 Axe of the Giant Lord can stike any creature within 100 feet with a clear line of sight (passive)		+5; victims ST or cannot communicate verbally; wielder can speak any common language including monsters and animals
	+6; doubles the number of swings Famine + 1d6 points of STR -or- Plague +20d6 insect damage (passive)		+5; 1 charge = detect vamp + lycan; charm lycan; turn vamp; cure lycan; vampire's touch; shape change; gaseous form
<p>This axe is quite ordinary in appearance: a bright silver blade and leather-wrapped oak handle. The weapon glows faintly and radiates an aura of magic.</p>			
Boots of Dwarven Justice - Trinket (2 slots), Utility		Charges	30
	Boots of Phasing - before or after action can phase to any location within 60 feet - effect lasts 20 rounds (1 charge)		Boots of Flying can fly at movement of 12 for 6 turns (1 charge)
<p>These high soft boots are made of supple deerskin and will expand or contract to fit any foot size. Other than their magical aura, they are undetectable from other types of boots.</p>			

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.