

### **Armor +1**



Gives the wearer +1 on  
armor class

### **Arrow +1**



Arrows +1 to hit and  
+1 damage

### **Elven Boots**



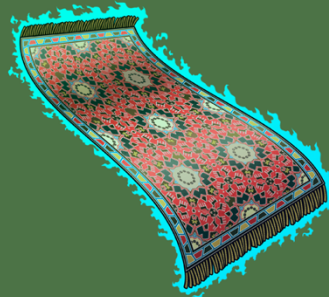
Wearer moves  
without sound

### **Lantern of Sight**



Confers dark sight  
to holder

### **Magic Carpet**



Allows riders to  
Fly - 40' per turn

### **Potion of Healing**



Heals up to 1d6  
for the drinker

### Potion of Invisibility



Renders drinker  
Invisible

### Neutralize Poison



Cancels the effects  
of Poison

### Potion of Strength



Adds 1d6 to  
drinker's Strength

### Ring of Feather Fall



Protects from damage  
up to  
a 50' fall

### Ring of Protection +1



Gives the wearer +1 on  
armor class and all saving  
throws

(gut, reflex and will)

### Ring of Swimming



Wearer can swim  
at  
30' per turn

### Robe +1



Gives the wearer +1  
on armor class

### Scroll of Healing



Heals for  
1d6 life points (LP)

### Scroll of Missiles



Creates 4 missiles  
1d6 damage  
each

### Sword +1



Sword +1 to hit and  
+1 damage

### Wand of Fireballs



Creates a huge fireball  
2d10 damage

### Wand of Missiles



Creates 4 missiles  
1d6 damage  
each

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