













The Raiments of Hylax

Cloak of the Elder Mage - Primary Item (6 slots), Defensive		Charges	n/a
 Master's Ring (passive) +6 constitution, +4 to AC	 Cloak of Displacement (passive) miss on first round, +2 AC, +2 ST		
 Ring of Xystus (passive) hit points and mana are a common pool.	 Bracers of Defense (passive) AC 0		
 Ring of Wizardry (passive) double mana	 Belt of Dauntless Resolution (passive) Constitution 18		
<p>This cloak appears to be a tattered green cloak of rough wool. It is gnome-sized and radiates a strong aura of magic. It was fashioned from the Green Robe of Humility worn by Hylax after his defeat by Sirfexx at the bridge near the monastery of St. Hablot.</p>			
Pointy Hat of the Elder Mage - Secondary Item (4 slots), Utility		Charges	272
 Amulet of Masking (passive) protects from all divinations, location and scrying spells and devices.	 Arrow of Direction points out a desired direction		
 Crystal Ball scrying, saving throw if unwilling	 Grandmaster's Alchemists Jug makes a myriad of potions		
<p>This hat appears to be a worn, patched pointed wizard's hat. It is gray and gnome-sized and radiates a strong aura of magic. Hylax uses a silver bowl (scrying), silver arrow (direction), silver flask (potions) as props - although these are not required for functioning. The hat is dark grey with a green lining.</p>			
Eyeglasses of the Elder Mage - Trinket (2 slots), Offensive		Charges	392
 True Eyes of Petrification constant true sight (passive) gaze of a basilisk (charges)	 Coin of Charming Follow command for 1 turn. No save. Immune creatures get a save vs. mundane 40		
<p>These battered spectacles are made of thin gold wire with lenses tinted slightly emerald green. They appear to be ancient and radiate a strong aura of magic.</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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Grandmaster's Alchemists Jug – 1 charge each

Champion	Levitation	Salt Water (16 gallons)
Clairaudience	Longevity	Fresh Water (8 gallons)
Clairvoyance	Love	Beer (4 gallons)
Climbing	Mana (3d8)	Vinegar (2 gallons)
Delusion	Monster Control	Wine (1 gallon)
Diminuation	Persuasiveness	Ammonia (1 flask)
ESP	Poison	Oil (1 flask)
Etherealness (oil)	Poison Resistance ³	Alcohol (1 flask)
Fire Resistance	Polymorph Self	Chlorine (1 vial)
Flying	Slipperiness (oil)	Cyanide (1 vial)
Gaseous Form	Speed	
Growth	Strength (Storm Giant)	
Healing (Deadly – 90%)	Super-Heroism	
Herosim	Sweet Water	
Invisibility	Treasure Finding	
Invulnerability	Water Breathing	
Languages	Vitality	

Potion of the Champion

Value: 10,000 gold

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 1 day

This potion gives the imbiber a temporary increase of 6 + 1d6 levels of experience and 1d6 points of strength. This increases combat tables, hit points (the temporary hit points being lost first), saving throws, adventuring percentages, and the like. This potion works only for fighters. This potion is usually a bright yellow liquid with no smell and no taste.

Potion of Clairaudience

Value: 400 gold

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 2 turns

This potion enables the drinker to concentrate on any locale within 100 feet and hear in his mind whatever noise which could normally be heard at the spell center. The locale can be known or unknown. Only sounds which are normally detectable by the drinker can be heard by use of this potion. Various shielding techniques will break this spell. This potion is usually a clear liquid with a vinegar-like smell and taste.

Potion of Clairvoyance

Value: 500 gold

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 1 turn

This potion enables the drinker to concentrate on any locale within 100 feet and see in his mind whatever image which could normally be seen at the spell center. The locale can be known or unknown. Infravision and ultravision do not work in conjunction with this potion, and proper illumination is required to see the full area of effect. Various shielding techniques will break this spell. This potion is usually a clear liquid with a vinegar-like smell and taste.

Potion of Climbing

Value: 500 gold

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 1-3 turns

This potion enables the imbiber to climb up or down vertical surfaces as easily as a thief. The drinker moves at a rate of 3 and has no chance of falling. This is modified down by 1% for each encumbrance point carried. Also, this potion does not allow the climber to do extraordinary feats. This potion is usually a milky black liquid with a musty smell and taste.

Potion of Delusion

Value: 150 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: Yes

Charges: 1

Duration of Effects: Variable

When this potion is quaffed, the imbiber believes that the liquid is some other potion. The potion has no physical effect, and the illusion will last only as long as the character believes in the delusion. This potion replicates the color, smell, and taste of the imagined potion.

Potion of Diminuation

Value: 500 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 7-10 turns

When this potion is quaffed, the imbiber and everything that they are wearing or carrying is diminished in size to 10%-40% of its original size. This potion is usually a brown liquid with no smell and an earthy taste.

Potion of ESP

Value: 850 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-40 rounds

This potion allows the imbiber to detect the surface thoughts of one creature within 60 feet. This excludes creatures with no minds such as the undead. This liquid gives only simple instinctual thoughts such as thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love, and the like. It can be used to determine if some creature lurks behind a door. This potion is usually a clear orange liquid with a fruity smell and taste.

Oil of Etherealness

Value: 1,500 gold pieces

Encumbrance: 1

Level: 1

Complexity: 8

Cursed: No

Charges: 1

Duration of Effects: 1d4 turns

This potion is actually a light oil which is applied externally to the dress and exposed fleshy It then confers etherealness. In the ethereal state, the individual can pass through solid objects. Naturally, the individual cannot touch normal objects. This oil can be applied to objects as well. One potion usually contains enough oil to cover one man-sized object.

Potion of Fire Resistance

Value: 400 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 1 turn

Bestows invulnerability to imbiber against all forms of normal fire. Subtracts 2 points from the damage of each dice when subjected to intense or magical fire. Imbiber gains a +4 on all fire-based saving throws. This potion is a thick reddish liquid with no smell and no taste.

Potion of Flying

Value: 750 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 40-80 rounds

This potion imparts to the imbiber the ability of magical flight. The imbiber may move vertically or horizontally at a movement rate of 12. In general, movement is halved when ascending and doubled when descending. This potion is a white liquid with a no smell and a chalky taste.

Potion of Gaseous Form

Value: 800 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 50-80 rounds

Drinking this potion causes the imbiber and everything they are carrying up to 100 pounds to become an insubstantial and transparent gas. Imbibers cannot throw spells or use magical items. Gaseous characters have a movement rate of 3. Gaseous characters are affected strongly by wind and can penetrate any non-airtight space. Gaseous characters can be harmed by magical fire and lightning. This potion is usually a reddish liquid with no smell and a sour taste.

Potion of Growth

Value: 300 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-8 turns

Drinking this potion causes the imbiber and everything that they are carrying to grow 200% to 400% of their original size. This potion is a dark blue liquid with no smell and no taste.

Potion of Healing

Value: 900 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: Permanent

When this potion is quaffed, the imbiber is healed of 90% damage. This potion is usually a clear liquid with no smell and a sweet taste.

Potion of Heroism

Value: 500 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5d6 rounds

This potion gives the imbiber a temporary increase of 1d4 levels of experience. This increases combat tables, hit points (the temporary hit points being lost first), saving throws, adventuring percentages, and the like. This potion works only for fighters. This potion is usually a bright purple liquid with no smell and no taste.

Potion of Invisibility

Value: 750 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5d4 rounds

This potion causes the imbiber to vanish from sight and not be detectable by normal vision, ultravision, or infravision. Of course, the invisible creature can still be smelt and heard. Any creatures who see the transformation or are attacked by the imbiber will be able to see a dim shadow. While an invisible creature is able to see himself, he is not able to see other invisible creatures. This potion is usually inky black with a fishy odor and taste.

Potion of Invulnerability

Value: 500 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5d4 rounds

This potion confers immunity to non-magical weapons and attacks from creatures with no magical properties. This potion is usually thick clear liquid without smell or taste.

Potion of Languages

Value: 500 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 50 to 80 rounds

This potion allows the caster to read in any common languages or local dialect of any animal, person, or monster. The imbiber must touch the object to be read in order for the potion to work. This liquid will not allow the drinker to read in any dead, coded, or secret language. This potion does not give the imbiber the linguistic capability to speak or understand what is being spoken in the language. This potion is a milky liquid with no smell and no taste.

Potion of Levitation

Value: 400 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5d4 rounds

This potion enables the consumer to levitate at a rate of 20 feet per round. The imbiber cannot control the rate of speed, but he may choose when the upward levitation ends, how long the levitation will hold steady, and when the downward movement will begin. Thus, this potion will go up once and down once (and may be stopped once). Horizontal movement is not empowered by this potion, but the drinker could push along the face of a cliff, for example, to move laterally. This potion allows levitation only for the imbiber and his normal equipment. This potion is a yellow liquid with a stale odor and taste.

Potion of Longevity

Value: 1,000 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: Permanent

This potion reduces the effect of magical aging by 1-12 years. Note that this liquid will not bestow youth to a naturally-aged individual. There is a 2% chance that this potion will fail, and all magical aging effects will be felt. This potion is usually sparkling clear without smell or taste.

Potion of Love

Value: 300 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-8 turns

This potion causes the individual drinking it to become charmed with the first creature seen after consuming the draught. The drinker will regard the creature as a trusted friend and ally (not an automaton). This potion does not gain the drinker linguistic capabilities beyond the norm. This potion is a clear red liquid with a sweet smell and a sour taste.

Potion of Mana

Value: 3,000 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: Permanent

When this potion is quaffed, the imbiber gains 3d8 points of magic beans. This potion is usually a bright blue liquid with a strong whisky smell and a smoky peaty taste.

Potion of Monster Control

Value: 8,000 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-8 turns

This potion will affect any monsters, persons, or animals (including the undead). The type of monster controlled is determined by the table below. The creature controlled will regard the imbiber as a trusted friend and ally to be heeded and protected. The potion does not enable the caster to control the charmed creature as if it were an automaton, but any word will be viewed in its most favorable way. This potion does not empower the caster with linguistic capabilities beyond those he normally possesses. This potion allows no saving throw. However, if an unreasonable action is requested, a saving throw is allowed. Furthermore, overt actions against the charmed creature will cause the effects of this potion to be negated. This potion is usually a yellow liquid with no smell and a lemon taste.

Potion of Persuasiveness

Value: 850 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-8 turns

This potion will enable the imbiber to influence the actions of a chosen recipient by utterance of a few words, phrases, or sentences that suggest a course of action. The creature influenced must be able to understand the caster's suggestion (i.e., it must be spoken in the proper language). The utterance must be worded in a way to make the request sound reasonable. This potion is usually a milky green liquid with a sweet smell and taste.

Potion of Poison

Value: 1,000 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: Permanent

This potion is actually a highly toxic liquid in a potion flask. Poison can be given either by ingestion or skin contact. Most poisons will cause death, although weaker varieties will cause coma, indigestion, or other symptoms. All but the strongest poisons will have saving throws. Some saving throws will slow the effects, others will reduce the effects to indigestion (or the like), and others will completely negate the poison. This potion is usually a clear liquid with no smell and no taste.

Potion of Poison Resistance

Value: 2,000 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 1 turn

This potion gives a +10 to all poison saving throws for 1 turn. This potion is usually a clear liquid with no smell and no taste.

Potion of Polymorph Self

Value: 700 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-8 turns

The imbiber can assume the form of any creature from the size of a small bird to a large elephant. All adventuring equipment is also polymorphed. Besides the appearance, the imbiber gets only the creature's form of locomotion. He does not speak the assumed creature's language, get its special attack forms, or its natural defenses. Also, the imbiber cannot use magical items or cast spells. This potion is usually a clear liquid with a garlic smell and a garlic taste.

Oil of Slipperiness

Value: 750 gold pieces

Encumbrance: 1

Level: 1

Complexity: 8

Cursed: No

Charges: 1

Duration of Effects: 10 turns

This liquid is to be applied externally. This application makes it impossible for the individual to be grabbed or grasped by normal (e.g., Owl Bear hugs) or magical means (e.g., Web spells). It can also be used to slip out of shackles, spread on the floor to cause victims to fall, and the like. This oil can be wiped off with an alcohol solution if needed.

Potion of Speed

Value: 450 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5d4 rounds

This potion increases the movement of imbiber by 100%. It also doubles the rate at which actions can be performed. The effects are such that the imbiber must rest for one full day after using this potion or he will age one year. This potion is a thick inky black liquid with no smell and no taste.

Potion of Strength (Storm)

Value: 1,400 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-8 turns

This potion grants the imbiber a strength of 25. This potion is usually a dark green liquid with the smell and taste of aromatic herbs.

Potion of Super-Heroism

Value: 750 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5d6 rounds

This potion gives the imbiber a temporary increase of 1d6 levels of experience. This increases combat tables, hit points (the temporary hit points being lost first), saving throws, adventuring percentages, and the like. This potion works only for fighters. This potion is usually a bright purple liquid with no smell and no taste.

Potion of Sweet Water

Value: 250 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: Permanent

When this potion is added to other liquids, it changes them into pure and drinkable water. It will neutralize poison. This potion will affect up to 100 gallons of liquid. This potion is a clear liquid with no smell and no taste.

Potion of Treasure Finding

Value: 600 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5d4 rounds

Drinking this potion empowers the imbiber with a location sense that allows him to point to the direction (not distance) of the nearest mass of treasure. Treasure must be within 240 feet of the character. The treasure must be of significant value. Only special magical wards will stop the effect of this potion. This potion is a golden liquid with a sweet smell and a bitter taste.

Potion of Water Breathing

Value: 400 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: 5-8 turns

Drinking this potion allows the imbiber to breathe normally in liquids which contain oxygen suspended in them. This potion is a clear liquid with a brackish smell and a salty taste.

Potion of Vitality

Value: 5,000 gold pieces

Encumbrance: 1

Level: 1

Complexity: 1

Cursed: No

Charges: 1

Duration of Effects: Permanent

When this potion is quaffed, the imbiber removes 1d6 of magical aging. Note, this will not remove aging due to natural causes. This potion is usually a bright blue liquid with a strong licorice taste.