

# OLD-SCHOOL ESSENTIALS

## CLASSIC FANTASY

### Treasures

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**NECROTIC  
GNOME**

## Magic Item Type

B: d%	X: d%	Type of Item
1–10	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	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

## 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
	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
	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'
	94–94	Mirror of Life Trapping
10	95–97	Rope of Climbing
	98–00	Scarab of Protection

## 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

## 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	1–5	Control Animals
	6–10	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	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
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
5	66–70	Wand of Magic Detection
	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

## Random Scroll Spell Level

B: d6	X: d%	Spell Level	
		Arcane	Divine
1–3	1–25	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	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

## 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	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

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
1	1–2	Arrows +1 (3d10 arrows)
	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
	57–64	Mace +1
4	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

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