

Boots of the Wraith

by Darrell Potter

There are only two pairs of these highly magical boots known to be in existence. They appear to be old worn leather boots. If *detect magic* is cast upon these boots they only show a very minor glow. There is an inscription on the inside of the left boot that is the command word but it is written in the language of the undead. Only an undead creature can translate it. *Read language* or *magic* has no effect. When these boots are worn and the command word is spoken they will bestow upon the wearer the following powers;

50% magic resistance 5' radius at will,

+2 to ALL saves 3 hours total per day.

Energy drain 1 level + 1d6 damage upon a hit. No save.

Immune to *Hold*, *Sleep*, *Charm*, *Banishment*, *Command*, all power words, and all clerical spells while activated.

Fly 3 times per day.

Total *Invisibility* 3 times per day. *Infravision* has no effect.

Alignment change to Chaotic Neutral when first activated. Permanent.

+2 weapons or better to hit.

Silver weapons do ½ damage unless +2 or better. Then double damage.

The wearer in the following forms can only be attacked by magic. No weapons may damage him/her.

Windwalk upon command,

Non-detection upon command,

Wraithform upon command.*

* The wearer has a 1-20 chance of actually becoming a wraith when *wraithform* is used. 2 wishes may negate this effect but it's up to the D.M.

Any creature slain by the wearer while the boots are activated will become a wraith in one day and under the wearers total control.

XP Value: 20,000

GP Value: 130,000