

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY



Treasures

EARLY RELEASE PDF

Gavin here with a few notes on this PDF. This is a pre-release PDF for Kickstarter backers and pre-order customers.

- ▶ Some artwork is present, but you'll see many grey boxes where more art is to come.
- ▶ The text itself is finished and complete.
- ▶ Over the coming months, I'll periodically update the PDFs with the latest artwork. You'll get a notification that a file in your library at DriveThruRPG has been updated, and will be able to download the new version.

Proofreading Feedback

When you're reading this book or using it in your games, if you notice anything that seems wrong, *please let me know!* I won't be sending the books off to the printers until September-ish, so there's plenty of time for any remaining sneaky errors to be fixed. The following points are especially of interest:

- ▶ **Typos:** Obviously, I've run the text through a spell checker, but typos can still sneak in.
- ▶ **Layout errors:** Wrong page references? Erroneous or inconsistent formatting?
- ▶ **Unclear wording:** I've put great effort (with the help of many proofreaders!) into making the rules easy to understand, but who knows, maybe new sets of eyes on the text will notice something that could be made clearer.
- ▶ **Rules accuracy:** For those readers who are familiar with the 1980s B/X rules, please keep an eye out! Our aim is for the content of this book to be a direct clone of the original B/X rules—except where noted in the Author's Notes document. If you spot anything that rings alarm bells, please let me know.

Change Log

As successive versions of this PDF are published, I'm keeping a record of what's changed between versions. *You can view it [here online](#).*

Contact

These are the best ways to get in touch:

- ▶ **Kickstarter message:** <https://www.kickstarter.com/projects/necroticgnome/old-school-essentials>
- ▶ **Email:** summon@necroticgnome.com
- ▶ **MeWe:** https://mewe.com/join/necrotic_gnome

If you're getting in touch with feedback about the books, please note in your message which book you're referring to, along with the page number (if applicable).

Enjoy!

I wish you all much enjoyment with these PDFs in the interim, before the books are finalised.

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Treasures

pre-release v0.5



Writing, editing, layout: Gavin Norman

Cover art: Andrew Walter

Interior art: Mustafa Bekir, Michael Clarke, Pauliina Hannuniemi, Jon Hodgson, Huargo, Tom Kilian, Kyle Latino, Mark Lyons, Alex Mayo, Penny Melgarejo, Stefan Poag, Spaghetti Quester, Rachel Quinlan, Matthew Ray, Peter Saga, Del Teigeler

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**NECROTIC
GNOME**

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INTRODUCTION

TREASURES

Dwarf-forged helms and breastplates gleaming among the rusted remnants of ancient armouries.

Spheres of purest crystal swirling with dark mists ready to coalesce into visions of places far distant at the touch of one versed in the arcane arts.

Alchemical brews—fizzing and frothing, swirling with rainbow hues, or flashing with unnatural radiance—their odd properties only revealed to one who dares take a sip.

Rune-engraved rings of brass, silver, or mithral, which grant powers to bend the will of others, to disappear from sight, or to deflect baleful magic.

Swords of opalescent star-metal, imbued with a strange sentience that may threaten to overwhelm the mind of one who dares to wield their power.

Wands and staves charged with arcane energies, ready to unleash fire, ice, or lightning at the command of one worthy of their power.

These are the wondrous treasures of the classic fantasy genre, lurking in tombs and hoards to entice player characters of all experience levels!



Heritage

The material presented in this book represents a 100% faithful restatement of the magic items from the classic Basic/Expert game.

REQUIRED BOOKS

Core Rules: The basic rules for magic items of each type are found in *Old-School Essentials Core Rules*.

Classic Fantasy: Cleric and Magic-User Spells: Some magic items in this book refer to spells which are described in *Classic Fantasy: Cleric and Magic-User Spells*.

Classic Fantasy: Monsters: Some magic items in this book refer to monsters which are described in *Classic Fantasy: Monsters*.

ARMOUR AND SHIELDS

Magic Armour and Shields

B: d4	X: d%	Item
1	1-15	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+)

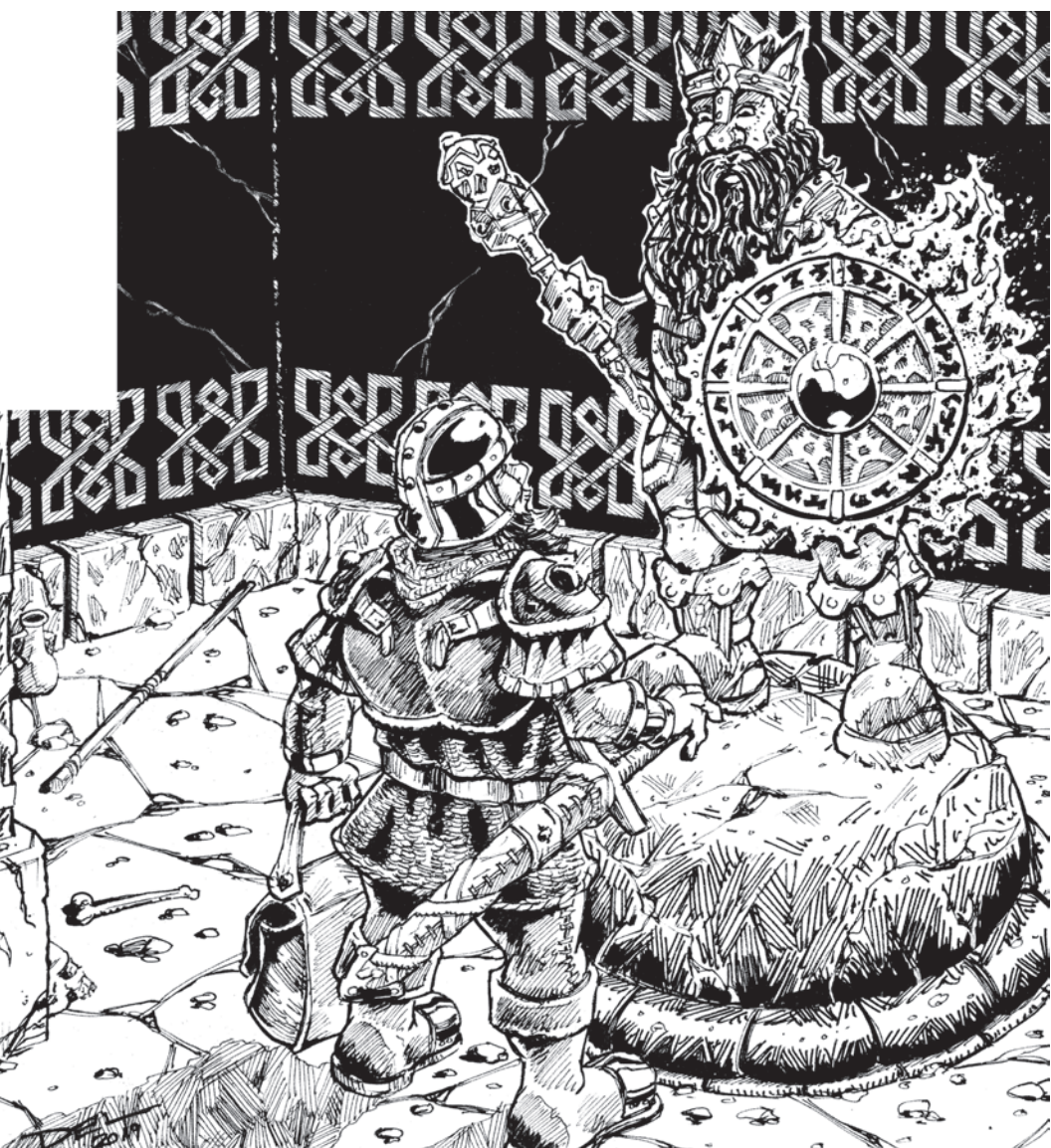
Type of Armour

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

Type of Magic Armour

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





MISCELLANEOUS ITEMS

Miscellaneous Magic Items

B: d10	X: d%	Item
	1–3	Amulet of Protection Against Scrying
1	4–5	Bag of Devouring
2	6–11	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
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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'
	94–94	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

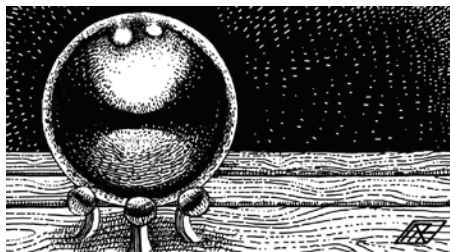
The wearer is able to travel without tiring and leap great distances.

- **Tirelessness:** The normal need for rest when travelling may be ignored (see *Wilderness Adventuring* in *Core Rules*).
- **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 sryer'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 sryer can hear, as well as see, the desired scene.

Crystal Ball With ESP

Allows the sryer 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 sryer 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 *Core Rules*).
- **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: Cleric and Magic-User Spells*).

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, Movement** in *Core Rules*):

- ▶ **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 *Core Rules*).

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: Cleric and Magic-User Spells*).

- **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: Cleric and Magic-User Spells*).

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: Cleric and Magic-User Spells*) is nullified.
- **Charges:** The scarab's enchantment works 2d6 times before it is spent.



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POTIONS

Potions

B: d8	X: d%	Potion
	1–3	Clairaudience
	4–7	Clairvoyance
	8–10	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+)



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. Subjects 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 they are 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: Cleric and Magic-User Spells*). 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: Cleric and Magic-User Spells*). 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: Cleric and Magic-User Spells*). 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	1–5	Control Animals
	6–10	Control Humans
	11–16	Control Plants
	17–26	Delusion
2	27–29	Djinni Summoning
	30–39	Fire Resistance
	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	81–82	Telekinesis
	83–88	Water Walking
	89–94	Weakness
	95–96	Wishes, 1–2
97	97	Wishes, 1–3
	98	Wishes, 2–4
	99–00	X-Ray Vision

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)



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 *Core Rules*) 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. Subjects 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 they are 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 (*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 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 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 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**, under **Magic Items** in *Core Rules*).

- ▶ **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 **Searching**, under **Dungeon Adventuring** in *Core Rules*), 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 Wands, Staves, and Rods

B: d6	X: d%	Item
1	1–8	Rod of Cancellation
	9–11	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
36–40		Wand of Cold
4	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
5	66–70	Wand of Magic Detection
	71–75	Wand of Metal Detection
	76–80	Wand of Negation
6	81–85	Wand of Paralysis
	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

Unless noted in an item's description, rods, staves, and wands contain the following number of charges when found:

- ▶ **Rods:** 1d10 charges.
- ▶ **Staves:** 3d10 charges.
- ▶ **Wands:** 2d10 charges.



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 *Monster Reactions* in *Core Rules*) 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. Subjects 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: Cleric and Magic-User Spells*.)



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: Cleric and Magic-User Spells*.)
- **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.

- **Expending 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

Expending 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: Cleric and Magic-User Spells*), 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: Cleric and Magic-User Spells*).

- **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	1–15	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+)



Cursed Scroll

See *Scrolls and Maps* in *Core Rules*.

Scroll of Protection from Elementals

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

- **Effect:** No elemental may enter the circle.
- **Moving:** If the reader moves, the circle of protection follows them.
- **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.

Scroll of Protection from Lycanthropes

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

- **Effect:** A number of lycanthropes are barred from entering the circle. The number depends on their Hit Dice: 1–3 HD: 1d10 lycanthropes affected, 4–5 HD: 1d8 affected, 6+ HD: 1d4 affected.
- **Moving:** If the reader moves, the circle of protection follows them.
- **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.

Scroll of Protection from Magic

Conjures a barrier that spells and spell-like effects (e.g. from magic items) cannot cross.

- **Effect:** The barrier prevents magic from entering the circle, but also from leaving it.
- **Duration:** 1d4 turns.
- **Dispelling:** Can only be broken by a wish.



Scroll of Protection from Undead

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

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

See *Scrolls and Maps* in *Core Rules*.

Treasure Map

See *Scrolls and Maps* in *Core Rules*.







SWORDS

Magic Swords

B: d8	X: d%	Sword
1	1–2	Sword –1, Cursed
	3–4	Sword –2, Cursed
2	5–44	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

B: Basic characters (levels 1–3)

X: Expert characters (level 4+)



Sentient Swords

Some magic swords have an innate intelligence and personality, along with other special powers. See *Sentient Swords*, **p38**, 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*, **p38**, 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 creature:

- 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: Cleric and Magic-User Spells*).

► **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: Cleric and Magic-User Spells*).

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

Sword +1, Wishes

Has the power to grant the wielder's wishes (see *Wishes*, under *Magic Items* in *Core Rules*).

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

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

WEAPONS

Magic Weapons

B: d4	X: d%	Weapon
	1–2	Arrows +1 (3d10 arrows)
1	3–12	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+)

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.

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SENTIENT SWORDS

If a magic sword possesses sentience (see *Swords*, p34 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

1. **Special purpose:** If the sword has a special purpose, see *Special Purpose*, p43 to determine what it is.
2. **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.
3. **Communication:** The sword's INT determines the means by which it can communicate. See the table to the right.
 - a. **Empathy:** The sword cannot communicate directly, but empathically informs the wielder of its powers and how to use them.
 - b. **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.
 - c. **Reading:** The sword can read all languages it can speak, as well as magical inscriptions.
4. **Alignment:** See the table to the right.
5. **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.
6. **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 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

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. Plus one for each extraordinary power the sword has.
 - c. Plus 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, 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!

When Control Ends

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: Cleric and Magic-User Spells*).

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: Cleric and Magic-User Spells*).

X-Ray Vision

Allows the wielder 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 **Searching**, under *Dungeon Adventuring* in *Core Rules*), 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:** May be used at most 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:** This power is blocked by lead.

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:** Blocked by lead.

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

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

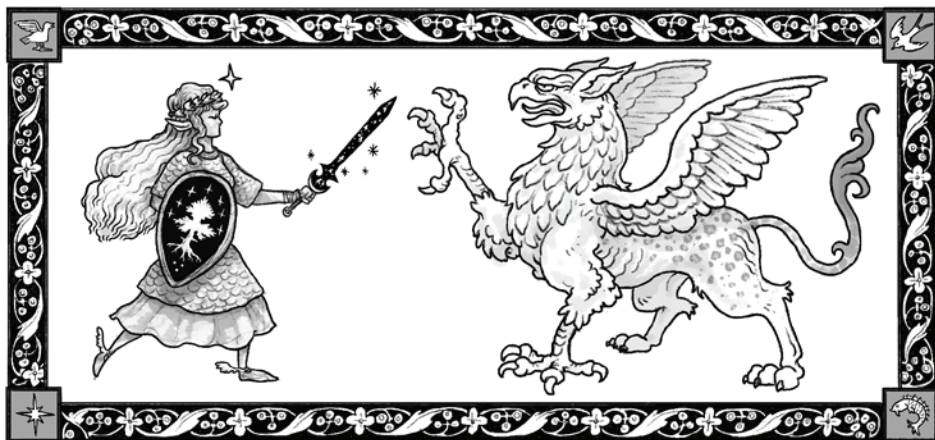
d6 Target

- | d6 | Target |
|----|--|
| 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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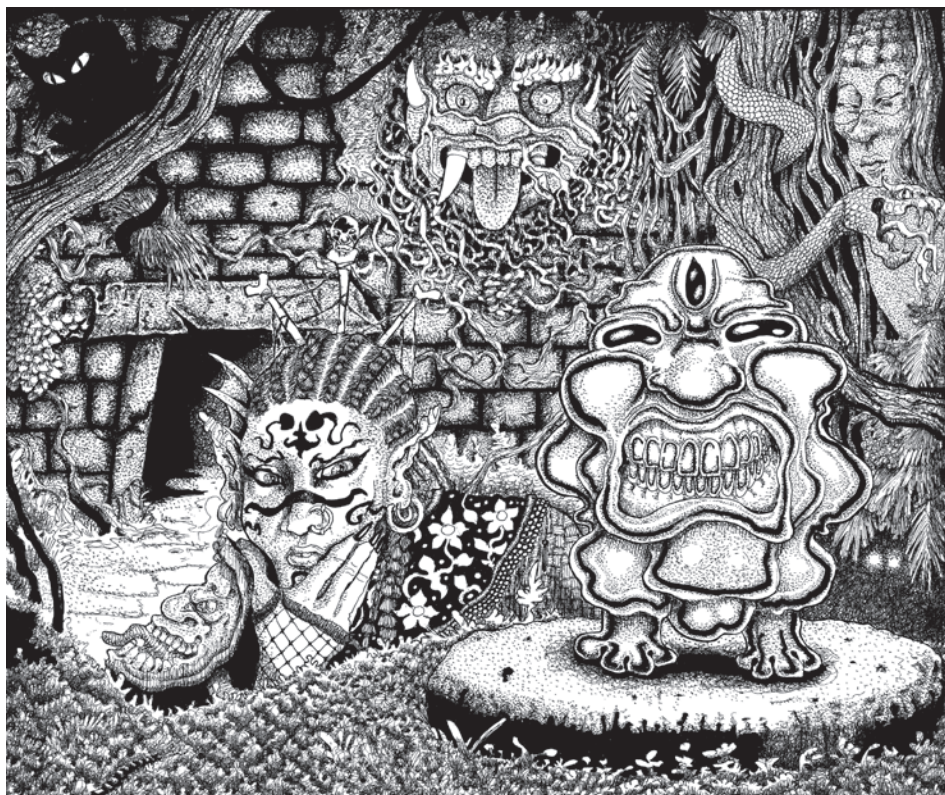
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