

BAG OF HOLDING (LARGEST): This magic bag appears to be a common cloth sack of about 2' X 4' size. The bag of holding opens into a non-dimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag of holding always weighs 60 pounds. Inside it can hold 1,500 pounds within 250 cubic feet. If overloaded, or sharp objects are placed within so as to pierce it, the bag will rupture and be ruined, and the contents will be lost forever in the vortices of nilspace.

BOOTS OF SPEED: These boots enable the wearer to run at the speed of a fast horse, viz. 24" base movement speed. For every 10 pounds (100 g.p. equivalent) of weight over 200 pounds, the wearer is slowed 1" in movement, so a 180 pound human with 60 pounds of gear would move at 20" base movement rate, and if a sack of 500 gold pieces were being carried in addition, the movement rate would be slowed yet another 5". For every hour of continuous fast movement, the wearer must rest 1 hour. No more than 8 hours of continuous fast movement are possible before the wearer must rest. Boots of speed give +2 to armor class value in combat situations where movement of this sort is possible.

BOOTS OF STRIDING AND SPRINGING: The wearer of these magical boots has a base movement rate of 12" regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours - assume they "recharge" for that period. In addition to the striding factor, these boots also have a springing factor. While "normal" paces for the individual wearing this type of footgear are 3' long, the boots also enable forward jumps of up to 30', backward leaps of 9', and vertical springs of 15'. If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he or she has the initiative during a melee round. However, such activity has a degree of danger, and there is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round; adjust the 20% chance downwards by 3% for each point of dexterity above 12 of the wearer, i.e. 17% at 13 dexterity, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and but 2% at 18 dexterity. In any event, the wearer increases armor class value by +1 due to the quickness of movement these boots imbue, so armor class 2 becomes 1, armor class 1 becomes 0, etc.

BOOTS OF ELVENKIND: These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a normally creaky wooden floor and make only a whisper of noise - say 95% chance of silence in the worst of conditions, 100% in the best.

CLOAK OF ELVENKIND: A cloak of elvenkind is of a plain neutral gray which is indistinguishable from any sort of ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible, for the cloak has chameleon-like powers. In the outdoors the wearer of a cloak of elvenkind is almost totally invisible in natural surroundings, nearly so in other settings. Note that the wearer is easily seen if violently or hastily moving, regardless of the surroundings. The invisibility bestowed is:

Outdoors, natural surroundings

- * heavy growth ... 100%
- * light growth ... 99%
- * open fields ... 95%

Outdoors, other

- * rocky terrain ... 98%
- * buildings ... 90%
- * brightly lit room ... 50%

Underground

- * torch/lantern light ... 95%
- * infravision ... 90%
- * light/continual light ... 50%

Fully 90% of these cloaks are sized for human to elven-sized persons. The other 10% are sized for smaller persons (4' or so in height).

DISPLACER CLOAK: This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light waves causes the wearer to appear to be from 1' to 2' from his or her actual position. Any attack by missile or melee strike which is aimed at the wearer will automatically miss the first time. (This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.) Thereafter the cloak affords +2 protection, i.e. 2 classes better on armor class, as well as +2 on saving throw dice versus attack forms directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc. which are aimed at the wearer of the cloak of displacement). Note that 75% of all cloaks of displacement are sized for humans or elves (persons 5' to 6' or so tall), and but 25% are sized for persons of about 4' height (dwarves, gnomes, halflings).

DUST OF APPEARANCE: This fine powder appears much like any other dust unless a careful examination is conducted. The latter will reveal it to be more like a metal dust, but very fine and very light. One handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust will also reveal mirror images and projected images for what they are, and it likewise negates the effects of cloaks of displacement or elvenkind or robes of blending. Appearance lasts for 2-20 turns. It is typically in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10' from the user. A tube can be blown in a cone shape, 1' wide at the start, 15' at the end, and 20' long. From 5 to 50 containers can be in one place.

FLAMING SWORD: Normally as +1 longsword, but +2 vs. regenerating creatures, +3 vs cold-using, inflammable, or avian creatures, +4 vs. undead. Sheds light only when its possessor speaks a command word or phrase, and this flame illuminates the area as brightly as a torch. Note that the flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.).

GAUNTLETS OF OGRE POWER: A pair of ogre power gauntlets appear the same as typical handwear for armor. The wearer of these gloves, however, is imbued with 18/00 strength in his or her hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add +3 to hit probability and +6 to damage inflicted when a hit is made. These gauntlets are particularly desirable when combined with a girdle of giant strength and a hurled weapon. They enlarge or shrink to fit human to halfling-sized hands.

JAVELIN OF LIGHTNING: A javelin of lightning is considered equal to a +2 magic weapon, although it has neither "to hit" nor damage bonuses. It has a range of 9" and whenever it strikes, the javelin then becomes the head of a 1/2" wide, 3" long stroke of lightning. Any creature hit by the javelin suffers 1-6 hit points of damage, plus 20 hit points of electrical damage. Any other creatures in the path of the back stroke take either 20 or 10 hit points of damage. (Draw a straight line between point of impact 3" back in the direction of the character hurling it.) From 2-5 will be found. The javelin is consumed in the lightning discharge.

LEVITATION BOOTS: These soft footgear will expand or contract to fit giant to halfling-sized feet. Boots of levitation allow the wearer, at will, to ascend or descend vertically. The speed of ascent/descent is 20' per round (minute). There is no limitation on usage, but only up to 340 pounds of weight (beyond which the boots will not lift).

POTION OF FLYING: A flying potion enables the individual drinking it to fly in the same manner as the third level magic-user spell, fly (q.v.). The creature affected is able to move vertically and/or horizontally at a rate of 12" per move (half that if ascending, twice that if descending in a dive). The exact duration of the spell is always unknown to the spell caster, as the 1-6 turns variable addition is determined by the Dungeon Master secretly.

POTION OF HEALING: An entire potion must be consumed in a single drinking (round) in order for this liquor to restore 4-10 (2d4+2) hit points of damage.

POTION OF POLYMORPH: This potion duplicates the effects of the fourth level magic-user spell of the same name (q.v.) in most respects. When The user is able to assume the form of any creature - from as small as a wren to as large as a hippopotamus - and its form of locomotion as well. The potion does not give the other abilities (attack, magic, etc.), nor does it run the risk of changing personality and mentality. No "system shock" check is required. Thus, a magic-user changed to an owl could fly, but his or her vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive or defensive capabilities. Naturally, the strength of the new form must be sufficient to allow normal movement. The spell caster can change his or her form as often as desired, the change requiring only 5 segments. Damage to the polymorphed form is computed as if it were inflicted upon the magic-user, but when the magic-user returns to his or her own form, from 1 to 12 (d12) points of damage are restored.

RING OF FIRE RESISTANCE: The wearer of this ring is totally immune to the effects of normal fires - torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, demon immolation, hell hound breath, or a wall of fire spell will cause 10 hit points of damage per round (1 per segment) if the wearer is directly within such conflagration. Exceptionally hot fires such as red dragon breath, pyrohydra breath, fireballs, flame strike, fire storm, etc. are saved against at +4 on the die roll, and all damage dice are calculated at -2 per die, but each die is never less than 1 in any event. (As a rule of thumb, consider very hot fires as those which have a maximum initial exposure of up to 24 hit points, those of exceptional heat 25 or more hit points.) No more than 2 magic rings can be worn by a character at the same time, no more than one per hand. If more are worn, then none will function. Rings on toes, in ear lobes, etc. do not function as magic rings. Rings' spell-like abilities function as 12th level of magic use.

RING OF INVISIBILITY: The wearer is able to become invisible at will, instantly. This non-visible state is exactly the same as the magic-user invisibility spell (q.v.), except that 10% of these rings also have inaudibility as well, making the wearer absolutely silent. If the wearer wishes to speak, he or she breaks all silence features in order to do so. No more than 2 magic rings can be worn by a character at the same time, no more than one per hand. If more are worn, then none will function. Rings on toes, in ear lobes, etc. do not function as magic rings. Rings' spell-like abilities function as 12th level of magic use.

ROBE OF BLENDING: This ordinary appearing robe cannot be detected by magical means. When it is put on, however, the wearer will detect a dweomer and know that the garment has very special properties. A robe of blending enables its wearer to appear to be part of a rock wall, a plant, a creature of another sort - whatever is appropriate. The coloration, form, and even odor are produced by the robe, although it will not make its wearer appear to be more than twice/one-half normal height, and it does not empower language/noise capabilities - either understanding or imitating. (In situations where several different forms are appropriate, the wearer is obliged to state which form he wishes the robe to camouflage him or her as.) Creatures with exceptional (15+) or better intelligence have a 1% per intelligence point chance of detecting something amiss when they are within 3" of a robe of blending, and those creatures with low intelligence (5+) or better and 10 or more levels of experience or hit dice have a 1% per level or hit die chance of likewise noting something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 intelligence magic-user of 12th level has a 30% chance - 18% + 12% - of noting something amiss.) There must be an initial check per eligible creature, and successive checks should be made each turn thereafter, if the same creatures are within the 3" range. All creatures acquainted with and friendly to the wearer will see him or her normally.

ROPE OF CLIMBING: A 60' long rope of climbing is no thicker than a slender wand, weighs no more than 3 pounds, but is strong enough to support 3,000 pounds. Upon command the rope will snake forward, upward, downward, or any other direction at 10 per round and attach itself securely wherever desired. It will return or unfasten itself likewise. In any event, one end of the rope must be held by a character when it performs such actions. It can also be commanded to knot itself, and this will cause large knots to appear at 1' intervals along the rope; knotting shortens the rope to 50' length while so knotted.

SCROLL OF 2 SPELLS (CURE CRITICAL WOUNDS, RESURRECTION)

SCROLL OF 4 SPELLS (BURNING HANDS, DISINTEGRATE, DISPEL MAGIC, LEVITATE)

SLING OF SEEKING: This weapon gives its user a +2 bonus for both "to hit" and damage dice, but missiles from such a weapon are only regarded as +1 with respect to determination of whether or not certain creatures are affected by the weapon, i.e. special defense of "+2 or better weapon to hit" means the creature is impervious to normal missiles from this sling.

STAFF OF STRIKING (24 charges): This oaken staff is the equivalent of a +3 magic weapon. (If weapon vs. armor type adjustment is made, the staff of striking is always treated as the most favorable weapon type vs. any armor.) It causes 4-9 (d6+3) points of damage when a hit is scored. This expends a charge. If 2 charges are expended, bonus damage is doubled (d6+6); if 3 charges are expended, bonus damage is tripled (d6+9). No more than 3 charges can be expended per strike. The staff can be recharged.

WAND OF LIGHTNING (89 charges): This wand has 2 functions which closely resemble magic-user spells:

1. Shock: This function causes the recipient to take 1-10 hit points of damage, with no saving throw, when struck in melee combat. Any "to hit" score discounts metallic armor and shield (giving opponents armor class 10) but not plain leather or wood. Magic bonuses on metallic armor do not affect armor class, but such items as a ring of protection do. The shock uses 1 charge.

2. Lightning bolt: The possessor of the wand can discharge a bolt of lightning. The stroke can be either the forked or straight bolt (cf. magic-user spell, lightning bolt). Damage is 12-36 (6d6, treating 1's as 2's), but a saving throw is applicable. This function uses 2 charges. It requires 2 segments to discharge.

The wand may be recharged. It can perform but 1 function per round.

WAND OF MAGIC DETECTION (97 charges): This wand is similar in operation to the enemy detection wand. If any form of magic is in operation, or a magic item exists, within a 3" radius, the magic detection wand will pulse and point to the strongest source. Note that the wand will point to a person upon whom a spell has been cast. Operation requires 1 round, and successive rounds will point out successively less powerful magic radiations. The category of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. 1 charge is expended per turn (or fraction thereof) of use. Starting with the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate non-magical items as magical, or vice-versa. The wand may be recharged.

WAND OF MAGIC MISSILES (100 charges): The missiles wand discharges magic missiles which are similar to those of the first level magic-user spell, magic missile. The device fires a magic missile which causes 2-5 hit points of damage. It operates as the spell of the same name, always hitting its target when wielded by a magic-user, otherwise requiring a "to hit" die roll. Each missile takes 3 segments to discharge, and costs 1 charge. A maximum of 2 may be expended in 1 round. The wand may be recharged.