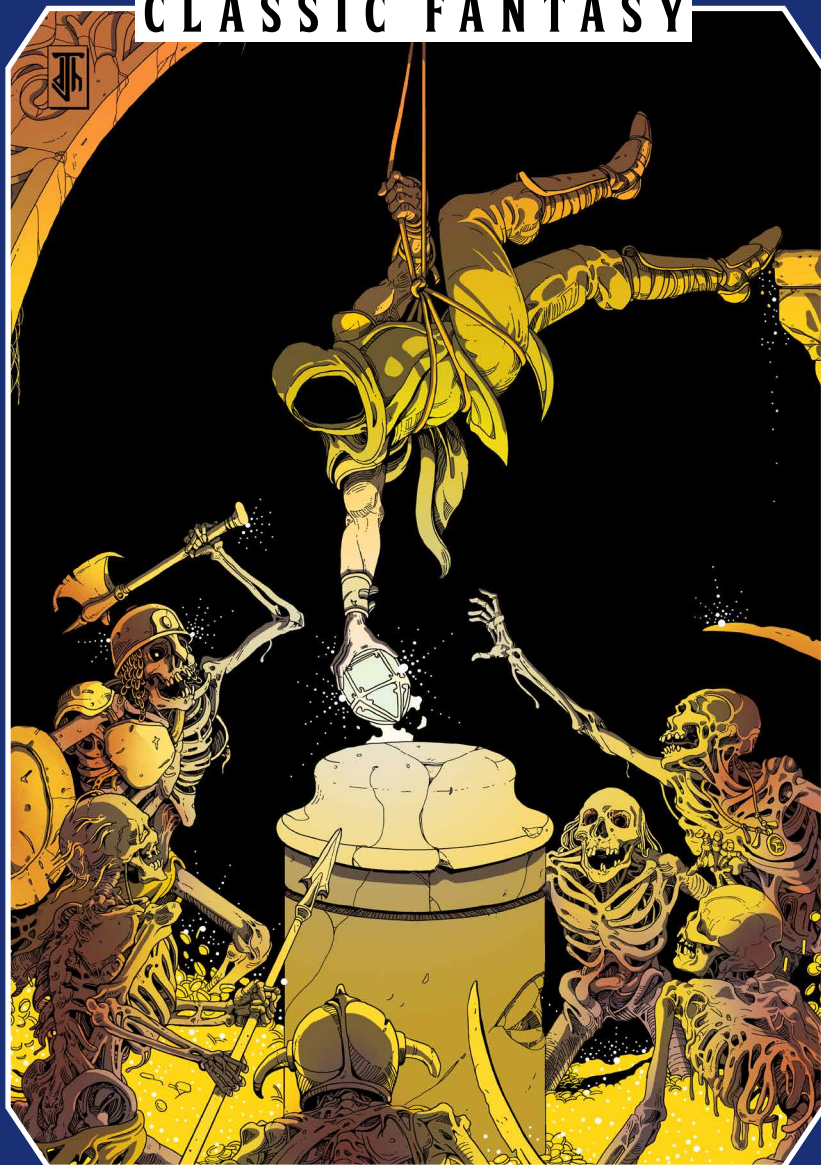


OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY



Treasures

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Treasures



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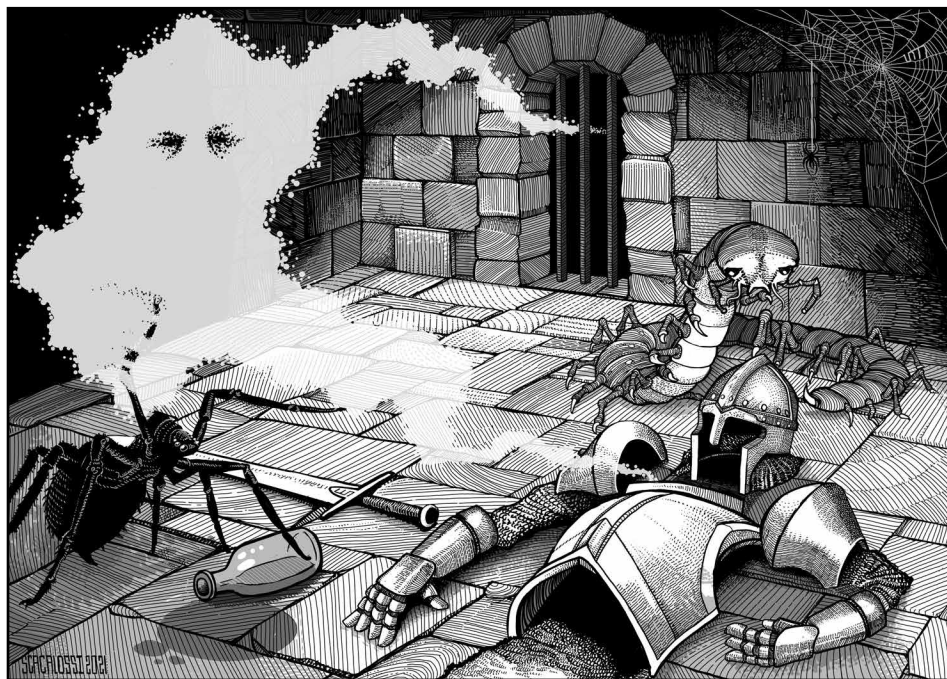
**NECROTIC
GNOME**



**EXALTED
FUNERAL**

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INTRODUCTION

This is the fifth book in the *Old-School Essentials Classic Game Set*, detailing the treasures that entice characters to leave the safety of civilisation and delve into perilous realms!

Part 1: Treasures

Describes the basic procedures for generating treasure hoards and handling magic items:

- **Generating treasure:** Procedures for generating treasure hoards, including tables for valuables carried by individual and groups and for lair hoards.
- **Gems and jewellery:** Guidelines for determining the value of gems and jewellery found in treasure hoards.
- **Rules for magic items:** The basic rules for rolling, identifying, and using magic items.

Part 2: Magic Items

Lists over 150 wondrous items to tempt characters of all levels:

- **Armour:** Shields and suits of armour of all kinds, ensorcelled with powers of protection.
- **Potions:** Fizzing alchemical brews which grant powers of resistance, flight, gaseous form, shrinking, growth, and much more.
- **Rings:** Rune-engraved rings of precious metal which grant powers to bend the will of others, to disappear from sight, to deflect baleful magic, and more.
- **Rods, staves, and wands:** Charged with arcane energies, ready to unleash fire, ice, lightning and more.

Thanks

To the indomitable proofreaders who helped make this book shine: Adam Baulderstone, Alistair Caunt, Caleb Collins, Chuck Glisson, Noah Green, Keith Hann, Ian Helmke, Michael Julius, Frederick Münch, Eric Nieudan, Ray Otus, Alexander Parker, Glenn Robinson, Stuart A. Roe, Tim Scott, Thorin Thompson, Perttu Vedenoja.

- **Weapons:** Swords, bows, hammers, arrows, and axes, enchanted for deadly accuracy.
- **Magical miscellany:** Warding amulets, enchanted boots and cloaks, crystal balls, and much more.

Part 3: Sentient Swords

A full system for detailing the most powerful of magic swords—those imbued with a strange sentience and will of their own. Includes tables for communication, alignment, and magical powers, as well as rules for swords attempting to take control of one who dares to wield them!



TREASURES

PLACING TREASURE

There are two methods of deciding what treasure is in the possession of monsters: rolling randomly and referee choice.

Method 1: Rolling Randomly

Monster listings note which treasure type is present in the creature's lair and which it may carry on its person. See *Treasure Types*, p6 for details on how to roll treasure according to a treasure type letter code.

Manual Adjustments

If the value of the randomly generated treasure is significantly above or below the average value of the treasure type, the referee may adjust the results manually.

Method 2: Referee Choice

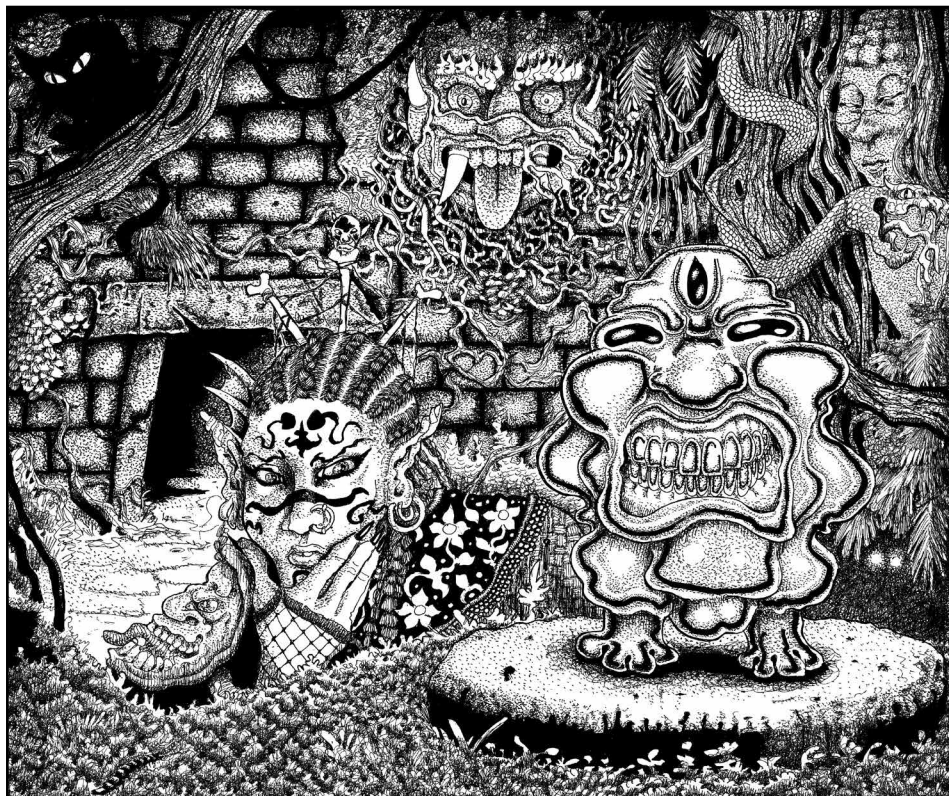
The referee may wish to choose treasures appropriate to the monsters and the PC party. As treasure is the main source of XP (see *Awarding XP* in *Classic Fantasy: Adventures*), the referee should carefully consider treasure placement. The following procedure is recommended:

1. Consider the size of the adventuring party, the levels of the characters, and the XP they need to go up in level.
2. Decide how many experience points the treasure hoard should provide if the party successfully acquires it.
3. Place treasures whose total value matches the determined XP total.

Balance of Reward Versus Danger

When using this approach, the referee should ensure that the treasure is guarded by sufficiently powerful monsters. Adventurers should have to earn this reward!





ITEMS OF VALUE

Common Treasures

The treasure tables (see overleaf) describe methods for generating hoards of coins, gems, jewellery, and magic items.

Unusual Treasures

Adventures may also include valuable items of other kinds, whose worth may not always be obvious:

- **Artwork:** Paintings, statuary.
- **Books:** Rare tomes or scrolls.
- **Foodstuffs:** Spices, valuable wines.
- **Furnishings:** Rugs, tapestries.
- **Utensils:** Silver cutlery, unusual kitchen or laboratory implements.
- **Valuables:** Furs, ivory, ores, silks.

Value and Weight

For each unusual item placed, the referee should note its value (in gold pieces) and (if using the optional rules for encumbrance—see *Time, Weight, and Movement* in *Classic Fantasy: Adventures*) its weight.

TREASURE TYPES

Rolling Treasure

Each treasure type lists one or more types of coins or items. For each entry in the list:

1. If a percentage is given, first roll d100 to see whether this item is present.
2. If a range of values is given (e.g. 1d6 × 1,000cp, 6d6 gems), roll the specified dice to determine the quantity of this item that is present.
3. For gems, jewellery, and magic items, the procedures for determining the value and properties of the items in the hoard are found in later sections.

Manual Adjustments

If the value of randomly rolled treasure is significantly above or below the average value of the treasure type, the referee may adjust the results manually.

Hoard: A–O

These treasure types indicate the sum wealth of a large monster or a community of smaller monsters. Such hoards are usually hidden in the monsters' lair.

Small lairs: Monster listings note the number of individuals found in a lair. If the number rolled is below average and the lair encounter size is at least 1d4, the amount of treasure in the hoard may be reduced accordingly.

Type A (18,000gp average)

- ▶ 25%: 1d6 × 1,000cp.
- ▶ 30%: 1d6 × 1,000sp.
- ▶ 20%: 1d4 × 1,000ep.
- ▶ 35%: 2d6 × 1,000gp.
- ▶ 25%: 1d2 × 1,000pp.
- ▶ 50%: 6d6 gems.
- ▶ 50%: 6d6 pieces of jewellery.
- ▶ 30%: 3 magic items.

Average Values

The average results of gems, jewellery, and all types of coins, excluding magic items (which have no fixed sale value).

Type B (2,000gp average)

- ▶ 50%: 1d8 × 1,000cp.
- ▶ 25%: 1d6 × 1,000sp.
- ▶ 25%: 1d4 × 1,000ep.
- ▶ 25%: 1d3 × 1,000gp.
- ▶ 25%: 1d6 gems.
- ▶ 25%: 1d6 pieces of jewellery.
- ▶ 10%: 1 magic sword, suit of armour, or weapon.

Type C (1,000gp average)

- ▶ 20%: 1d12 × 1,000cp.
- ▶ 30%: 1d4 × 1,000sp.
- ▶ 10%: 1d4 × 1,000ep.
- ▶ 25%: 1d4 gems.
- ▶ 25%: 1d4 pieces of jewellery.
- ▶ 10%: 2 magic items.

Type D (3,900gp average)

- ▶ 10%: 1d8 × 1,000cp.
- ▶ 15%: 1d12 × 1,000sp.
- ▶ 60%: 1d6 × 1,000gp.
- ▶ 30%: 1d8 gems.
- ▶ 30%: 1d8 pieces of jewellery.
- ▶ 15%: 2 magic items plus 1 potion.

Type E (2,300gp average)

- ▶ 5%: 1d10 × 1,000cp.
- ▶ 30%: 1d12 × 1,000sp.
- ▶ 25%: 1d4 × 1,000ep.
- ▶ 25%: 1d8 × 1,000gp.
- ▶ 10%: 1d10 gems.
- ▶ 10%: 1d10 pieces of jewellery.
- ▶ 25%: 3 magic items plus 1 scroll.

Type F (7,700gp average)

- ▶ 10%: 2d10 × 1,000sp.
- ▶ 20%: 1d8 × 1,000ep.
- ▶ 45%: 1d12 × 1,000gp.
- ▶ 30%: 1d3 × 1,000pp.
- ▶ 20%: 2d12 gems.
- ▶ 10%: 1d12 pieces of jewellery.
- ▶ 30%: 3 magic items (not weapons), plus 1 potion, plus 1 scroll.

Type G (23,000gp average)

- ▶ 50%: 1d4 × 10,000gp.
- ▶ 50%: 1d6 × 1,000pp.
- ▶ 25%: 3d6 gems.
- ▶ 25%: 1d10 pieces of jewellery.
- ▶ 35%: 4 magic items plus 1 scroll.

Type H (60,000gp average)

- ▶ 25%: 3d8 × 1,000cp.
- ▶ 50%: 1d100 × 1,000sp.
- ▶ 50%: 1d4 × 10,000ep.
- ▶ 50%: 1d6 × 10,000gp.
- ▶ 25%: 5d4 × 1,000pp.
- ▶ 50%: 1d100 gems.
- ▶ 50%: 1d4 × 10 pieces of jewellery.
- ▶ 15%: 4 magic items, plus 1 potion, plus 1 scroll.

Type I (11,000gp average)

- ▶ 30%: 1d8 × 1,000pp.
- ▶ 50%: 2d6 gems.
- ▶ 50%: 2d6 pieces of jewellery.
- ▶ 15%: 1 magic item.

Type J (25gp average)

- ▶ 25%: 1d4 × 1,000cp.
- ▶ 10%: 1d3 × 1,000sp.

Type K (180gp average)

- ▶ 30%: 1d6 × 1,000sp.
- ▶ 10%: 1d2 × 1,000ep.

Type L (240gp average)

- ▶ 50%: 1d4 gems.

Type M (50,000gp average)

- ▶ 40%: 2d4 × 1,000gp.
- ▶ 50%: 5d6 × 1,000pp.
- ▶ 55%: 5d4 gems.
- ▶ 45%: 2d6 pieces of jewellery.

Type N (0gp average)

- ▶ 40%: 2d4 potions.

Type O (0gp average)

- ▶ 50%: 1d4 scrolls.

Coin Conversion Rates

1pp = 5gp	1gp = 2ep
1gp = 10sp	1gp = 100cp

Individual Treasure: P–T

Intelligent monsters: Each individual carries this much treasure.

Unintelligent monsters: The treasure is from the bodies of the monsters' victims.

Type P (0.1gp average)

- ▶ 3d8cp.

Type Q (1gp average)

- ▶ 3d6sp.

Type R (3gp average)

- ▶ 2d6ep.

Type S (5gp average)

- ▶ 2d4gp.

Type T (17gp average)

- ▶ 1d6pp.

Group Treasure: U–V

Intelligent monsters: The group carries this much treasure between them.

Unintelligent monsters: The treasure is from the bodies of the monsters' victims.

Type U (160gp average)

- ▶ 10%: 1d100cp.
- ▶ 10%: 1d100sp.
- ▶ 5%: 1d100gp.
- ▶ 5%: 1d4 gems.
- ▶ 5%: 1d4 pieces of jewellery.
- ▶ 2%: 1 magic item.

Type V (330gp average)

- ▶ 10%: 1d100sp.
- ▶ 5%: 1d100ep.
- ▶ 10%: 1d100gp.
- ▶ 5%: 1d100pp.
- ▶ 10%: 1d4 gems.
- ▶ 10%: 1d4 pieces of jewellery.
- ▶ 5%: 1 magic item.



MAGIC ITEMS

Magic items are usually classified according to one of the following categories:

- ▶ **Armour and shields:** Grant protective benefits to the user.
- ▶ **Miscellaneous items:** Enchanted items that do not fit into any other category.
- ▶ **Potions:** Magical liquids stored in glass vials.
- ▶ **Rings:** Plain or bejewelled rings that place an enchantment about the wearer.
- ▶ **Rods / staves / wands:** Magical lengths of wood, metal, crystal, etc. Used by spell casters to unleash magical effects.
- ▶ **Scrolls and maps:** Aged sheets of parchment or paper inscribed with either magical script or instructions leading to a treasure hoard. Note that treasure maps are rolled on the magic items table, although they are not usually magical.
- ▶ **Swords:** Grant bonuses to hit and damage in combat. May also be enchanted with additional powers.
- ▶ **Weapons:** All enchanted weapons other than swords. Grant bonuses to hit and damage in combat. May also be enchanted with additional powers.

Rolling Magic Items

When a treasure type indicates that a magic item is present, the following procedure is used to determine its nature:

- ▶ **Specific type of item:** If the treasure type indicates a specific type of magic item (e.g. 3 potions), roll on the table for that type of item (found in the following pages).
- ▶ **Type of item not specified:** Otherwise, first roll on the *Magic Item Type* table to determine the type of the item, then roll on the table for that type (found in the following pages).

Basic and Expert Magic Items

Separate probabilities are listed in the table for Basic and Expert level characters (i.e. characters of 1st to 3rd level and characters of 4th level or higher). The Basic probabilities are listed in the B column, and the Expert probabilities in the X column.

It is recommended that the probabilities appropriate to the group's experience level be used. Alternatively, if the referee prefers to have an even distribution of magic items, irrespective of player character level, the Expert probabilities may always be used.

Magic Item Type

B: d%	X: d%	Type of Item
01–10	01–10	Armour or Shield
11–15	11–15	Misc. Item
16–40	16–35	Potion
41–45	36–40	Ring
46–50	41–45	Rod / Staff / Wand
51–70	46–75	Scroll or Map
71–90	76–95	Sword
91–00	96–00	Weapon

Identifying Magic Items

Testing: The most common way of identifying magic items is by trial and error—sipping a potion, donning a suit of armour, using a weapon in battle, etc.

Retainers: Players may wish to use retainers as “guinea pigs” to test magic items of unknown properties. Retainers may agree to do this, but only if allowed to keep the item in question.

By magic: High-level NPC magic-users may also be able to identify magic items. They will always require payment or a service in kind. The process takes time: possibly several weeks.

Using Magic Items

Appropriate use: In order to be effective, a magic item must be used, held, or worn after the normal fashion for that type of object.

Concentration: To activate an item's magic, the user must concentrate on its effect. When using a magic item in this way, the character cannot take any other actions.

Items that are always active: The following items do not require concentration, and are always active: magic swords, weapons, armour, and protective items (e.g. rings of protection).

Actions per round: A magic item's effect can normally be used only once per round, unless its description notes otherwise.



Wishes

Some magic items grant *wishes*, the powerful ability for a character to change the nature of reality in any conceivable way that they desire. Wishes are generally regarded as the most powerful magic in the game and have the potential to greatly upset the balance of play if not handled carefully by the referee.

Adjudication Guidelines

Wording: The player and referee must pay great attention to the precise wording of a wish.

Fundamental changes: A wish that would alter some fundamental aspect of the game or the campaign world will have no effect. For example, a wish that altered the abilities of all monsters of a particular type would fail.

Greedy wishes: A wish that the referee judges to be unreasonable or overly greedy may come to pass, but with its intent twisted in some way. For example, a wish for a very powerful magic item may cause the item to appear, but in the possession of a dangerous enemy.

Wishing for more wishes: This will result in an infinite time loop, putting the character out of play.

Example Wishes

Some examples of reasonable wishes:

- Wishing for a weapon to help fight magical monsters. The wish may grant a +1 sword that vanishes when the combat ends.
- Wishing that a monster had not attacked. The wish may place the characters back in time and change the reaction of the monster.
- Wishing that a deadly blow had not occurred. The affected character may return to life, wounded but not dead.

GEMS AND JEWELLERY

Gems

The value of each gem in a treasure hoard is determined by the following table:

Gem Values

d20	Gem Value
1–4	10gp
5–9	50gp
10–15	100gp
16–19	500gp
20	1,000gp

Jewellery

Each piece of jewellery indicated by a treasure type is worth $3d6 \times 100\text{gp}$ (or more, if the referee wishes, for characters above 3rd level).

Damaged Jewellery

Rough treatment of jewellery (e.g. crushing, intense heat or fire, lightning) can damage it, reducing its value by 50%.

Combining Values

When a treasure type indicates the presence of multiple gems or pieces of jewellery, the referee may combine the values, as desired. For example, a roll of five 50gp value gems may be placed as a single 250gp gem, a 100gp gem and three 50gp gems, or any other combination.









MAGIC ITEMS

ARMOUR AND SHIELDS

Magic Armour and Shields

B: d4	X: d%	Item
1	01–15	Armour +1
2	16–25	Armour +1, Shield +1
	26–27	Armour +1, Shield +2
	28	Armour +1, Shield +3
	29–33	Armour +2
	34–36	Armour +2, Shield +1
	37–41	Armour +2, Shield +2
	42	Armour +2, Shield +3
	43–45	Armour +3
	46	Armour +3, Shield +1
	47	Armour +3, Shield +2
	48	Armour +3, Shield +3
	49–51	Cursed Armour –1
	52–53	Cursed Armour –2
	54	Cursed Armour –2, Shield +1
3	55–56	Cursed Armour, AC 9 [10]
	57–62	Cursed Shield –2
	63–65	Cursed Shield, AC 9 [10]
4	66–85	Shield +1
	86–95	Shield +2
	96–00	Shield +3

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)

Usage: Per normal class restrictions.

Cursed Armour and Shields

AC penalty: Some types of cursed armour specify an Armour Class penalty. This modifier worsens the wearer's Armour Class score. For example, a cursed suit of chainmail –1 grants a base Armour Class of 6 [13], one point worse than the AC 5 [14] of non-magical chainmail.

AC 9 [10]: Some types of cursed armour give the wearer a base Armour Class of 9 [10] (before modifiers due to Dexterity).

Testing: All types of tests indicate that a cursed shield or suit of armour is enchanted with a +1 bonus. It is only when the armour is used in deadly combat that the curse is revealed.

Removing: Once a cursed shield or suit of armour has been used, the character comes under the curse and is not able to discard the item. It can only be removed with magic.

Enchanted Armour and Shields

AC bonus: Enchanted armour and shields specify a protective bonus that improves the wearer's Armour Class score. For example, a suit of chainmail +1 grants a base Armour Class of 4 [15], one point better than the AC 5 [14] of non-magical chainmail.

Weight: If using the optional rules for detailed encumbrance (see *Time, Weight, Movement* in *Classic Fantasy: Adventures*), enchanted armour is 50% less encumbering than normal armour.

Type of Armour

The referee may choose the type of armour in a treasure hoard, or may roll on the following table:

Magic Armour Type

d8	Type of Armour
1–2	Leather
3–6	Chainmail
7–8	Plate mail



MISCELLANEOUS ITEMS

Usage: All characters (unless noted).

Activating: Unless an item's description states otherwise, it may be used any number of times per day and is activated by concentration.

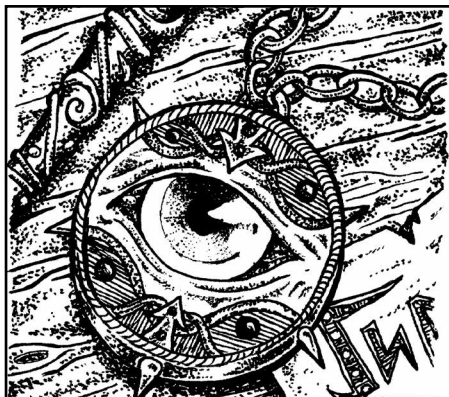
Miscellaneous Magic Items

B: d10	X: d%	Item
	01–03	Amulet of Protection Against Scrying
1	04–05	Bag of Devouring
2	06–11	Bag of Holding
	12–16	Boots of Levitation
	17–21	Boots of Speed
	22–26	Boots of Travelling and Leaping
3	27–31	Broom of Flying
4	32–35	Crystal Ball
	36–37	Crystal Ball with Clairaudience
	38	Crystal Ball with ESP
	39–40	Displacer Cloak
	41	Drums of Panic
	42	Efreeti Bottle
	43	Elemental Summoning Device: Air
	44	Elemental Summoning Device: Earth
	45	Elemental Summoning Device: Fire
	46	Elemental Summoning Device: Water
5	47–56	Elven Cloak and Boots
	57	Flying Carpet
6	58–64	Gauntlets of Ogre Power
	65–66	Girdle of Giant Strength
7	67–77	Helm of Alignment Changing
	78–82	Helm of Reading Languages and Magic
8	83	Helm of Telepathy
	84	Helm of Teleportation
	85	Horn of Blasting
9	86–90	Medallion of ESP 30'
	91–93	Medallion of ESP 90'
	94	Mirror of Life Trapping
10	95–97	Rope of Climbing
	98–00	Scarab of Protection

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)





Amulet of Protection Against Scrying

An amulet that provides protection from remote viewing and mind-reading.

- **Crystal balls:** The person wearing this amulet cannot be viewed in a crystal ball.
- **ESP:** The wearer is immune to all forms of ESP.

Bag of Devouring

A normal-looking, small sack that devours objects placed inside it.

- **Objects:** Anything placed inside the bag vanishes from existence after 1d6+6 turns.
- **Living creatures:** May be affected, but only if the entire creature fits inside the bag.

Bag of Holding

A normal-looking small sack that can magically hold large objects and weights.

- **Size:** Objects of up to 10'×5'×3' can fit inside the bag.
- **Weight:** Up to 10,000 coins of weight can be placed in the bag.
- **When full:** The bag weighs 600 coins.

Boots of Levitation

The wearer is able to move up and down through the air at will.

- **Vertical:** The caster mentally directs vertical movement at up to 20' per round.
- **Horizontal:** The caster can push against solid objects to move laterally.
- **Weight:** A normal amount of weight can be carried while levitating.
- **Usage:** The enchantment may be used without limit of frequency or duration.

Boots of Speed

The wearer is able to move at up to 240' (80')—the speed of a riding horse.

- **Duration:** This can be maintained for up to 12 hours.
- **Rest:** Afterwards, the wearer must rest for 1 day.

Boots of Travelling and Leaping

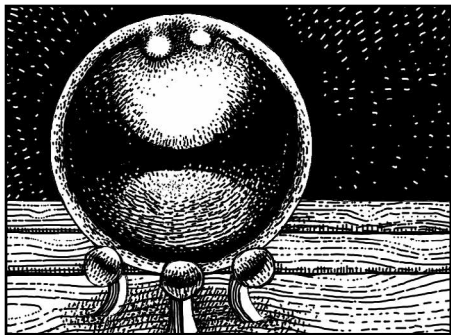
The wearer is able to travel without tiring and leap great distances.

- **Tirelessness:** The normal need for rest when travelling may be ignored (see *Wilderness Adventuring* in *Classic Fantasy: Adventures*).
- **Jumping:** The wearer can leap up to 10' high and 30' horizontally.

Broom of Flying

A broom that can be commanded to fly, carrying the owner aloft.

- **Speed:** The broom flies at 240' (80').
- **Passengers:** An additional passenger may be carried. When carrying two people, the broom's speed is 180' (60').



Crystal Ball

Allows an arcane spell caster to view any place or object that is brought to mind:

- ▶ **Duration:** The vision lasts for one turn.
- ▶ **Clarity:** The clarity of the vision is dependant on the scryer's familiarity with the subject.
- ▶ **Usage frequency:** A crystal ball may be used at most 3 times a day.
- ▶ **Casting spells:** It is not possible to cast spells through a crystal ball into the viewed scene.

Crystal Ball With Clairaudience

The scryer can hear, as well as see, the desired scene.

Crystal Ball With ESP

Allows the scryer to spy on the thoughts of creatures viewed in the crystal ball:

- ▶ **Reading thoughts:** The thoughts of a single creature viewed through the crystal ball may be read.
- ▶ **Meaning:** The scryer understands the meaning of all thoughts even if they do not share the creature's language.
- ▶ **Obstructions:** The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Displacer Cloak

A cloak that bends light, making one who wears it appear to be 5' away from their true location.

- ▶ **Save bonus:** The wearer gains a +2 bonus to saving throws against petrification, rods, spells, staves, and wands.
- ▶ **Melee attacks:** Against the wearer are penalised by -2.

Drums of Panic

Large war drums that induce panic in those who hear their sound.

- ▶ **Range:** Creatures up to 240' away are affected when the drums are played. Those within 10' of the drums are not affected.
- ▶ **Affected creatures:** Are afflicted by the drums' enchantment of fear: they must **save versus spells** or make a morale check with a -2 penalty (if the optional morale rules are being used—see *Morale* in *Classic Fantasy: Adventures*).
- ▶ **Effects:** Creatures that fail the saving throw or morale check flee from the sound of the drums at full running speed for 30 rounds.

Efreeti Bottle

A 3' tall, weighty jug with a sealed stopper. Breaking the seal and removing the stopper releases a trapped efreeti (see *Classic Fantasy: Monsters*), who will serve the character.

- ▶ **Frequency of service:** The efreeti will serve the one who freed it (and only that character) once per day.
- ▶ **Duration:** After 101 days, its service ends. The creature then returns to its home—the legendary City of Brass.
- ▶ **If the efreeti is killed:** Its service ends.

Elemental Summoning Device

Ritual items enchanted with the power to summon beings from the elemental planes. Each elemental plane has a different type of device:

- ▶ **Air:** A censer.
- ▶ **Earth:** A 6" diameter stone.
- ▶ **Fire:** A brazier.
- ▶ **Water:** A 3' diameter bowl.

Usage: The items may be used as follows:

- ▶ **Frequency:** The summoning power may only be used once per day.
- ▶ **Before use:** The device must be prepared. This takes one turn.
- ▶ **Activation:** Once prepared, activating the device takes one round.
- ▶ **Summoned elemental:** A 12 HD elemental (see *Classic Fantasy: Monsters*) is conjured to do the summoner's bidding.
- ▶ **Command over the elemental:** Works as described in the magic-user spell *conjure elemental* (see *Classic Fantasy: Magic*).

Elven Cloak and Boots

A set of enchanted boots and a matching cloak, of elven origin.

- ▶ **Stealth:** The wearer of the boots is able to move silently.
- ▶ **Near invisibility:** The wearer of the cloak is rendered almost invisible: there is only a 1-in-6 chance of them being spotted.
- ▶ **Attacking:** The cloak's power of invisibility is nullified for one turn, if the wearer attacks.

Flying Carpet

An enchanted carpet that can fly through the air, carrying up to three passengers (and their gear). The movement rate depends on the number of passengers:

- ▶ **1 passenger:** 300' (100').
- ▶ **2 passengers:** 240' (80').
- ▶ **3 passengers:** 180' (60').

Gauntlets of Ogre Power

A character who wears these gauntlets has a Strength score of 18. This grants all the usual bonuses, including:

- ▶ **Melee attacks:** +3 bonus to attack and damage rolls, in melee.
- ▶ **Unarmed attacks:** Deal 1d2+3 damage.

Encumbrance: If using the optional rules for detailed encumbrance (see *Time, Weight, and Movement* in *Classic Fantasy: Adventures*):

- ▶ **Extra weight:** The character's ability to carry weight is increased by 1,000 coins. (i.e. the character can carry 1,400 coins without becoming encumbered.)

Girdle of Giant Strength

A character who wears this girdle gains the strength of a hill giant.

- ▶ **Combat ability:** The wearer's ability in combat is augmented: the character attacks as an 8 Hit Dice monster. (If the character already has better attack probabilities, the girdle does not alter these.)
- ▶ **Damage:** The wearer inflicts 2d8 damage in combat, or twice normal damage, if using the optional variable weapon damage rules (see *Combat* in *Classic Fantasy: Adventures*).

Helm of Alignment Changing

A beautifully crafted but cursed helmet.

- ▶ **Putting on the helmet:** Instantly causes the wearer's alignment to change. The new alignment is determined at random.
- ▶ **Removing:** The curse is such that the wearer cannot remove the helmet, once in place, and will resist attempts to remove it.
- ▶ **Dispelling:** The curse can be removed by magic (e.g. *remove curse*), or (at the referee's option) by performing a special quest.

Helm of Reading Languages and Magic

A fragile helmet that grants the wearer the ability to read writing of all kinds.

- ▶ **Normal text:** Text in any language can be understood.
- ▶ **Magical text:** Even magical writing is comprehensible. (This does not grant the ability to cast spells, however.)
- ▶ **Fragility:** Each time the wearer is hit, there is a 1-in-10 chance of the helm being destroyed. If the wearer is killed, the helm is destroyed.

Helm of Telepathy

A beautifully crafted helmet that grants the magical ability of telepathy: reading and sending thoughts.

- ▶ **Range:** The range of the power is 90'.
- ▶ **Concentration:** To read a creature's thoughts, the wearer must remain still and concentrate on that creature.
- ▶ **Comprehension:** The creature's thoughts are made comprehensible to the wearer of the helm.
- ▶ **Bidirectional communication:** The wearer may initiate bidirectional, telepathic communication, though the creature is not compelled to respond.

Helm of Teleportation

A magical helm that gives an arcane spellcaster the ability to cast the *teleport* spell (see *Classic Fantasy: Magic*).

- ▶ **Subject:** The wearer may teleport themselves, another creature, or an object.
- ▶ **Resisting:** If used on another creature or object, a **save versus spells** is allowed to resist being teleported.
- ▶ **When first found:** The helm's power is usable only once.
- ▶ **Recharging:** To be used again, a *teleport* spell must be cast upon the helm.
- ▶ **Once recharged:** The wearer may use the helm an unlimited number of times (at most once per round). If the helm is used on an unwilling subject, it once again loses its power and must be recharged, as above, to be used again.

Horn of Blasting

A horn that can be blown to release a blast of destructive noise.

- ▶ **Creatures:** Within a 100' long cone (20' wide at the end) suffer 2d6 damage.
- ▶ **Deafness:** Affected creatures are also deafened for one turn (**save versus spells** to avoid).
- ▶ **Buildings:** At the referee's discretion, the horn may also be able to damage objects and buildings (e.g. a single blast might be enough to destroy a simple cottage; a 10' section of castle wall might require three blasts).
- ▶ **Frequency:** The horn may be used once per turn.

Medallion of ESP 30'

A medallion on a chain, enchanted with the power of reading thoughts.

- **Focus:** By concentrating for 1 round, the wearer may target a creature within 30'.
- **Resisting:** At the referee's option, the target may **save versus spells** to resist.
- **Concentration:** While reading thoughts, the wearer may move, but cannot cast spells or attack.
- **Misfires:** The medallion is not entirely reliable. Per usage, there is a 1-in-6 chance of it misfiring, instead sending the wearer's thoughts to all within 30'.

Medallion of ESP 90'

A medallion on a chain, enchanted with the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (see *Classic Fantasy: Magic*).

Mirror of Life Trapping

A mirror with the ability to magically trap living creatures behind its pane.

- **Gazing into the mirror:** Any creature of human size or smaller who gazes into the mirror is sucked inside (**save versus spells** to resist), with all its belongings.
- **Capacity:** Up to 20 creatures can be trapped in the mirror. When this number is reached, it becomes safe to look into the mirror.
- **Inside the mirror:** A creature will live indefinitely, without the need for air or sustenance, and unaffected by ageing.
- **Communication:** Trapped creatures may converse with those outside, but are utterly powerless.
- **Breaking the mirror:** Releases those trapped.

Rope of Climbing

A coil of thin, strong rope, 50' in length.

- **Commanding:** The owner may command it to climb in any direction.
- **Attaching:** The rope can also be commanded to attach to a surface.
- **Load:** Up to 10,000 coins of weight can be suspended from the rope.

Scarab of Protection

Protects the bearer from baleful magic.

- **Curses:** Of all kinds are nullified.
- **Finger of death:** (see *Classic Fantasy: Magic*) is nullified.
- **Charges:** The scarab's enchantment works 2d6 times before it is spent.



POTIONS

Magic Potions

B: d8	X: d%	Potion
	01–03	Clairaudience
	04–07	Clairvoyance
	08–10	Control Animal
	11–13	Control Dragon
	14–16	Control Giant
	17–19	Control Human
	20–22	Control Plant
	23–25	Control Undead
	26–32	Delusion
1	33–35	Diminution
2	36–39	ESP
	40–43	Fire Resistance
	44–47	Flying
3	48–51	Gaseous Form
	52–55	Giant Strength
4	56–59	Growth
5	60–63	Healing
	64–68	Heroism
6	69–72	Invisibility
	73–76	Invulnerability
7	77–80	Levitation
	81–84	Longevity
8	85–86	Poison
	87–89	Polymorph Self
	90–97	Speed
	98–00	Treasure Finding

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)

Usage: All characters (unless noted).

Identifying: A potion may be identified by sipping a small amount. It is difficult to identify potions purely by smell or taste, as even potions with the same effect are not alike.

Drinking: Drinking a full dose of a potion takes one round.

Duration: The magical effect of a full dose of a potion lasts for 1d6+6 turns. The referee should roll for and track this duration, and not tell the player how long the potion will last for.

Mixing Potions

Drinking a potion while already under the effects of another potion is dangerous:

► **Sickness:** The character is completely disabled for 3 turns, due to sickness.

► **Cancellation:** The effects of both potions are cancelled.

This rule does not apply to potions with instantaneous or permanent duration.

Potion of Clairaudience

Enables the character to hear through the ears of another creature.

► **Range:** The other creature must be within 60'.

► **Obstructions:** Lead blocks the effect.

Potion of Clairvoyance

Enables the character to see through the eyes of another creature.

► **Range:** The other creature must be within 60'.

► **Obstructions:** Lead blocks the effect.

Potion of Control

A potion of this type allows the one who drinks it to control the actions of creatures of a certain type.

- ▶ **Concentration:** Exercising control requires concentration.
- ▶ **Visual range:** The character can only control creatures that they can see.
- ▶ **Suicidal commands:** Controlled creatures will resist commands that are deadly to themselves.

Control Animal

- ▶ **Affects:** Up to 3d6 Hit Dice of normal or giant (but not magical) animals.
- ▶ **When the potion's effect ends:** Affected animals will move away.

Control Dragon

- ▶ **Affects:** 1–3 dragons of a specific type. (The referee should determine which type of dragon the potion affects.)
- ▶ **Spell casting:** It is not possible to command a dragon to cast spells.
- ▶ **When the potion's effect ends:** Affected dragons have a hostile reaction.

Control Giant

- ▶ **Affects:** 1–4 giants of a specific type. (The referee should determine which type of giant the potion affects.)

Control Human

- ▶ **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.
- ▶ **Resisting:** The subject may **save versus spells** to resist the charm.
- ▶ **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.
- ▶ **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.

Control Plant

- ▶ **Affects:** All plants (including plant monsters) in a 30' square area up to 60' distant.
- ▶ **Commands:** Affected plants may be commanded to move around as the character wishes, and may be used to entangle creatures in the area.

Control Undead

- ▶ **Affects:** Up to 3d6 Hit Dice of undead.
- ▶ **When the potion's effect ends:** Affected undead have a hostile reaction.

Potion of Delusion

A character who drinks this potion believes themselves to be under the effects of another type of potion.

- ▶ **Type:** The other type of potion should be determined by the referee.
- ▶ **Describing:** The referee should try to trick the player into believing that the character is under the effects of the other potion, only revealing the truth at some vital juncture.

Potion of Diminution

The character shrinks to 6" high.

- ▶ **Combat effectiveness:** While shrunk, the character is unable to harm creatures larger than 1' tall.
- ▶ **Narrow spaces:** The character can slip through narrow spaces.
- ▶ **Remaining motionless:** The character only has a 10% chance of being spotted.

Potion of ESP

Grants the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (see *Classic Fantasy: Magic*). The standard potion duration applies.

Potion of Fire Resistance

Grants protection against fire:

- **Normal heat:** Unharmed by non-magical heat or fire.
- **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Potion of Flying

Grants the ability to fly through the air.

- **Movement rate:** Up to 360' (120').
- **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Potion of Gaseous Form

The character's body becomes a cloud of vapour. This has the following effects:

- **Equipment and clothing:** Drops to the floor.
- **Movement:** The character may move, as a cloud of gas, through small cracks in stone walls, wooden objects, etc.
- **Attacking:** Is not possible, while in gaseous form.
- **Invulnerability:** The character's AC is -2 [21]. Non-magical weapons cannot harm the character.

Potion of Giant Strength

Grants the strength of a frost giant.

- **Attacks with weapons:** Inflict double damage.
- **Throw boulders:** The character may throw boulders for 3d6 damage, with a range of up to 200'.
- **Non-cumulative:** The effects of this potion are not cumulative with other magic items that augment strength (e.g. a *girdle of giant strength*).

Potion of Growth

The character doubles in size.

- **Melee attacks:** The character's increased strength means that their melee attacks deal double damage.

Potion of Healing

Has one of two effects on the character who drinks it:

1. **Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. **Curing paralysis:** Paralysing effects are negated.

Potion of Heroism

Normal humans and characters of a combat-focused, non-magic using class (e.g. dwarf, fighter, halfling) who drink a *potion of heroism* temporarily gain additional levels. The number of levels gained depends on the character's normal experience level:

- **Normal human:** Gain the abilities of a 4th level fighter.
- **1st–3rd level:** Gain 3 levels.
- **4th–7th level:** Gain 2 levels.
- **8th–10th level:** Gain 1 level.
- **11th level+:** No effect.

Effects: All abilities of the additional levels are gained, including extra hit points.

Damage: Damage suffered while under the effects of this potion is first deducted from the pool of additional hit points granted.

Potion of Invisibility

Drinking this potion, the character becomes invisible. This works the same as the magic-user spell *invisibility* (see *Classic Fantasy: Magic*). The standard potion duration applies.

► **Small doses:** At the referee's discretion, a *potion of invisibility* may be consumed in six smaller doses, each with a reduced duration.

Potion of Invulnerability

The character is magically protected from harm, gaining the following benefits:

- **Armour Class:** A +2 AC bonus.
- **Saving throws:** A +2 bonus to all saves.
- **Usage frequency:** If a character consumes more than one *potion of invulnerability* in the space of a week, the effects are inverted (a -2 penalty to AC and saves).

Potion of Levitation

The character gains the ability to move up and down through the air at will.

- **Vertical:** The character mentally directs vertical movement at up to 60' per round.
- **Horizontal:** The character can push against solid objects to move laterally.
- **Weight:** A normal amount of weight can be carried while levitating.

Potion of Longevity

Instantly and permanently causes the character to become 10 years younger.

Potion of Poison

Appears the same as any other potion.

- **Effect:** Causes death (**save vs poison**).
- **Sipping:** Even a sip has the full effect.



Potion of Polymorph Self

Upon drinking this potion, the character transforms into another being (of their choice). This works in the same way as the magic-user spell *polymorph self* (see *Classic Fantasy: Magic*). The standard potion duration applies.

Potion of Speed

The character's movements and actions are magically accelerated.

- **Movement:** Movement rate is doubled.
- **Attacks:** The number of attacks per round the character can make is doubled.
- **Other actions:** May be performed at double speed.

Potion of Treasure Finding

Grants the ability to sense treasure.

- **Range:** Treasure up to 360' away can be detected.
- **Direction and distance:** The character gains an awareness of the direction and distance of treasure.
- **Concentration:** The character must concentrate in order to sense this information.
- **Multiple hoards:** The largest treasure hoard within range is sensed.
- **Obstructions:** The magic is blocked by lead.

RINGS

Magic Rings

B: d6	X: d%	Ring
1	01–05	Control Animals
	06–10	Control Humans
	11–16	Control Plants
	17–26	Delusion
	27–29	Djinni Summoning
2	30–39	Fire Resistance
3	40–50	Invisibility
	51–55	Protect. +1, 5' radius
	56–70	Protection +1
4	71–72	Regeneration
	73–74	Spell Storing
	75–80	Spell Turning
	81–82	Telekinesis
	83–88	Water Walking
6	89–94	Weakness
	95–96	Wishes, 1–2
	97	Wishes, 1–3
	98	Wishes, 2–4
	99–00	X-Ray Vision

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)

Usage: All characters (unless noted).

Activating: A ring's magical effect is activated by placing it on a finger or thumb. Unless noted otherwise, a magical ring's effect is continuously active and ends if the ring is removed.

Multiple rings: A character can wear two magic rings—one on each hand. If more are worn, their magical effects do not function.

Cursed rings: Cannot be “deactivated” by wearing more magical rings.

Ring of Controlling Animals

Grants the power to control the actions of animals.

- **Affects:** 1d6 normal animals or 1 giant animal (not magical or intelligent animals).
- **Resisting:** No saving throw is allowed.
- **Visual range:** The character can only control animals that they can see.
- **Concentration:** Control is broken if the user of the ring moves or attacks.
- **When concentration ends:** The referee should make a reaction roll with a –1 penalty (see *Encounters* in *Classic Fantasy: Adventures*) to determine the animals' behaviour.
- **Usage frequency:** May be used up to once per turn.

Ring of Controlling Humans

Grants the power to charm humans.

- **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.
- **Resisting:** The subject may **save versus spells (with a –2 penalty)** to resist.
- **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.
- **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.
- **Duration:** The charm lasts until dispelled, until the ring is removed, or until the wearer cancels it.



Ring of Controlling Plants

Grants the power to control plants.

- **Affects:** All plants (including plant monsters) in a 10' square area.
- **Range:** The area may be up to 60' distant.
- **Commands:** Affected plants may be commanded to move around as the character wishes.
- **Concentration:** The effect lasts as long as the wearer of the ring concentrates.

Ring of Delusion

The wearer believes is under the effects of another type of magic ring.

- **Type:** The other type of ring should be determined by the referee (e.g. a ring of protection or a ring of spell turning).
- **Describing:** The referee should try to trick the player into believing that the character is under the effects of the other ring, only revealing the truth at some vital juncture.

Ring of Djinni Summoning

This ring grants the power to summon a djinni (see *Classic Fantasy: Monsters*).

- **Duration of service:** The djinni will serve the character who summoned it for up to 24 hours.
- **Commands:** The djinni only obeys the one who summoned it—another character who takes the ring has no power over the djinni.
- **Usage frequency:** The ring may be used up to once per day.

Ring of Fire Resistance

Grants the wearer protection against fire.

- **Normal fire:** Unharmful by non-magical fire.
- **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)



Ring of Spell Storing

Stores a number of magical spells that the wearer can release on command.

- **Capacity:** The ring contains 1d6 spells. (The spells can be triggered and recharged, but cannot be changed.)
- **Type of magic:** There is a 20% chance of divine spells, otherwise they are arcane spells.
- **Knowledge:** The wearer of the ring knows which spells it contains.
- **Triggering:** The wearer of the ring can trigger the spells at will (up to one spell per round).
- **Caster level:** For spells whose effects vary by the level of the caster, the wearer of the ring is treated as a caster of the lowest level required to cast the spell.
- **Recharging:** Once a spell is triggered, it may not be reused until it is recharged—the expired spell must be cast directly onto the ring.

Ring of Spell Turning

Spells cast on the wearer of this ring are reflected back onto the caster.

- **Charges:** After 2d6 spells are reflected, the ring loses its power.



Ring of Invisibility

The wearer of this ring becomes invisible.

- **Attacking:** If the character attacks or casts a spell, the invisibility is broken.
- **Usage frequency:** May be used up to once per turn.

Ring of Protection

Grants a measure of protection from harm:

- **Armour Class:** A +1 AC bonus.
- **Saving throws:** A +1 bonus to all saves.

Ring of Protection, 5' Radius

Allies within 5' of the wearer also benefit from the ring's protective power. For example, two characters fighting beside the wearer of the ring would gain the protective benefit.

Ring of Regeneration

The wearer heals at an accelerated rate.

- **Rate:** The wearer regains 1 hit point per round.
- **Severed limbs:** Will also regrow. The rate depends on the size of the limb (e.g. a finger may regrow in one day, while a whole limb may take a week).
- **Fire or acid damage:** Cannot be regenerated.
- **Death:** The ring does not function if the wearer is reduced to 0 or less hit points.



Ring of Telekinesis

Grants the power to move objects or creatures within 120' by concentrating.

- ▶ **Weight:** Up to 2,000 coins of weight may be targeted.
- ▶ **Movement:** The target may be moved up to 20' per round, in whatever direction the wearer of the ring wishes (including vertically).
- ▶ **Resisting:** A targeted creature may *save versus spells* to resist.
- ▶ **Concentration:** If concentration is broken, the target falls.

Ring of Water Walking

Grants the power to walk on the surface of water, without sinking.

Ring of Weakness

A cursed ring that weakens the wearer.

- ▶ **Effect:** Within 6 rounds of putting the ring on, the wearer's STR is reduced to 3.
- ▶ **Removing:** The ring cannot be removed, once worn.
- ▶ **Dispelling:** The curse can be removed by magic (e.g. *remove curse*), or (at the referee's option) by performing a special quest.

Ring of Wishes

Grants the wearer's wishes (see *Wishes*, p9).

- ▶ **Charges:** The number of wishes granted is noted in the *Rings* table. Once all wishes have been used, the ring's magic is spent.

Ring of X-Ray Vision

Grants the power to see through solid objects.

- ▶ **Through dense materials:** Sight up to 60' through less dense materials (cloth, water, wood) is possible.
- ▶ **Through stone:** Sight up to 30' through stone is possible.
- ▶ **Obstructions:** Sight through gold or lead is blocked.
- ▶ **Searching:** When used for the purpose of searching (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*), the wearer is guaranteed to notice secret doors or traps in the 10' square area being examined.
- ▶ **Concentration:** Using the ring requires concentration (the wearer cannot move).
- ▶ **Usage frequency:** May be used at most once per turn.





Rods, Staves, Wands

Magic Rods, Staves, and Wands		
B: d6	X: d%	Item
1	01–08	Rod of Cancellation
	09–11	Staff of Commanding
2	12–21	Staff of Healing
	22–23	Staff of Power
3	24–28	Staff of Snakes
	29–31	Staff of Striking
	32–34	Staff of Withering
	35	Staff of Wizardry
4	36–40	Wand of Cold
	41–45	Wand of Enemy Detection
	46–50	Wand of Fear
	51–55	Wand of Fire Balls
	56–60	Wand of Illusion
	61–65	Wand of Lightning Bolts
	66–70	Wand of Magic Detection
5	71–75	Wand of Metal Detection
	76–80	Wand of Negation
	81–85	Wand of Paralysation
6	86–90	Wand of Polymorph
	91–95	Wand of Secret Door Detection
	96–00	Wand of Trap Detection

B: Basic characters (levels 1–3)
X: Expert characters (level 4+)

Charges

Rods, staves, and wands have a limited number of uses, called “charges”.

Number of charges: The number of charges in an item when discovered is determined by the referee, and depends on the type of the item. It is not possible for characters to discover the number of charges in an item.

Usage: Each use of the item takes one round and consumes one charge.

Consuming the last charge: The item loses its magical potency.

Recharging: Is not possible.

Rods

Usage: All characters (unless noted).

Dimensions: Thin, 3’ long.

Charges: Unless noted, magic rods contain 1d10 charges when found.

Staves

Usage: Spell casters. Some staves may only be used by either arcane or divine spell casters (this is noted in the item’s description).

Dimensions: 2” thick, 6’ long.

Charges: Unless noted, magic staves contain 3d10 charges when found.

Wands

Usage: Arcane spell casters.

Dimensions: Thin, 1½’ long.

Charges: Unless noted, magic wands contain 2d10 charges when found.

Rod of Cancellation

Drains the enchantment from a magic item that is touched.

- ▶ **In combat:** Usage requires an attack roll against AC 9 [10] (adjusted by the referee, if the target item is being actively used).
- ▶ **Effect:** The item that is touched becomes utterly non-magical.
- ▶ **One use only:** The rod may only be used once: it has but a single charge.



Staff of Commanding

Grants the power to control animals, humans, and plants.

Commanding Animals

- ▶ **Affects:** 1d6 normal animals or 1 giant animal (but not magical or intelligent animals).
- ▶ **Resisting:** No saving throw is allowed.
- ▶ **Visual range:** The character can only control animals that they can see.
- ▶ **Concentration:** Control is broken if the user of the staff moves or attacks.
- ▶ **When concentration ends:** The referee should make a reaction roll with a -1 penalty (see *Encounters* in *Classic Fantasy: Adventures* to determine the animals' behaviour).
- ▶ **Usage frequency:** This power of the staff may be used up to once per turn.

Commanding Humans

- ▶ **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.
- ▶ **Resisting:** The subject may **save versus spells (with a -2 penalty)** to resist.
- ▶ **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.
- ▶ **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.
- ▶ **Duration:** The charm lasts indefinitely, but ends if cancelled by the wielder of the staff, or when dispelled.

Commanding Plants

- ▶ **Affects:** All plants (including plant monsters) in a 10' square area.
- ▶ **Range:** The area may be up to 60' distant.
- ▶ **Commands:** Affected plants may be commanded to move around as the character wishes.
- ▶ **Concentration:** The effect lasts as long as the wielder of the staff concentrates.

Staff of Healing

Has the power to heal those touched.

- ▶ **Divine magic:** Usable by divine spell casters only.
- ▶ **Effect:** Heals 1d6+1 hit points with each usage.
- ▶ **Usage limit:** Is effective on any individual at most once per day.
- ▶ **No charges:** Does not use charges; may be used an unlimited number of times.

Staff of Power

An item of great wizardly power, this staff may be used as a weapon in melee, and may evoke five different magical effects.

- ▶ **Arcane magic:** Usable by arcane spell casters only.
- ▶ **Melee:** Expending one charge, inflicts 2d6 damage on a successful hit.
- ▶ **Cone of cold:** Conjures a cone of freezing energy, 60' long and 30' wide at the far end. Creatures caught in the cone suffer 8d6 damage (**save versus spells** for half damage).
- ▶ **Spells:** Can cast: *continual light*, *fire ball* (8d6 damage), *lightning bolt* (8d6 damage), *telekinesis* (up to 2,400 coins of weight). (See *Classic Fantasy: Magic* for spell descriptions.)



Staff of Snakes

A magical staff that has the power to transform into a snake, on command.

- ▶ **Divine magic:** Usable by divine spell casters only.
- ▶ **In melee:** Treated as a staff with a +1 magic bonus to attacks and damage.
- ▶ **On a successful hit:** Upon a human-sized (or smaller) creature, the wielder of the staff may speak the command word, causing it to transform into a serpent and coil around the victim.
- ▶ **Victims:** Must **save versus spells** or be immobilised in the coils of the snake. Victims are completely helpless while held by the snake (1d4 turns, or released as the wielder of the staff commands).
- ▶ **Snake:** Has AC 5 [14], HD 3 (20hp), and a movement rate of 60' (20').
- ▶ **When the victim is released:** The snake returns to the owner and transforms back into a staff. (At this point, it is healed of any damage it has suffered.)
- ▶ **If the snake is killed:** It does not return to its staff form, becoming non-magical.
- ▶ **No charges:** Does not use charges; may be used any number of times.

Staff of Striking

Used as a magical melee weapon.

- ▶ **Expending one charge:** Inflicts 2d6 damage on a successful hit.
- ▶ **Usage frequency:** Only one charge may be spent per strike.



Staff of Withering

Creatures hit by the staff are magically aged:

- **Divine magic:** Usable by divine spell casters only.
- **Effect:** The target is aged 10 years. Living creatures die upon reaching their natural life span.
- **Especially long-lived species:** Ignore the effects of a certain amount of ageing. (For example, elves may ignore up to 200 years of ageing, dwarves ignore up to 50 years, and so on.)
- **Undead creatures:** Are unaffected by the power of this staff.

Staves in Melee

Although magic-users are generally only allowed to use daggers in combat, they are able to use the *staff of power*, *staff of striking*, and *staff of wizardry* in melee.

Staff of Wizardry

An item of supreme wizardly power, this staff may be used as a weapon in melee, and may evoke a dozen different magical effects.

- **Arcane magic:** Usable by arcane spell casters only.
- **In melee:** Treated as a staff with a +1 magic bonus to attack and damage rolls.
- **Striking:** Expending one charge, inflicts 2d6 damage on a successful hit.
- **Cone of cold:** Conjures a cone of freezing energy, 60' long and 30' wide at the far end. Creatures caught in the cone suffer 8d6 damage, with a successful **save versus spells** indicating half damage.
- **Paralysation:** Conjures a cone of magical energy, 60' long and 30' wide at the far end. Creatures caught in the cone are paralysed for 6 turns (**save versus spells** to avoid).
- **Spells:** Can cast: *conjure elemental* (8 HD), *continual light*, *fire ball* (8d6 damage), *invisibility*, *lightning bolt* (8d6 damage), *pass-wall*, *telekinesis* (up to 2,400 coins of weight), *web*. (See **Classic Fantasy: Magic** for spell descriptions.)
- **Whirlwind:** Conjures a whirlwind 70' tall, 20' wide at the top, and 10' wide at the base. The whirlwind lasts for 3 rounds, and moves at 120' (40'), as the wielder of the staff directs. All in its path suffer 2d6 damage. Creatures with less than 2HD are swept aside (**save versus death** to avoid).
- **Sacrifice:** The wielder may sacrifice the staff by breaking it in two. Doing so unleashes a 30' radius fireball that inflicts 8 points of damage per remaining charge in the staff. The wielder of the staff also suffers this damage.

Wand of Cold

Conjures a cone of freezing energy.

- **Area:** The cone is 60' long and 30' wide at the far end.
- **Creatures caught in the cone:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

Wand of Enemy Detection

Grants the power to detect nearby enemies.

- **Expendng a charge:** Causes enemies within 60' to be haloed in a fiery glow.
- **Hidden enemies:** Even enemies that are concealed or invisible are affected.

Wand of Fear

Conjures a cone of magical energy that terrifies those within it.

- **Area:** The cone is 60' long and 30' wide at the far end.
- **Creatures in the cone:** Are struck with terror, and will flee from the wielder of the wand at maximum speed for 30 rounds. (A **save versus wands** negates the effect).

Wand of Fire Balls

Conjures fire balls:

- **Range:** A streak of flame shoots towards an area up to 240' distant.
- **Area:** The flame detonates in a 40' diameter sphere of fire.
- **Creatures caught in the fire ball:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.



Wand of Illusion

Expendng a charge, an illusion of the character's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (see *Classic Fantasy: Magic*), except:

- **Concentration:** Is required to maintain the illusion. The wielder of the wand may move at up to half normal movement rate while concentrating. Concentration is broken if the wielder attacks, casts a spell, or is successfully attacked (damaged, targeted by a malicious spell, etc.).

Wand of Lightning Bolts

Conjures strokes of powerful electricity:

- **Point of origin:** A lightning bolt may emanate from a point up to 180' distant.
- **Area:** The bolt is 60' long and 5' wide.
- **Creatures caught in the lightning bolt:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.
- **Bouncing:** If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the wielder of the wand.

Wand of Magic Detection

Grants the power to detect magic nearby.

- **Expending a charge:** Causes magic items within 20' to be haloed with light.
- **Concealed items:** Also glow, but the light might not be seen.

Wand of Metal Detection

Grants the power to detect masses of metal of any type.

- **Expending a charge:** Causes the wand to point towards metal within 20'.
- **Type:** The type of metal is revealed.
- **Minimum mass:** Only masses of metal of at least 1,000 coins in weight are detected.

Wand of Negation

Has the power to negate the effects of other wands or staves.

- **Declare intent:** Before rolling initiative, the wielder of the wand must declare the intention to use it.
- **Target:** Another wand or staff must be targeted.
- **Effect:** The effects of the targeted item are negated for one round.

Wand of Paralysis

Conjures a cone of paralyzing energy.

- **Area:** The cone is 60' long and 30' wide at the far end.
- **Creatures caught in the cone:** Are paralysed for 6 turns, with a successful **save versus wands** negating the effect.



Wand of Polymorph

By expending a charge, the wielder of the wand or another creature within 60' changes into another type of creature, as selected by the wielder. This works in the same way as the magic-user spells *polymorph self* and *polymorph others* (see *Classic Fantasy: Magic*).

- **Resisting:** An unwilling subject may make a **saving throw versus wands** to negate the effect.

Wand of Secret Door Detection

Reveals the location of any secret door within 20'.

Wand of Trap Detection

Reveals the location of all traps within 20'.

SCROLLS AND MAPS

Magic Scrolls and Maps

B: d8	X: d%	Scroll
1	01–15	1 Spell
2	16–25	2 Spells
3	26–31	3 Spells
	32–34	5 Spells
	35	7 Spells
4	36–40	Cursed Scroll
	41–50	Prot. from Elementals
5	51–60	Prot. from Lycanthropes
	61–65	Prot. from Magic
6	66–75	Prot. from Undead
7	76–78	Treasure Map: I
	79–80	Treasure Map: II
	81–82	Treasure Map: III
	83	Treasure Map: IV
	84	Treasure Map: V
	85	Treasure Map: VI
	86	Treasure Map: VII
8	87–90	Treasure Map: VIII
	91–95	Treasure Map: IX
	96	Treasure Map: X
	97–98	Treasure Map: XI
	99–00	Treasure Map: XII

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)



Scrolls are aged sheets of parchment or paper on which magical words have been written by a high-level spell caster.

One use only: When a scroll is read, the words disappear.

Light: A scroll can only be used if there is enough light to read by.

Cursed Scroll

Usage: All characters (unless noted).

Activation: Merely looking at the baneful script on the scroll curses the character. The referee should determine the nature of the curse (see examples below).

Removing: A curse can be removed by magic, or (at the referee's option) by performing a special quest.

Example Curses

- **Transformation:** The reader changes into a harmless creature (e.g. a frog).
- **Summoning:** A wandering monster appears next to the reader and attacks (gaining surprise). The monster is of equal level to the reader.
- **Lost item:** A magic item in the reader's possession vanishes. The referee may select the item or choose it at random.
- **Energy drain:** The reader permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the lost level (e.g. spells, saving throws, etc.). A character's XP is reduced to half-way between the former and new levels. A person who loses all levels dies.
- **Ability score re-roll:** The player must re-roll the character's prime requisite.
- **Slow healing:** The reader's healing capacity is reduced. Natural healing takes double the normal amount of time, and healing spells only cure half the normal number of hit points.

Protection Scroll

Usage: All characters (unless noted).
(Written in non-magical languages—usually Common.)

Activation: Reading the script aloud conjures a circle of protection against a specific type of monster or energy.

Area of protection: When used, conjures a 10' radius circle of protection around the reader.

Moving: If the reader moves, the circle of protection follows them.

Protection from Elementals

No elemental may enter the circle of protection.

- **Ranged attacks:** The circle does not prevent elementals from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected elemental in melee, the circle is broken.
- **Duration:** 2 turns, unless broken.

Protection from Lycanthropes

A number of lycanthropes are barred from entering the circle of protection. The number depends on their Hit Dice: 1–3 HD: 1d10 lycanthropes affected, 4–5 HD: 1d8 affected, 6+ HD: 1d4 affected.

- **Ranged attacks:** The circle does not prevent lycanthropes from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected lycanthrope in melee, the circle is broken.
- **Duration:** 6 turns, unless broken.

Protection from Magic

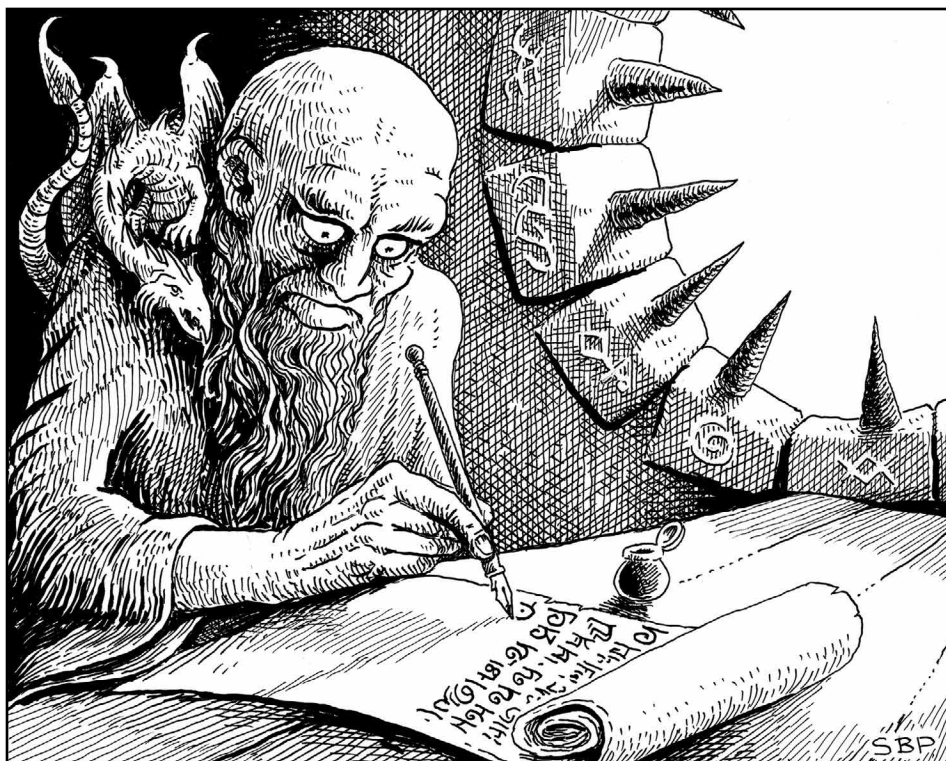
Spells and spell-like effects (e.g. from magic items) cannot cross the circle of protection. The barrier prevents magic from entering the circle, but also from leaving it.

- **Duration:** 1d4 turns.
- **Dispelling:** Only by a wish.

Protection from Undead

A number of undead monsters are barred from entering the circle of protection. The number depends on their Hit Dice: 1–3 HD: 2d12 undead affected, 4–5 HD: 2d6 undead affected, 6+ HD: 1d6 undead affected.

- **Ranged attacks:** The circle does not prevent undead from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected undead monster in melee, the circle is broken.
- **Duration:** 6 turns, unless broken.



Spell Scroll

Usage: Spell casters.

Type of magic: 1-in-4 scrolls contain divine spells; the rest contain arcane spells.

Activation: Reading the script aloud conjures the effect of a specific spell. Only arcane spell casters can use scrolls of arcane spells. Only divine spell casters can use scrolls of divine spells.

Arcane spell scrolls: Are written in magical script that can only be read by magic.

Divine spell scrolls: Are written in normal languages (usually Common), but can only be used by divine spell casters.

Scrolls of multiple spells: If a scroll contains multiple spells, only the spell cast disappears from the scroll.

Spells on a Scroll

The referee may choose the spells or may roll for them randomly. The table below may be used to select the level of each spell on a scroll. (The table lists separate probabilities for Basic and Expert level characters. See *Basic and Expert Magic Items*, p8.)

Random Scroll Spell Level

B: d6	X: d%	Spell Level	
		Arcane	Divine
1–3	01–25	1st	1st
4–5	26–50	2nd	2nd
6	51–70	3rd	3rd
	71–85	4th	4th
	86–95	5th	5th
	96–00	6th	5th



Treasure Map

Usage: All characters (unless noted).

A map that indicates the route to a valuable treasure, located in a dungeon or wilderness.

Interpreting: Treasure maps may not always be easy to interpret: a map may be incomplete, worded in riddles, or written in an obscure language.

Preparing in advance: The referee should prepare treasure maps in advance.

Treasures

The following list of treasure map types may be used to determine the nature of the treasure that a map leads to.

- ▶ **I:** 1 magic item.
- ▶ **II:** 1d6 × 10 gems and 2d10 pieces of jewellery.
- ▶ **III:** 2 magic items.
- ▶ **IV:** 3 magic items (no swords).
- ▶ **V:** 3 magic items and 1 potion.
- ▶ **VI:** 3 magic items, 1 scroll, 1 potion.
- ▶ **VII:** 5d6 gems and 2 magic items.
- ▶ **VIII:** Hoard worth 1d4 × 1,000gp.
- ▶ **IX:** Hoard worth 5d6 × 1,000gp.
- ▶ **X:** Hoard worth 5d6 × 1,000gp and 1 magic item.
- ▶ **XI:** Hoard worth 5d6 × 1,000gp and 5d6 gems.
- ▶ **XII:** Hoard worth 6d6 × 1,000gp.

Hoard Value

For treasure hoards with a listed gold piece value, the referee may choose what type of treasure is in the hoard. (For example, it may be coins, but could also consist of valuable art objects or jewels.)

Guardians

The treasure is normally guarded by enchantments, traps, or monsters (e.g. a monster from the dungeon encounter tables of levels 5–6, or higher).





SWORDS

Usage: Per normal class restrictions.

Magic Swords

B: d8	X: d%	Sword
1	01–02	Sword –1, Cursed
	03–04	Sword –2, Cursed
2	05–44	Sword +1
3	45–50	Sword +1, +2 vs Lycanthropes
	51–56	Sword +1, +2 vs Spell Users
5	57–61	Sword +1, +3 vs Dragons
	62–66	Sword +1, +3 vs Enchanted Creatures
	67–71	Sword +1, +3 vs Regenerating Creatures
6	72–76	Sword +1, +3 vs Undead
	77	Sword +1, Energy Drain
	78–81	Sword +1, Flaming
7	82–89	Sword +1, Light
	90–92	Sword +1, Locate Objects
8	93	Sword +1, Wishes
	94–96	Sword +2
	97–98	Sword +2, Charm Person
	99–00	Sword +3

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)

Cursed Swords

Penalty: Cursed swords specify a penalty that is applied to both attack rolls and damage rolls made with the weapon.

Discarding: Once the sword has been used in combat, the character comes under the curse and is not able to discard the item. In fact, they will favour the sword and use it whenever possible. The curse can only be removed with magic.

Enchanted Swords

Bonus: Enchanted swords specify a bonus that is applied to both attack rolls and damage rolls made with the weapon.

Bonus vs creature type: Some swords have a special bonus when used against a certain type of creature.

Bonus vs enchanted creatures: Magically created or animated monsters, and those summoned by spells or magic items.

Sentient Swords

Some magic swords have an innate intelligence and personality, along with other special powers. See *Sentient Swords*, **p48**, for rules for determining the special powers of a sentient sword.

Probability: If the referee wishes to randomly determine whether a magic sword is intelligent, the probability is 30%.

Swords With a Special Purpose

Some magic swords are imbued with a special purpose. Such swords are extremely powerful and are always sentient. See *Sentient Swords*, **p48**, for rules for determining the powers of a sword with a special purpose.

Probability: There is a 1-in-20 chance of a magic sword having a special purpose. The referee may choose to only place such swords by design, rather than rolling this chance randomly.

Sword +1, Energy Drain

Drains the life energy of its victims.

► **On a successful hit:** The wielder may command the sword to drain the victim's life energy.

► **Energy drain:** In addition to suffering normal damage, the target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels dies.

► **Charges:** The sword may drain a total of 1d4+4 levels. Once this many levels have been drained, it becomes a normal magical sword +1.

Sword +1, Flaming

Bursts into flames, on command. When flaming:

► **Casts light:** In 30' radius.

► **Can set things alight:** Treated as a torch, for purposes of setting things on fire (e.g. a *web* spell).

► **Inflicts fire damage:** Which may have special effects on certain creatures.

► **Grants an attack bonus:** Against certain types of creatures:

- a. +2 vs trolls (or other creatures that cannot regenerate fire damage).
- b. +2 vs pegasi, hippogriffs, and rocs (or other bird-like creatures).
- c. +3 vs treants (or other plant-based creatures).
- d. +3 vs undead.

► **Duration:** The sword blazes until commanded to cease.

Sword +1, Light

On command, produces light in a 30' radius.

Sword +2, Charm Person

Grants the wielder the ability to charm other people.

► **Effect:** This works in the same way as the magic-user spell *charm person* (see *Classic Fantasy: Magic*).

► **Usage frequency:** The power may be used up to three times a week.

Sword +1, Locate Objects

Grants the wielder the ability to detect the presence of objects within 120'.

► **Effect:** This works in the same way as the magic-user spell *locate object* (see *Classic Fantasy: Magic*).

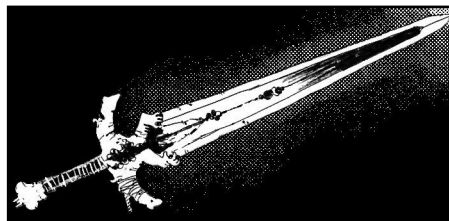
► **Usage frequency:** The power may be used once per day.

Sword +1, Wishes

Has the power to grant the wielder's wishes (see *Wishes*, p9).

► **Charges:** The sword grants a total of 1d4 wishes.

► **Wishing:** The wish must be spoken out loud by the wielder of the sword.



WEAPONS

Usage: Per normal class restrictions.

Magic Weapons

B: d4	X: d%	Weapon
	01–02	Arrows +1 (3d10 arrows)
1	03–12	Arrows +1 (Basic: 10; Expert: 2d6 arrows)
	13–18	Arrows +2 (1d6 arrows)
2	19–27	Axe +1
	28–30	Axe +2
	31–33	Bow +1
	34–43	Crossbow Bolts +1 (2d6 bolts)
	44–45	Crossbow Bolts +1 (3d10 bolts)
	46–52	Crossbow Bolts +2 (1d6 bolts)
3	53–55	Dagger +1
	56	Dagger +2, +3 vs orcs, goblins, and kobolds
4	57–64	Mace +1
	65–67	Mace +2
	68	Mace +3
	69–74	Sling +1
	75–82	Spear +1
	83–86	Spear +2
	87	Spear +3
	88–94	War Hammer +1
	95–99	War Hammer +2
	00	War Hammer +3, Dwarven Thrower

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)

Cursed Weapons

Penalty: Cursed weapons specify a penalty that is applied to both attack rolls and damage rolls made with the weapon.

Discarding: Once the weapon has been used in combat, the character comes under the curse and is not able to discard the item. In fact, they will favour the weapon and use it whenever possible. The curse can only be removed with magic.



Enchanted Weapons

Bonus: Enchanted weapons specify a bonus that is applied to both attack rolls and damage rolls made with the weapon.

Bonus vs creature type: Some weapons have a special bonus when used against a certain type of creature.

War Hammer +3, Dwarven Thrower

In the hands of a dwarf, this weapon may function as a thrown missile weapon.

- **Range:** 60’.
- **After being thrown:** It returns to its wielder’s hands.



SENTIENT SWORDS

If a magic sword possesses sentience (see *Swords*, p44 for the likelihood), the procedure on this page may be used to determine its powers. (Alternatively, the referee may select its qualities as desired.)

Rolling a Sentient Sword

- Special purpose:** If the sword has a special purpose, see *Special Purpose*, p53 to determine what it is.
- Intelligence and personality:** The sword's INT is 1d6+6. (Swords imbued with a special purpose always have INT 12.) The sword has its own personality and should be played as an NPC.
- Communication:** The sword's INT determines the means by which it can communicate. See the table to the right.
 - Empathy:** The sword cannot communicate directly, but empathically informs the wielder of its powers and how to use them.
 - Speech:** The sword speaks out loud. The number of languages it knows is indicated by rolling on the languages table, to the right. Languages should be selected by the referee.
 - Reading:** The sword can read all languages it can speak, as well as magical inscriptions.
- Alignment:** See the table to the right.
- Powers:** The sword's INT determines the number of powers it has. See the table to the right. Powers are described in the following pages.
- Ego:** Sentient swords have an *Ego* rating—a measure of their force of personality. This is rolled on 1d12. Swords imbued with a special purpose always have an Ego of 12.

Sentient Sword Communication

INT	Reading	Communication
7	No	Empathy
8	No	Empathy
9	No	Empathy
10	No	Speech
11	Yes	Speech
12	Yes	Speech

Sentient Sword Languages

d100	Languages
01–50	Alignment tongue + 1
51–70	Alignment tongue + 2
71–85	Alignment tongue + 3
86–95	Alignment tongue + 4
96–99	Alignment tongue + 5
00	Roll twice again, adding results

Sentient Sword Alignment

d20	Alignment
1–13	Lawful
14–18	Neutral
19–20	Chaotic

Sentient Sword Powers

INT	Powers
7	1 sensory power
8	2 sensory powers
9	3 sensory powers
10	3 sensory powers
11	3 sensory powers
12	3 sensory + 1 extraordinary

Using a Sentient Sword

Sentient swords grant the wielder special powers beyond those of a normal magic sword, but using one also carries risks.

Activating Powers

- **In hand:** To use a power, the sword must be in the wielder's hand.
- **Concentration:** The wielder must concentrate to activate a power.

Alignment

The alignment of the sword can only be determined by touching it. Doing so may incur damage if the character is of a different alignment to the sword:

- **Lawful swords:** Inflict 1d6 damage per round to neutral characters and 2d6 per round to chaotic characters.
- **Neutral swords:** Inflict 1d6 damage per round to non-neutral characters.
- **Chaotic swords:** Inflict 1d6 damage per round to neutral characters and 2d6 per round to lawful characters.

Control

A sentient sword has its own personality and can, at times, attempt to exercise control over the person who wields it. A control check (see below) is triggered in any of the following circumstances:

- **First contact:** Upon the character first touching the sword.
- **Wounded:** When the character is reduced to half hit points or less.
- **Jealousy:** When another magic weapon comes into the character's possession.
- **Alignment difference:** Upon every use, if the sword and the character are of different alignments.
- **Special purpose:** If the sword has a special purpose: every time the special purpose is applicable. (e.g. when encountering a character or creature of the type the sword is designed to slay.)

Control Checks

When one of the aforementioned circumstances occurs, a control check is required:

1. Determine the sword's Will score:
 - a. The sum of its INT and Ego.
 - b. Add one for each extraordinary power the sword has.
 - c. Add 1d10 if the sword and the wielder are of different alignments.
2. Determine the wielder's Will score:
 - a. The sum of STR and WIS scores.
 - b. If the character has less than full hit points, Will is reduced by 1d4 (or 2d4 if the character has less than half hit points).
3. Compare the Will scores. If the sword's Will score is higher, it takes control of the character's actions.

When the Sword Takes Control

The referee determines the behaviour of the character, via the sword, for example:

- **Jealousy:** Discarding other weapons, or ignoring newly discovered magic weapons.
- **Glory:** Charging into battle, in order to gain glory for the sword.
- **Surrender:** To a foe whom the sword deems either more worthy of possessing it or more susceptible to being controlled.
- **Indulgence:** Making lavish expenditures for the sword. Purchasing expensive sheaths, having jewels fitted, having enchantments and wards applied, etc. The sword may force the character to spend most of their money on such things!

Ending Control

Once in control, the sword will only release the character when the circumstance that triggered the control check is over or when the sword is otherwise satisfied.

EXTRAORDINARY POWERS

Each power should be rolled on the table below. Duplicates should be re-rolled, unless noted.

Usage frequency: Unless a power's description notes otherwise, it may be used at most three times a day.

Sentient Sword Extraordinary Powers

d100	Power
01–10	Clairaudience
11–20	Clairvoyance
21–30	ESP
31–35	Extra damage (dups. allowed)
36–40	Flying
41–45	Healing (duplicates allowed)
46–54	Illusion
55–59	Levitation
60–69	Telekinesis
70–79	Telepathy
80–88	Teleportation
89–97	X-ray vision
98–99	Roll twice again on this table
00	Roll 3 times again on this table

Clairaudience

Enables the wielder to hear through the ears of another creature.

- **Activation:** The wielder must concentrate for one turn to activate this power.
- **Range:** The other creature must be within 60'.
- **Obstruction:** Lead blocks this power.

Clairvoyance

Enables the wielder to see through the eyes of another creature.

- **Activation:** The wielder must concentrate for one turn to activate this power.
- **Range:** The other creature must be within 60'.
- **Obstruction:** Lead blocks this power.

ESP

Enables the wielder to read the thoughts of another living creature.

- **Activation:** The wielder must concentrate in a specific direction to activate this power.
- **Range:** The other creature must be within 60'.
- **Comprehension:** The wielder gains an empathic understanding of the creature's thoughts.
- **Obstruction:** Lead blocks this power.

Extra Damage

Increases the wielder's strength for 1d10 rounds. While the power is active, damage inflicted by the wielder is multiplied by 4.

Duplicates

If this power is rolled more than once, the damage multiplier is increased by one for each duplicate roll.

Flying

The wielder is able to fly for up to 3 turns.

- **Movement rate:** A speed of up to 360' (120') is possible.
- **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Healing

The sword heals damage.

- **Effect:** One point of damage is healed per round, for six rounds.
- **Usage frequency:** This power may only be activated once a day.

Duplicates

If this power is rolled more than once, the duration of the power is increased by 6 rounds for each duplicate.

Illusion

An illusion of the wielder's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (see *Classic Fantasy: Magic*).

Levitation

Grants the wielder the ability to move up and down through the air for up to 3 turns:

- **Vertical:** The wielder mentally directs vertical movement at up to 20' per round.
 - **Horizontal:** The character can push against solid objects to move laterally.
- Weight:** A normal amount of weight can be carried while levitating.

Telekinesis

By concentrating, the wielder is able to move objects or creatures within 120' by the power of thought.

- **Weight:** Up to 2,000 coins of weight may be targeted.
- **Movement:** The target may be moved up to 20' per round, in whatever direction the wielder wishes (including vertically).
- **Resisting:** A targeted creature may **save versus spells** to resist.
- **Duration:** Up to 6 rounds.
- **Concentration:** If concentration is broken, the target falls.

Telepathy

Enables the wielder to read the thoughts of another living creature.

- **Concentration:** The wielder must concentrate in a specific direction to activate this power.
- **Range:** The other creature must be within 60'.
- **Comprehension:** The wielder gains an empathic understanding of the creature's thoughts.
- **Bidirectional communication:** The wielder may also initiate a bidirectional telepathic communication with the creature, though it is not compelled to respond.
- **Obstruction:** Lead blocks this power.

Teleportation

The wielder is able to teleport, per the magic-user spell (see *Classic Fantasy: Magic*).

X-Ray Vision

Allows the wielder to see through solid objects.

- **Through stone:** Sight up to 30' through stone is possible.
- **Through softer materials:** Sight up to 60' through less dense materials (cloth, water, wood) is possible. **Obstructions:** Sight through gold or lead is blocked.
- **Searching:** When used for the purpose of searching (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*), the wielder is guaranteed to notice secret doors or traps in the 10' square area being examined.
- **Concentration:** Usage requires concentration (the wielder cannot move).
- **Usage frequency:** This power may not be activated more frequently than once per turn.

SENSORY POWERS

Each sensory power should be rolled on the table below, with duplicates re-rolled.

Usage frequency: Unless a power's description notes otherwise, it may be used without limit.

Sentient Sword Sensory Powers

d100 Power

01–10	Detect evil or good
11–15	Detect gems
16–25	Detect magic
26–35	Detect metals
36–50	Detect shifting architecture
51–65	Detect slopes
66–75	Detect traps
76–85	Locate secret doors
86–95	See invisible objects
96–99	Roll an extraordinary power
00	Roll twice again on this table

Detect Evil or Good

The wielder can sense the intention to do evil or good within 20'. (Note: some potentially harmful things—e.g. animals, traps—are not evil.)

Detect Gems

The sword will point in the direction of any gems within 60'.

► **Count:** The wielder is also informed of the number of gems present.

► **Obstruction:** Lead blocks this power.

Detect Magic

Up to three times a day, the sword can detect magic within 20'. On command, the magic may be caused to glow.

Detect Metals

The sword will point in the direction of metal of a named type within 60'.

► **Obstruction:** Lead blocks this power.

Detect Shifting Architecture

The wielder can locate shifting walls or rooms up to 10' distant.

Detect Slopes

The wielder can sense sloped floors within 10'.

Detect Traps

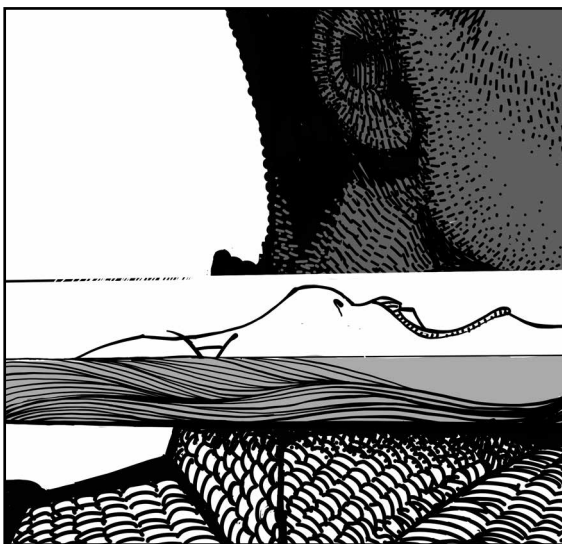
Up to three times a day, the wielder can sense traps within 10'.

Locate Secret Doors

Up to three times a day, the wielder can find all secret doors within 10'.

See Invisible Objects

The wielder can see invisible or concealed objects up to 20' distant. (This power does not reveal secret doors.)



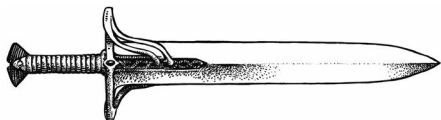
SPECIAL PURPOSE

Some sentient swords are also imbued with a special purpose. The purpose of such swords is typically to slay a certain type of character or creature. The purpose may be rolled on the table below, or the referee may invent others.

Sentient Sword Special Purpose

d6 Type of Target to be Slain

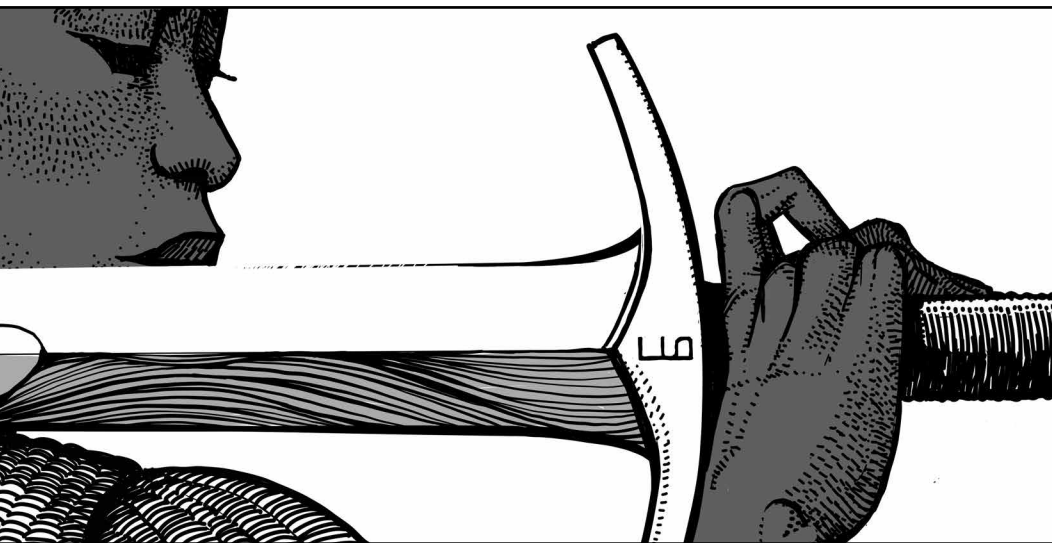
- 1 Arcane spell casters
- 2 Divine spell casters
- 3 Warriors (e.g. fighters or other primarily combat-oriented, non-spell casting classes, including non-spell casting demihumans)
- 4 Specific type of monster (determine randomly)
- 5 Lawful creatures (or chaotic creatures if the sword is lawful)
- 6 Chaotic creatures (or lawful creatures if the sword is chaotic)



Alignment Power

In addition to their sensory and extraordinary powers, swords of special purpose have an extra power when used to achieve their designated purpose (e.g. when attacking the enemy the sword was designed to slay). This power depends on the sword's alignment:

- **Lawful:** Chaotic foes hit by the sword must **save versus spells** or be paralysed.
- **Neutral:** The wielder gains a +1 bonus to all saving throws.
- **Chaotic:** Lawful foes hit by the sword must **save versus spells** or be turned to stone.



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OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Treasures

A hoard of more than 150 wondrous magic items to entice characters of all levels!

- ▶ **Treasure tables:** Complete tables and procedures for randomly generating fabulous treasure hoards.
- ▶ **Weapons and armour:** Enchanted arms coveted by every warrior. Included are procedures for creating sentient swords—the most awesome of all weapons.
- ▶ **Scrolls, staves, and seeing stones:** To enhance the magical prowess of any spell caster.
- ▶ **Magical miscellany:** Alchemical concoctions, rings of power, boots and cloaks woven with magic.



NECROTIC
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Classic Game Set v1.1

Magic Item Type		
B: d%	X: d%	Type of Item
01–10	1–10	Armour or Shield
11–15	11–15	Miscellaneous Item
16–40	16–35	Potion
41–45	36–40	Ring
46–50	41–45	Rod / Staff / Wand
51–70	46–75	Scroll or Map
71–90	76–95	Sword
91–00	96–00	Weapon

Magic Armour and Shields		
B: d4	X: d%	Item
1	01–15	Armour +1
2	16–25	Armour +1, Shield +1
	26–27	Armour +1, Shield +2
	28	Armour +1, Shield +3
	29–33	Armour +2
	34–36	Armour +2, Shield +1
	37–41	Armour +2, Shield +2
	42	Armour +2, Shield +3
	43–45	Armour +3
	46	Armour +3, Shield +1
	47	Armour +3, Shield +2
	48	Armour +3, Shield +3
	49–51	Cursed Armour –1
	52–53	Cursed Armour –2
	54	Cursed Armour –2, Shield +1
3	55–56	Cursed Armour, AC 9 [10]
	57–62	Cursed Shield –2
	63–65	Cursed Shield, AC 9 [10]
4	66–85	Shield +1
	86–95	Shield +2
	96–00	Shield +3

Type of Magic Armour	
d8	Type of Armour
1–2	Leather
3–6	Chainmail
7–8	Plate mail

Miscellaneous Magic Items		
B: d10	X: d%	Item
	01–03	Amulet of Protection Against Scrying
1	04–05	Bag of Devouring
2	06–11	Bag of Holding
	12–16	Boots of Levitation
	17–21	Boots of Speed
	22–26	Boots of Travelling and Leaping
3	27–31	Broom of Flying
4	32–35	Crystal Ball
	36–37	Crystal Ball with Clairaudience
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	39–40	Displacer Cloak
	41	Drums of Panic
	42	Efreeti Bottle
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	57	Flying Carpet
6	58–64	Gauntlets of Ogre Power
	65–66	Girdle of Giant Strength
7	67–77	Helm of Alignment Changing
	78–82	Helm of Reading Languages and Magic
8	83	Helm of Telepathy
	84	Helm of Teleportation
	85	Horn of Blasting
9	86–90	Medallion of ESP 30'
	91–93	Medallion of ESP 90'
	94	Mirror of Life Trapping
10	95–97	Rope of Climbing
	98–00	Scarab of Protection

Potions

B: d8	X: d%	Potion
	01–03	Clairaudience
	04–07	Clairvoyance
	08–10	Control Animal
	11–13	Control Dragon
	14–16	Control Giant
	17–19	Control Human
	20–22	Control Plant
	23–25	Control Undead
	26–32	Delusion
1	33–35	Diminution
2	36–39	ESP
	40–43	Fire Resistance
	44–47	Flying
3	48–51	Gaseous Form
	52–55	Giant Strength
4	56–59	Growth
5	60–63	Healing
	64–68	Heroism
6	69–72	Invisibility
	73–76	Invulnerability
7	77–80	Levitation
	81–84	Longevity
8	85–86	Poison
	87–89	Polymorph Self
	90–97	Speed
	98–00	Treasure Finding

Gem Values

d20	Gem Value
1–4	10gp
5–9	50gp
10–15	100gp
16–19	500gp
20	1,000gp

Jewellery

Each piece of jewellery indicated by a treasure type is worth $3d6 \times 100\text{gp}$ (or more, if the referee wishes, for characters above 3rd level).

Magic Rings

B: d6	X: d%	Ring
1	01–05	Control Animals
	06–10	Control Humans
	11–16	Control Plants
	17–26	Delusion
	27–29	Djinni Summoning
2	30–39	Fire Resistance
3	40–50	Invisibility
	51–55	Protect. +1, 5' radius
4	56–70	Protection +1
	71–72	Regeneration
	73–74	Spell Storing
	75–80	Spell Turning
	81–82	Telekinesis
5	83–88	Water Walking
6	89–94	Weakness
	95–96	Wishes, 1–2
	97	Wishes, 1–3
	98	Wishes, 2–4
	99–00	X-Ray Vision

Basic and Expert Magic Items

Separate probabilities are listed in the tables for Basic and Expert level characters (i.e. characters of 1st to 3rd level, and characters of 4th level or higher). The Basic probabilities are listed in the B column, and the Expert probabilities in the X column.

It is recommended that the probabilities appropriate to the group's experience level be used. Alternatively, if the referee prefers to have an even distribution of magic items, irrespective of player character level, the Expert probabilities may always be used.

Magic Rods, Staves, and Wands

B: d6	X: d%	Item
1	01–08	Rod of Cancellation
	09–11	Staff of Commanding
2	12–21	Staff of Healing
	22–23	Staff of Power
3	24–28	Staff of Snakes
	29–31	Staff of Striking
	32–34	Staff of Withering
	35	Staff of Wizardry
4	36–40	Wand of Cold
	41–45	Wand of Enemy Detection
	46–50	Wand of Fear
	51–55	Wand of Fire Balls
	56–60	Wand of Illusion
	61–65	Wand of Lightning Bolts
	66–70	Wand of Magic Detection
5	71–75	Wand of Metal Detection
	76–80	Wand of Negation
	81–85	Wand of Paralysis
6	86–90	Wand of Polymorph
	91–95	Wand of Secret Door Detection
	96–00	Wand of Trap Detection

Random Scroll Spell Level

B: d6	X: d%	Spell Level	
		Arcane	Divine
1–3	01–25	1st	1st
4–5	26–50	2nd	2nd
6	51–70	3rd	3rd
	71–85	4th	4th
	86–95	5th	5th
	96–00	6th	5th

Magic Scrolls and Maps

B: d8	X: d%	Scroll
1	01–15	1 Spell
2	16–25	2 Spells
3	26–31	3 Spells
	32–34	5 Spells
	35	7 Spells
4	36–40	Cursed Scroll
	41–50	Prot. from Elementals
5	51–60	Prot. from Lycanthropes
	61–65	Prot. from Magic
6	66–75	Prot. from Undead
7	76–78	Treasure Map: I
	79–80	Treasure Map: II
	81–82	Treasure Map: III
	83	Treasure Map: IV
	84	Treasure Map: V
	85	Treasure Map: VI
	86	Treasure Map: VII
8	87–90	Treasure Map: VIII
	91–95	Treasure Map: IX
	96	Treasure Map: X
	97–98	Treasure Map: XI
	99–00	Treasure Map: XII

Treasure Maps

- ▶ **I:** 1 magic item.
- ▶ **II:** 1d6 × 10 gems and 2d10 pieces of jewellery.
- ▶ **III:** 2 magic items.
- ▶ **IV:** 3 magic items (no swords).
- ▶ **V:** 3 magic items and 1 potion.
- ▶ **VI:** 3 magic items, 1 scroll, 1 potion.
- ▶ **VII:** 5d6 gems and 2 magic items.
- ▶ **VIII:** Hoard worth 1d4 × 1,000gp.
- ▶ **IX:** Hoard worth 5d6 × 1,000gp.
- ▶ **X:** Hoard worth 5d6 × 1,000gp and 1 magic item.
- ▶ **XI:** Hoard worth 5d6 × 1,000gp and 5d6 gems.
- ▶ **XII:** Hoard worth 6d6 × 1,000gp.

Magic Swords

B: d8	X: d%	Sword
1	01–02	Sword –1, Cursed
	03–04	Sword –2, Cursed
2	05–44	Sword +1
3	45–50	Sword +1, +2 vs Lycanthropes
4	51–56	Sword +1, +2 vs Spell Users
5	57–61	Sword +1, +3 vs Dragons
	62–66	Sword +1, +3 vs Enchanted Creatures
	67–71	Sword +1, +3 vs Regenerating Creatures
6	72–76	Sword +1, +3 vs Undead
	77	Sword +1, Energy Drain
	78–81	Sword +1, Flaming
7	82–89	Sword +1, Light
	90–92	Sword +1, Locate Objects
	93	Sword +1, Wishes
8	94–96	Sword +2
	97–98	Sword +2, Charm Person
	99–00	Sword +3

Sentient Sword Communication

INT	Reading	Communication
7	No	Empathy
8	No	Empathy
9	No	Empathy
10	No	Speech
11	Yes	Speech
12	Yes	Speech

Sentient Sword Languages

d100	Languages
01–50	Alignment tongue + 1
51–70	Alignment tongue + 2
71–85	Alignment tongue + 3
86–95	Alignment tongue + 4
96–99	Alignment tongue + 5
00	Roll twice again, adding results

Magic Weapons

B: d4	X: d%	Weapon
	01–02	Arrows +1 (3d10 arrows)
1	03–12	Arrows +1 (Basic: 10; Expert: 2d6 arrows)
	13–18	Arrows +2 (1d6 arrows)
2	19–27	Axe +1
	28–30	Axe +2
	31–33	Bow +1
	34–43	Crossbow Bolts +1 (2d6 bolts)
	44–45	Crossbow Bolts +1 (3d10 bolts)
	46–52	Crossbow Bolts +2 (1d6 bolts)
3	53–55	Dagger +1
	56	Dagger +2, +3 vs orcs, goblins, and kobolds
4	57–64	Mace +1
	65–67	Mace +2
	68	Mace +3
	69–74	Sling +1
	75–82	Spear +1
	83–86	Spear +2
	87	Spear +3
	88–94	War Hammer +1
	95–99	War Hammer +2
	00	War Hammer +3, Dwarfven Thrower

Sentient Sword Powers

INT	Powers
7	1 sensory power
8	2 sensory powers
9	3 sensory powers
10	3 sensory powers
11	3 sensory powers
12	3 sensory + 1 extraordinary

Sentient Sword Alignment

d20	Alignment
1–13	Lawful
14–18	Neutral
19–20	Chaotic