

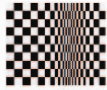









The Raiments of Fuzzwort

Librarian's Cloak - Primary Item (6 slots), Defensive		Charges	13
	<p>Coak of Tien +5 AC (passive) dragon-quality invisibility (1 charge) cloak smell and sound (3 charges)</p>		<p>Scarab of Protection (passive) +5 ST 25% ST against items not allowing one</p>
	<p>Helm of Teleportation 25% absorption of all damage (passive) casts Teleport (1 charge)</p>		<p>Bracers of Defense (passive) AC-7</p>
	<p>Robe of Pestilence - all spells cast at wearer must make ST against disease or lose 10 hp/round until cured or dead.</p>		<p>Girdle of Hill Giant Strength (passive) Strength 20</p>
<p>This cloak is black with a scaly texture and feel.</p>			
Literary Hammer - Secondary Item (4 slots), Offensive		Charges	259
	<p>+8 hammer; +5 ST against fire; vorpal bludgeon on 20; Disrupts undead; Casts spells (charges)</p>		<p>Cast Staff of East Wind effects (charges) +18d6 electrical damage* with ST to 1/2 (charges)</p>
	<p>Staff of Poison - 120' cone of poison ST at 40th level or coma for 1 turn If not cured within 1 turn, victim dies.</p>		<p>Harp of the Planes - (charges) if hear, travel between planes (lasts 1 day) minor earthquake (increases as you play)</p>
<p>This hammer is an ordinary iron mallet with a simple leather handle. It does not glow and appears to be non-magical. When it contacts an undead creature, it emits a golden light equal to a Light spell that lasts for one turn.</p>			
Ring (TBD) - Trinket (2 slots), Utility		Charges	
<p> </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.

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Sun Hammer of Disruption – charge each; ST at 40th level

- If thrust into a pile of combustible materials and a command word is uttered, the hammer will cause the material to burst into flames. Likewise, when it is thrust into a fire that is already ablaze, the hammer will cause the flames to be extinguish.
- Detect Traps
- Locate Secret Doors
- Detect Evil
- Detect Good

Staff of East Wind – 1 charge each; ST at 40th level

- Staff of Rust – creates a rust cloud which fills the area within 60' of the caster. The cloud dissipates after 1 turn. ST for magical metal items.
- Superior Staff of Lightning* – single bolt at one target, 36d6 of electrical damage, ST to avoid
- Staff of the Senses – target within 120 feet, ST or one effect (blind, deaf, dumb, mute) – caster's choice; failure requires another save or another effect; repeat