Encumbrance changed to 100 for all strength totals.

All item weights reduced to zero, with the exception of the following:

|  |  |
| --- | --- |
| Item | Weight (Per Unit) (lbs) |
| Grenade | 0.3 |
| Magic Rod | 1 |
| Potion | 1 |
| Scroll | 1 |
| Thieves’ Tools | 0.5 |
| Trap Kit | 0.5 |
| Throwing Weapon (Any) | 0.1 |
| Wand | 5 |