

B/X ESSENTIALS

Adventures and Treasures



Necrotic Gnome

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Writing and layout by
Gavin Norman

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Foreword

With this book, we have reached the final instalment in the “classic” **B/X Essentials** line. This rules reference to the traditional Basic/Expert game is now complete!

In the foreword to the first **B/X Essentials** book, I discussed the origins of the project. It feels fitting, now, to discuss the future of the project. Firstly, I can say that **B/X Essentials** will not end where the traditional B/X rules end. The modular approach taken in the design of these books makes it trivial to swap out parts of the traditional game with replacements. In this way, one can easily imagine a whole series of books presenting classes, magic, and monsters for different worlds, settings, and genres—all able to slot in cleanly with the **Core Rules**. It is in this direction that **B/X Essentials** will continue.

Now, about the content of *this* book. The main chunks of content you will find are:

1. Guidelines for creating adventures in dungeons and the wilderness.
2. Tables for rolling random encounters in dungeons and different types of wilderness terrain, as well as procedures for stronghold encounters and NPC parties.
3. Procedures for placing treasure hoards.

4. Descriptions of magic items of many different kinds.

As with the other books in this series, I have endeavoured to minimise the amount of cross-referencing required between books (and also within this individual book). Thus, rather than *boots of levitation* directing the reader to “see *potion of levitation*”, for example, both items list all required information (and neither refer the reader to the magic-user spell *levitation!*)

Honestly, though, I was taken by surprise by the sheer number of magic items that simply replicate the effect of another magic item or spell. In some cases, due to the complexity of certain spell effects, it was not feasible to reproduce the entire description of the effect, and I was forced, as a last resort, to include references to **B/X Essentials: Cleric and Magic-User Spells**.

Nonetheless, this book forms a pretty definitive all-in-one reference of B/X magic items!

As is now becoming traditional, it is my hope that this book will play some small part in the furtherance of this timeless and beloved game and prove useful as a reference for those already familiar with its charms.

Gavin Norman, Summer 2018, Berlin.

Adventure Scenarios

The first step in designing an adventure of any kind is to decide on the type of scenario. This is the hook that draws the player characters to the adventure site, and provides a background theme that the referee can use to tie the location together. The scenario drives the referee's choices of specific traps, treasures, and monsters to be placed in the location. The following examples may be used for inspiration.

1. Banishing Ancient Evil

An evil presence (e.g. a monster or NPC) must be banished or destroyed. It may have been dormant for many years, and have only recently been awakened (perhaps as a result of another party's meddling).

2. Clearing Ruins

Settlers plan to move into an abandoned settlement or stronghold. Before they arrive, the PCs need to scout the area and clear out any monsters or other dangers that inhabit the place. The ruins need not be in a remote area—they could even be within (or beneath) a major settlement.

3. Contacting a Lost Civilisation

The PCs discover a long-lost race in a fantastic location. They may have once been human, but are now adapted to their strange environment. For example, they may have reverted to bestial behaviour, or may be adapted to subterranean life, with pale skin and infravision.

4. Escaping from Captivity

The PCs have been taken prisoner by an enemy, and begin the adventure in captivity, possibly with a grisly fate awaiting them in the near future. They must regain their freedom.

5. Exploring Unknown Territory

An NPC hires the party to explore and map an unknown region. This may be a previously uncharted area, or may be a recent alteration to a familiar region (e.g. a magic castle may appear in an empty plain).

6. Performing a Quest

A deity or powerful NPC (e.g. a king) sends the PCs on a quest. This may involve recovering holy or magical items.

7. Rescuing Captives

Important NPCs have been kidnapped by bandits, wicked monsters, or an evil wizard. The PCs attempt to rescue the prisoners, either seeking a reward, or because of a personal connection with the unfortunate captives. It is also possible that the PCs may be hired as bodyguards to NPCs who are negotiating with the kidnappers.

8. Scouting an Enemy Outpost

An invasion is looming (or in progress)! The PCs are tasked with infiltrating an outpost of the enemy, gathering reconnaissance as to their plans, strengths, and weaknesses, and (if possible) destroying them.



9. Seeking a Magical Doorway

A gateway exists that allows magical travel (either one-way, or bidirectional) between distant locations or even other worlds. The PCs may be tasked with locating a lost portal, or closing a portal used by enemies. The portal may also be the only means of travel to a fantastic destination that the PCs must visit.

10. Visiting a Sacred Site

In order to consult with an oracle, remove a curse, or find a holy relic, the PCs must journey to a sacred site (e.g. a shrine or temple). The exact location of the site is usually a matter of conjecture.

Designing a Dungeon

1. Choose Setting

The central location of an adventure is often a dungeon of some kind. The referee should decide on the basic form and structure of the dungeon, and can begin to come up with ideas for the main rooms or areas. The following table may be used to decide the basic form.

Dungeon Setting

d6 Setting

- | | |
|---|---|
| 1 | Crypt or tomb complex |
| 2 | Natural caverns |
| 3 | Settlement (e.g. castle, village, city) |
| 4 | Subterranean delving (e.g. mine) |
| 5 | Temple |
| 6 | Tower or fortification |

2. Choose Monsters

Based on the selected *adventure scenario* (p3) and dungeon setting, the referee should decide what types of monsters inhabit the dungeon. Monsters may be selected from *B/X Essentials: Monsters* or other monster books that the referee has available. The referee may also wish to create new monsters specially for the dungeon, or to alter standard monsters to tailor them to the location.



3. Map the Dungeon

Typically, dungeon maps are drawn on graph paper, with a scale of 10' per square. (Larger or smaller scales may be used, as appropriate.) The overall shape of the dungeon—the structure of the rooms and connecting passages (e.g. rough, cavern walls; carefully laid-out defensive structures; etc.)—will be determined by the dungeon setting.

Each area (e.g. room or cave) of the dungeon should be numbered, so that the area on the map can easily be cross-referenced with the description of its contents (see step 4).

4. Stock the Dungeon

The referee should note down a description of each numbered area from the map.

- The description should note any monsters, traps, tricks, treasures, or special magical effects that are present (including the possibility of patrols in the area).
- Generally, the level of danger and the amount of treasure in a dungeon should be suitable to the level of the PCs.
- Additional, descriptive details for each area may also be noted: furnishings, everyday items, smells, sounds, lights, etc.

Monsters or areas that play an important role in the adventure background should be noted first. Areas of less importance may then be stocked, using the guidelines to the right, as desired.

Unguarded Treasure

Treasure is usually guarded by monsters or traps, but sometimes an unguarded cache of treasure may be found. The following guidelines should be borne in mind:

- When designing dungeons for experienced players, the referee should consider placing only very few completely unguarded treasures.
- The referee may wish to not place *any* unguarded treasures in the 9th or deeper dungeon levels.

Random Dungeon Room Contents

d6	Contents	Chance of Treasure
1-2	Empty	1-in-6
3-4	Monster	3-in-6
5	Special	None
6	Trap	2-in-6

- **Monsters:** May be selected by hand or rolled (see *Encounter Tables, p8*).
- **Specials:** Unusual, magical, or weird features of an area. This can include tricks or puzzles.
- **Traps:** If treasure is present, the trap may be set so that it is triggered when the treasure is tampered with (a *treasure trap*). Otherwise, the trap may be triggered by simply entering the room or a certain area of it (a *room trap*).
- **Treasure:** If a monster is in the room, roll the treasure type indicated in its description. Otherwise, the treasure depends on the dungeon level.

Example Room Traps

1. **Falling block:** Inflicts 1d10 damage (**save vs petrification** to avoid).
2. **Gas:** Poisonous gas fills the room (**save vs poison** or die).
3. **Mist:** Harmless; looks like poisonous gas.
4. **Pit:** Opens up beneath characters' feet. Characters who fall in suffer damage when they hit the bottom (see *Falling in B/X Essentials: Core Rules, p15*).
5. **Scything blade:** Swings from the ceiling; attacks for 1d8 damage.
6. **Slide:** Opens up beneath characters' feet, sending them to a lower level.

Example Specials

1. **Alarms:** Entry alarm that attracts nearby guardians.
2. **Animating objects:** Inanimate objects that attack if disturbed.
3. **Falling blocks:** Stone block falls to prevent passage.
4. **Illusions:** Illusionary passages, doors, or stairways.

5. **Shifting architecture:** Doors lock; room rotates, rises, or falls.
6. **Strange waters:** Pool or fountain with weird, magical effects.
7. **Teleports:** Magical portal or teleporter to another area of the dungeon.
8. **Trapdoors:** Leading to a hidden area.
9. **Voices:** Walls or architectural features speak or moan (e.g. a talking statue).

Example Treasure Traps

1. **Darts:** 1d6 spring-loaded darts fire at the character, doing 1d4 damage each.
2. **Hidden monster:** Released when the treasure is tampered with (e.g. a snake).
3. **Illusion:** Typically of a monster. The monster has AC 9 and vanishes if hit in combat. Attacks do not inflict real damage: a character who appears to die actually falls unconscious for 1d4 turns.
4. **Light flash:** Causes blindness for 1d8 turns (**save versus spells**).
5. **Spray:** A mysterious liquid covers the character; monsters are attracted to the smell. The chance of wandering monsters is doubled for 1d6 hours.
6. **Sprung needle:** A needle coated with poison jabs out (**save vs poison** or die).

Treasure

- **Level 1:** 1d6 × 100sp; 50%: 1d6 × 10gp; 5%: 1d6 gems; 2%: 1d6 pieces of jewellery; 2%: 1 magic item.
- **Level 2-3:** 1d12 × 100sp; 50%: 1d6 × 100gp; 10%: 1d6 gems; 5%: 1d6 pieces of jewellery; 8%: 1 magic item.
- **Level 4-5:** 1d6 × 1,000sp; 1d6 × 200gp; 20%: 1d6 gems; 10%: 1d6 pieces of jewellery; 10%: 1 magic item.
- **Level 6-7:** 1d6 × 2,000sp; 1d6 × 500gp; 30%: 1d6 gems; 15%: 1d6 pieces of jewellery; 15%: 1 magic item.
- **Level 8-9:** 1d6 × 5,000sp; 1d6 × 1,000gp; 40%: 1d12 gems; 20%: 1d12 pieces of jewellery; 20%: 1 magic item.

See *Gems and Jewellery* and *Magic Items, p20*, for more details.

Designing a Wilderness

1. Choose Setting

The referee should decide on the basic geography and climate of the region to be described: whether it primarily consists of mountains, forest, desert, etc. The size of the region should also be determined.

When starting a new campaign, it is recommended that the referee begin by detailing a small, self-contained area that can be expanded upon in time.

At this stage, the referee should also consider the nature of the milieu being detailed: the general level of technology, availability of magic, presence of different monsters and intelligent races, and so on.

2. Map the Region

Using graph or hex paper, the referee should create a map of the wilderness area, marking on the major terrain features such as mountain ranges, rivers, seas, lakes, islands, forests, swamps, and so on. Real world maps may serve as inspiration as to the natural structure and relationship of terrain features.

Typically, a large scale map (24 miles per hex) is drawn first, followed by smaller scale maps (6 miles per hex) of certain areas, adding more detail.

3. Locate Human Realms

The areas of the map that are controlled by humans should be marked on the map, bearing in mind the needs of human civilisation (rivers, farmland, etc.). The base town (see step 5) is typically located within one of these regions. The referee should also note the ruler of each human-controlled area, whether it be a petty lord, a mighty king, a consortium of merchants, etc.

4. Locate Non-Human Realms

Regions that are controlled by other intelligent species that exist in the setting (e.g. demihumans, monstrous races, and so on) should be marked on the map, taking their preferred environment and lifestyle into account. Some intelligent species may keep domains with well-defined boundaries, while others may move around—hunting or raiding—within a more vaguely defined area.

The territories of significant, non-intelligent monsters may also be marked on the map at this stage.

5. Place the Base Town

A base town for player characters should be located on the map, typically close to a river or road, near the centre of the map. This is where play will begin. The guidelines to the right may be used to help flesh out the base town.

6. Place Dungeons

The referee may place one or more dungeons on the map, somewhere in the vicinity of the base town. Dungeons are normally located around a day's journey from the base town—close enough that travel between the town and the dungeon is convenient, but not so close that the town is plagued by monsters from the dungeon.

7. Create Regional Encounter Tables

The standard *Wilderness Encounter Tables* (p10) may be suited for use in some areas of the campaign map. For other areas, the referee may prefer to create new tables, with a selection of monsters customised to the area. Special encounter tables should take account of the intelligent and monstrous species marked on the map.

Designing a Base Town

1. Size

Decide how large the base town is and roughly how many inhabitants it has:

Town Size	Inhabitants
Village	50–999
Small Town	1,000–4,999
Large Town	5,000–14,999
City	15,000+

2. Services

The referee should make some notes on the presence of the following services that adventurers will require:

- **Black market:** For selling treasure and contacting thieves or smugglers.
- **Guard:** A town militia to keep the peace and protect the town. It may be useful to note whether the guards are open to bribery, and how frequently they patrol various areas of the town.
- **Healing:** A temple, church, or shrine where healing magic (possibly including means of raising the dead) is available.
- **Lodgings:** Inns or rooms to rent.
- **Rumours:** Places where notices are posted and gossip spreads.

3. Ruler

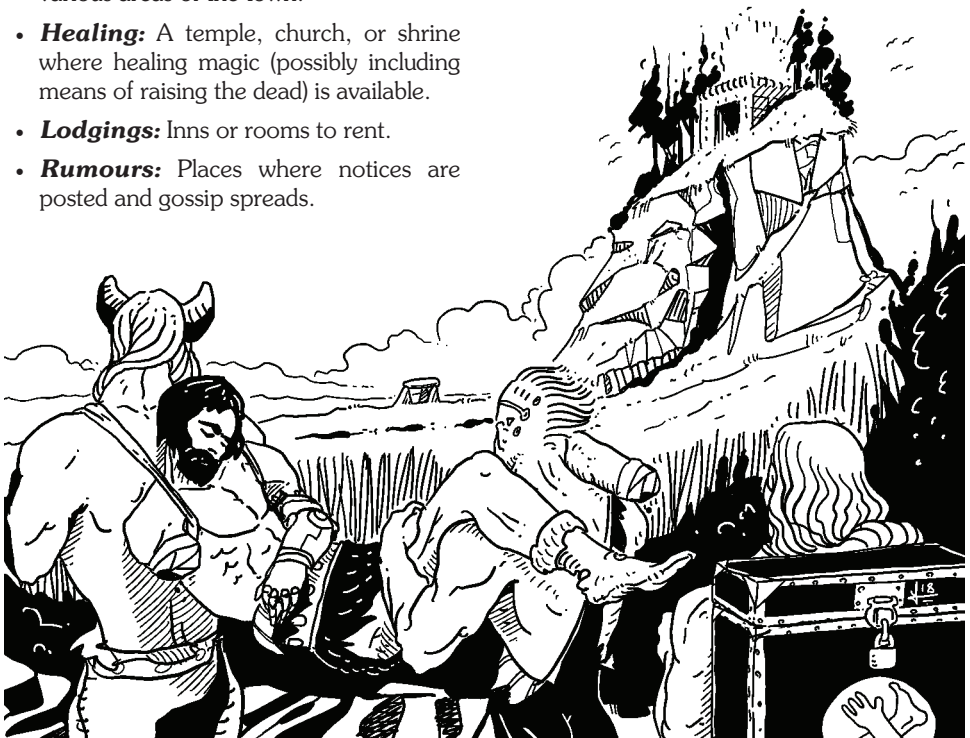
The referee should decide how the town is ruled: whether by a local sheriff or mayor appointed by a lord, an elected council, a confederacy of merchants, etc. It is also possible that a high-level NPC adventurer (with attendant guards and magic) may rule the town.

4. Other NPCs

Other important NPCs in the town should be noted, especially those associated with one of the services mentioned above, or those who might wish to hire the PCs to undertake missions.

5. Rumours

A few local rumours may be noted, to provide hooks for the player characters to start exploring the local area, and possibly find their way to one of the placed dungeons.



Dungeon Encounter Tables

This section provides encounter tables by dungeon level, using the monsters found in *B/X Essentials: Monsters*. Referees who are using additional (or alternative) monsters should either adapt the tables to include these, or should create their own encounter tables. Special tables may also be created to reflect the different balance of monsters inhabiting a specific dungeon.

How to Roll an Encounter

Roll 1d20 and look up the result on the column in the table below that corresponds to the dungeon level being explored. The result indicates the monster encountered, with the number appearing in parentheses.

Notes

- **NPC adventurers:** Encounters with NPC adventuring parties are listed in the tables as “Basic Adventurers” or “Expert Adventurers”. Guidelines for generating NPC adventurers can be found in *NPC Parties*, p16.
- **Number appearing:** The values listed in the tables for some monsters do not match the values listed in *B/X Essentials: Monsters*. If desired, the referee may use the number appearing value listed in the monsters book, for consistency.

d20	Level 1	Level 2	Level 3
1	Acolyte (1d8)	Beetle, Oil (1d8)	Ape, White (1d6)
2	Bandit (1d8)	Berserker (1d6)	Basic Adventurers (1d4+4)
3	Beetle, Fire (1d8)	Cat, Mountain Lion (1d4)	Beetle, Tiger (1d6)
4	Dwarf (1d6)	Elf (1d4)	Bugbear (2d4)
5	Gnome (1d6)	Ghoul (1d6)	Carcass Crawler (1d3)
6	Goblin (2d4)	Gnoll (1d6)	Doppelgänger (1d6)
7	Green Slime (1d4)	Grey Ooze (1)	Driver Ant (2d4)
8	Halfling (3d6)	Hobgoblin (1d6)	Gargoyle (1d6)
9	Killer Bee (1d10)	Lizard, Draco (1d4)	Gelatinous Cube (1)
10	Kobold (4d4)	Lizard Man (2d4)	Harpy (1d6)
11	Lizard, Gecko (1d3)	Neanderthal (1d10)	Lvng. Statue, Crystal (1d6)
12	Orc (2d4)	Noble (2d6)	Lycan., Wererat (1d8)
13	Shrew, Giant (1d10)	Pixie (2d4)	Medium (1d4)
14	Skeleton (3d4)	Robber Fly (1d6)	Medusa (1d3)
15	Snake, Cobra (1d6)	Rock Baboon (2d6)	Ochre Jelly (1)
16	Spider, Crab (1d4)	Snake, Pit Viper (1d8)	Ogre (1d6)
17	Sprite (3d6)	Spider, Black Widow (1d3)	Shadow (1d8)
18	Stirge (1d10)	Troglodyte (1d8)	Spider, Tarantella (1d3)
19	Trader (1d8)	Veteran (2d4)	Thoul (1d6)
20	Wolf (2d6)	Zombie (2d4)	Wight (1d6)



d20	Level 4-5	Level 6-7	Level 8+
1	Bear, Cave (1d2)	Basilisk (1d6)	Black Pudding (1)
2	Blink Dog (1d6)	Bear, Cave (1d2)	Chimera (1d2)
3	Caecilia (1d3)	Black Pudding (1)	Dragon, Black (1d4)
4	Cockatrice (1d4)	Caecilia (1d3)	Dragon, Blue (1d4)
5	Doppelgänger (1d6)	Dragon, White (1d4)	Dragon, Gold (1d4)
6	Exp. Adventurers (1d6+3)	Exp. Adventurers (1d6+3)	Dragon, Green (1d4)
7	Grey Ooze (1)	Gorgon (1d2)	Dragon, Red (1d4)
8	Hellhound (2d4)	Hellhound (2d4)	Exp. Adventurers (1d6+3)
9	Lizard, Tuatara (1d2)	Hydra, 1d4+4HD (1)	Giant, Hill (1d4)
10	Lycan., Wereboar (1d4)	Lycan., Weretiger (1d4)	Giant, Stone (1d2)
11	Lycan., Werewolf (1d6)	Minotaur (1d6)	Golem, Amber (1)
12	Minotaur (1d6)	Mummy (1d4)	Golem, Bone (1)
13	Ochre Jelly (1)	Ochre Jelly (1)	Hydra, 1d4+8HD (1)
14	Owl Bear (1d4)	Owl Bear (1d4)	Lycan., Devil Swine (1d3)
15	Rhagodessa (1d4)	Rust Monster (1d4)	Lycan., Werebear (1d4)
16	Rust Monster (1d4)	Salamndr., Flame (1d4+1)	Manticore (1d2)
17	Spectre (1d4)	Scorpion, Giant (1d6)	Purple Worm (1d2)
18	Troll (1d8)	Spectre (1d4)	Salamndr., Flame (1d4+1)
19	Weasel, Giant (1d4)	Troll (1d8)	Salamander, Frost (1d3)
20	Wraith (1d4)	Warp Beast (1d4)	Vampire (1d4)

Wilderness Encounter Tables

This section provides encounter tables by terrain type, using the monsters found in *B/X Essentials: Monsters*. Referees who are using additional (or alternative) monsters should either adapt the tables to include these, or should create their own encounter tables.

How to Roll an Encounter

Roll 1d8 and 1d12:

- Look up the d8 result on the column in the table below that corresponds to the terrain being explored. The result indicates which sub-table to consult.
- Look up the d12 result in the sub-table indicated.

Notes

- **Aerial encounters:** Always use the *Flyer* table, in sub-table 1, opposite.
- **Lost World:** In Lost World or prehistoric settings, any Animal result may be rolled on the *Prehistoric Animal* table, in sub-table 2, opposite.
- **NPC adventurers:** Encounters with NPC adventuring parties are listed in the tables as “Basic Adventurers”, “Expert Adventurers”, “High-Level Cleric”, “High-Level Fighter”, or “High-Level Magic-User”. Guidelines for generating NPC adventurers can be found in *NPC Parties, p16*.

d8	Barren, Hills, Mountains	City	Clear, Grasslands	Desert	Forest
1	B—Animal	C—Human	G—Animal	D—Animal	F—Animal
2	1—Dragon	C—Human	G—Animal	D—Animal	F—Animal
3	1—Dragon	C—Human	1—Dragon	1—Dragon	1—Dragon
4	B—Flyer	C—Human	1—Flyer	D—Flyer	1—Flyer
5	B—Human	C—Human	G—Human	D—Human	F—Human
6	B—Humanoid	C—Human	G—Humanoid	D—Human	F—Humanoid
7	B—Humanoid	C—Humanoid	1—Insect	D—Humanoid	1—Insect
8	2—Unusual	2—Undead	2—Unusual	2—Undead	2—Unusual

d8	Jungle	Lake, River	Ocean, Sea	Settled	Swamp
1	J—Animal	L—Animal	1—Dragon	C—Animal	1—Dragon
2	J—Animal	1—Dragon	1—Flyer	1—Dragon	1—Flyer
3	1—Dragon	1—Flyer	O—Human	1—Flyer	S—Human
4	1—Flyer	L—Human	O—Swimmer	C—Human	S—Humanoid
5	J—Human	L—Humanoid	O—Swimmer	C—Human	1—Insect
6	J—Humanoid	1—Insect	O—Swimmer	C—Human	S—Swimmer
7	1—Insect	L—Swimmer	O—Swimmer	C—Humanoid	2—Undead
8	1—Insect	L—Swimmer	O—Swimmer	1—Insect	2—Undead



Standard Sub-Table 1

d12	Dragon	Flyer	Insect
1	Chimera	Cockatrice	Beetle, Fire
2	Dragon, Black	Gargoyle	Beetle, Oil
3	Dragon, Blue	Griffon	Beetle, Tiger
4	Dragon, Gold	Hawk, Giant	Driver Ant
5	Dragon, Green	Hippogriff	Driver Ant
6	Dragon, Red	Killer Bee	Killer Bee
7	Dragon, White	Pegasus	Rhagodessa
8	Hydra (or Sea Hydra)	Pixie	Robber Fly
9	Hydra (or Sea Hydra)	Robber Fly	Scorpion, Giant
10	Wyvern	Roc, Small	Spider, Black Widow
11	Basilisk (re-roll at sea)	Sprite	Spider, Crab
12	Salamander (re-roll at sea)	Stirge	Spider, Tarantella

Standard Sub-Table 2

d12	Prehistoric Animal	Undead	Unusual
1	Bear, Cave	Ghoul	Basilisk
2	Cat, Sabre-Toothed	Ghoul	Blink Dog
3	Crocodile, Giant	Ghoul	Centaur
4	Mastodon	Mummy	Gorgon
5	Pterodactyl, Pteranodon	Skeleton	Lycanthrope, Werebear
6	Rhino, Woolly	Skeleton	Lycanthrope, Wereboar
7	Snake, Pit Viper	Spectre	Lycanthrope, Wererat
8	Stegosaurus	Wight	Lycanthrope, Weretiger
9	Titanothera	Wraith	Lycanthrope, Werewolf
10	Triceratops	Vampire	Medusa
11	Tyrannosaurus Rex	Zombie	Treant
12	Wolf, Dire	Zombie	Warp Beast

Sub-Table B: Barren, Hills, Mountains

d12	Animal	Flyer	Human	Humanoid
1	Antelope	Gargoyle	Bandit	Dwarf
2	Ape, White	Griffon	Berserker	Giant, Cloud
3	Ape, White	Harpy	Berserker	Giant, Frost
4	Bear, Cave	Hawk	Brigand	Giant, Hill
5	Cat, Mountain Lion	Hawk, Giant	Brigand	Giant, Stone
6	Hawk	Hippogriff	Expert Adventurers	Giant, Storm
7	Mule	Manticore	High-Level Cleric	Gnome
8	Rock Baboon	Manticore	High-Level Fighter	Goblin
9	Snake, Pit Viper	Pegasus	High-Level MU	Kobold
10	Snake, Rattler	Roc, Small	Merchant	Orc
11	Wolf	Roc, Large	Neanderthal	Troglodyte
12	Wolf, Dire	Roc, Giant	Neanderthal	Troll

Sub-Table C: City, Settled

d12	Animal	Human, City	Human, Settled	Humanoid
1	Antelope	Acolyte	Acolyte	Dwarf
2	Antelope	Basic Adventurers	Basic Adventurers	Elf
3	Boar	Bandit	Bandit	Giant, Hill
4	Cat, Tiger	Bandit	Bandit	Gnome
5	Ferret, Giant	Expert Adventurers	Expert Adventurers	Gnoll
6	Hawk	High-Level Fighter	High-Level Cleric	Goblin
7	Rat, Giant	Merchant	High-Level Fighter	Halfling
8	Shrew, Giant	Noble	High-Level MU	Hobgoblin
9	Snake, Pit Viper	Trader	Merchant	Ogre
10	Spider, Tarantella	Trader	Noble	Orc
11	Weasel, Giant	Trader	Trader	Pixie
12	Wolf	Veteran	Veteran	Sprite

Sub-Table D: Desert

d12	Animal	Flyer	Human	Humanoid
1	Antelope	Gargoyle	Expert Adventurers	Giant, Fire
2	Antelope	Gargoyle	High-Level Cleric	Goblin
3	Camel	Griffon	Dervish	Hobgoblin
4	Camel	Hawk	Dervish	Hobgoblin
5	Cat, Lion	Hawk, Giant	High-Level Fighter	Ogre
6	Cat, Lion	Hawk, Giant	High-Level MU	Ogre
7	Hawk	Manticore	Merchant	Ogre
8	Lizard, Gecko	Manticore	Noble	Orc
9	Lizard, Tuatara	Manticore	Nomad	Orc
10	Snake, Pit Viper	Roc, Small	Nomad	Pixie
11	Snake, Rattler	Roc, Large	Nomad	Sprite
12	Spider, Tarantella	Roc, Giant	Nomad	Thoul

Sub-Table F: Forest

d12	Animal	Human	Humanoid
1	Antelope	Basic Adventurers	Bugbear
2	Boar	Bandit	Cyclops
3	Cat, Panther	Bandit	Dryad
4	Cat, Tiger	Berserker	Elf
5	Hawk	Brigand	Giant, Hill
6	Lizard, Gecko	Brigand	Gnoll
7	Lizard, Tuatara	Brigand	Goblin
8	Snake, Pit Viper	Expert Adventurers	Hobgoblin
9	Spider, Crab	High-Level Cleric	Ogre
10	Unicorn	High-Level Fighter	Orc
11	Wolf	High-Level Magic-User	Thoul
12	Wolf, Dire	Merchant	Troll

Sub-Table G: Clear, Grasslands

d12	Animal	Human	Humanoid
1	Antelope	Bandit	Bugbear
2	Boar	Bandit	Elf
3	Cat, Lion	Berserker	Giant, Hill
4	Elephant	Brigand	Gnoll
5	Ferret, Giant	Expert Adventurers	Goblin
6	Hawk, Giant	High-Level Cleric	Halfling
7	Horse, Wild	High-Level Fighter	Hobgoblin
8	Mule	High-Level Magic-User	Ogre
9	Rock Baboon	Merchant	Orc
10	Snake, Pit Viper	Merchant	Pixie
11	Snake, Rattler	Noble	Thoul
12	Weasel, Giant	Nomad	Troll

Sub-Table J: Jungle

d12	Animal	Human	Humanoid
1	Antelope	Bandit	Bugbear
2	Boar	Berserker	Cyclops
3	Cat, Panther	Brigand	Elf
4	Lizard, Draco	Brigand	Giant, Fire
5	Lizard, Gecko	Brigand	Giant, Hill
6	Lzrd., Horned Chameleon	Expert Adventurers	Gnoll
7	Rat, Giant	Expert Adventurers	Goblin
8	Shrew, Giant	High-Level Cleric	Lizard Man
9	Snake, Pit Viper	High-Level Fighter	Ogre
10	Snake, Rock Python	High-Level Magic-User	Orc
11	Snake, Spitting Cobra	Merchant	Troglodyte
12	Spider, Crab	Neanderthal	Troll

Sub-Table L: Lake, River

d12	Animal	Human	Humanoid	Swimmer
1	Antelope	Basic Adventurers	Bugbear	Crab, Giant
2	Boar	Bandit	Elf	Crocodile
3	Cat, Panther	Brigand	Gnoll	Crocodile
4	Cat, Tiger	Buccaneer	Hobgoblin	Crocodile, Large
5	Crab, Giant	Buccaneer	Lizard Man	Fish, Catfish
6	Crocodile	Buccaneer	Lizard Man	Fish, Piranha
7	Crocodile, Large	Expert Adventurers	Nixie	Fish, Sturgeon
8	Piranha, Giant	High-Level Cleric	Ogre	Leech, Giant
9	Leech, Giant	High-Level Fighter	Orc	Lizard Man
10	Rat, Giant	High-Level MU	Sprite	Merman
11	Shrew, Giant	Merchant	Thoul	Nixie
12	Toad, Giant	Merchant	Troll	Termite, Water

Sub-Table O: Ocean, Sea

d12	Human	Swimmer
1	Buccaneer	Dragon Turtle
2	Buccaneer	Hydra, Sea
3	Expert Adventurers	Merman
4	Merchant	Octopus, Giant
5	Merchant	Sea Dragon
6	Merchant	Sea Serpent
7	Merchant	Shark
8	Merchant	Shark
9	Pirate	Snake, Sea
10	Pirate	Squid, Giant
11	Pirate	Termite, Water
12	Pirate	Whale



Sub-Table S: Swamp

d12	Human	Humanoid	Swimmer
1	Basic Adventurers	Gnoll	Crab, Giant
2	Bandit	Goblin	Crocodile
3	Bandit	Hobgoblin	Crocodile, Large
4	Berserker	Lizard Man	Crocodile, Giant
5	Brigand	Lizard Man	Fish, Catfish
6	Expert Adventurers	Lizard Man	Insect Swarm
7	Expert Adventurers	Nixie	Insect Swarm
8	High-Level Cleric	Ogre	Leech, Giant
9	High-Level Fighter	Orc	Leech, Giant
10	High-Level Magic-User	Troglodyte	Lizard Man
11	Merchant	Troll	Lizard Man
12	Trader	Troll	Termite, Water

Stronghold Encounters

High-level adventurers may create a base in a wilderness area by driving dangerous monsters out of the area, building a castle or stronghold, and hiring an army of mercenaries for protection. When PCs wander into the vicinity of such a stronghold, a warm reception is not always guaranteed. The referee may already have notes on the patrols around a stronghold, and the reaction of the ruler to travellers. If not, the following guidelines may be used.

Ruler

The referee should decide what class of NPC claims ownership of the stronghold and the surrounding lands:

- **Arcane spell caster:** (e.g. magic-user.) Of level 1d4+10.
- **Divine spell caster:** (e.g. cleric.) Of level 1d8+6.
- **Warrior or combat-oriented character:** (e.g. fighter.) Of level 1d6+8.

Note that demihuman strongholds are unusual cases, and should be detailed in advance by the referee. Typically, they will attempt to avoid all contact with travellers.

Patrols

Adventurers who enter the dominion around a stronghold will typically be spotted by one of the mercenary groups hired to patrol the area. The type of troops depends on the class of the ruler:

- **Arcane spell caster:** 2d6 heavy footmen. Equipped with chainmail + shield (AC 4) and swords. Morale 8.
- **Divine spell caster:** 2d6 medium horsemen. Equipped with chainmail (AC 5) and lances. Morale 9.
- **Warrior or combat-oriented character:** 2d6 heavy horsemen. Equipped with plate mail (AC 3), lance, and sword. Morale 9.

Garrison

Patrols such as those described are only a small part of the ruler's garrison. Further forces may include magical monsters, or humans mounted on flying creatures.

Reaction

The reaction of the ruler to travellers in his or her domain depends on the class of the ruler, and can be determined by rolling 1d6 and consulting this table:

d6	Arcane Caster	Divine Caster	Warrior
1	Chase	Chase	Chase
2	Ignore	Chase	Chase
3	Ignore	Ignore	Chase
4	Ignore	Ignore	Ignore
5	Ignore	Invite	Ignore
6	Invite	Invite	Invite

Chase: The patrol is instructed to chase intruders out of the domain. Alternatively, they may demand a toll from travellers passing through. The exact price demanded depends on the ruler's character, the apparent wealth of the PCs, etc. If the PCs refuse to pay the toll, the patrol may attack them, drive them away, or attempt to take them prisoner.

Ignore: The patrol leaves the PCs to go about their business.

Invite: The patrol brings a message from the domain's ruler, inviting the PCs to stay in the stronghold. The ruler's exact motive for doing so will depend on his or her personality—it is not necessarily benign.

NPC Parties

This procedure generates parties of NPC adventurers. As the procedure is fairly involved, referees may wish to pre-generate some NPC parties for use in random encounters. The following general details apply to all types of NPC party described:

- **Spells:** If spell casters are present, choose or roll their memorized spells.
- **Equipment:** Normal adventuring gear.
- **Treasure:** Treasure types U+V, shared among the group.
- **Marching order:** Decided by referee.

If the classes presented in *B/X Essentials: Classes and Equipment* are not in use, the referee should replace the listed classes by equivalents in use in his or her campaign.

Basic Adventurers

- **Composition:** 1d4+4 characters of random class and level (see below).
- **Alignment:** Either roll the alignment of each NPC or roll once for the party.

Expert Adventurers

- **Composition:** 1d6+3 characters of random class and level (see below).
- **Alignment:** Either roll the alignment of each NPC or roll once for the party.
- **Mounts:** 75% chance of being mounted, in the wilderness.
- **Magic items:** Per individual: there is a chance of the NPC having a magic item from each suitable magic item sub-table (see *Magic Items*). The chance per sub-table is 5% per level of the NPC. Rolled items that cannot be used by the NPC should be ignored (no re-roll).

High-Level Cleric

A high-level cleric and party. (Mounts and magic items as per *Expert Adventurers*.)

- **Composition:** Leader (cleric of level 1d6+6), 1d4 clerics (level 1d4+1), 1d3 fighters (level 1d6).
- **Alignment:** Roll for the whole party.

High-Level Fighter

A high-level fighter and a group of retainers, often on their way to or from war. (Mounts and magic items as per *Expert Adventurers*.)

- **Composition:** Leader (fighter of level 1d4+6), 2d4 retainers (level 1d4+2, any class).
- **Alignment:** Roll for the whole party.

High-Level Magic-User

A high-level magic-user, accompanied by his or her apprentices and a group of hired guards, often on a quest for arcane lore. (Mounts and magic items as per *Expert Adventurers*.)

- **Composition:** Leader (magic-user of level 1d4+6), 1d4 apprentices (magic-users of level 1d3), 1d4 mercenaries (fighters of level 1d4+1).
- **Alignment:** Roll the leader's alignment. The apprentices have the same alignment as the leader, but the mercenaries may be of different alignment.

Adventurers' Class and Level

d8	Class	Level	
		Basic	Expert
1	Cleric	1d3	1d6+3
2	Dwarf	1d3	1d6+6
3	Elf	1d3	1d6+2
4	Fighter	1d3	1d6+3
5	Fighter	1d3	1d6+5
6	Halfling	1d3	1d6+2
7	Magic-User	1d3	1d6+3
8	Thief	1d3	1d6+4

Alignment

d6	Alignment
1-2	Lawful
3-4	Neutral
5-6	Chaotic

Placing Treasure

There are two methods of deciding what treasure is in the possession of monsters encountered in an adventure, described below.

Rolling Randomly

Monster listings (for example in *B/X Essentials: Monsters*) note which treasure type is present in the creature's lair and which it may carry on its person. Each treasure type (described in the following section) lists one or more types of coin or item that may be found in the hoard. For each item in the list:

1. If a percentage value is given, roll d100 first. If the result is less than or equal to the listed percentage, this item is present in the hoard. If the result is greater than the listed percentage, this item is not present in the hoard.
2. If a range of values is given (e.g. 1d6 × 1,000cp, or 6d6 gems), roll the specified dice to determine the quantity of this item that is present in the hoard.
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.

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



Referee Choice

As an alternative to rolling treasure at random, the referee may wish to choose treasures appropriate to the monsters and the player character party. As treasure is the main source of player character experience (see *B/X Essentials: Core Rules, p14*)—usually accounting for $\frac{3}{4}$ or more of their total experience earned—the referee should carefully consider treasure placement. The referee may use the following approach:

1. Consider the size of the adventuring party, the levels of the characters, and the XP requirements for them to advance.
2. Decide how many experience points the treasure hoard should provide, if the party successfully acquires it.
3. Place treasures whose total gold piece value matches the determined XP total.

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

Items of Value

The treasure tables in the following sections describe methods for generating hoards of coins, gems, jewellery, and magic items. Adventures may often include valuable items of other kinds, however, whose worth may not always be obvious to players. The referee should feel free to include items such as the following in treasure hoards:

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

For each such item placed, the referee should note its value (in gold pieces) and (if using the optional rules for *Encumbrance* in *B/X Essentials: Core Rules, p12*) its weight.

Treasure Types

Hoard

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. For monsters with a lair encounter size of greater than 1d4, the amount of treasure in the hoard may be reduced, if the number of monsters is below average.

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.

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, 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.

Individual Treasure

If listed for intelligent monsters, each individual carries this much treasure. If listed for unintelligent monsters, the treasure type indicates treasure from the bodies of the monsters' former 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

If listed for intelligent monsters, the group carries this much treasure between them. If listed for unintelligent monsters, the treasure type indicates treasure from the bodies of the monsters' former 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.

Average Values

The average value of each treasure type is listed alongside the letter code. These values sum the average results of gems, jewellery, and all types of coin. Magic items that the treasure type may indicate are not counted toward the average value, as magic items do not have fixed sale values.

Author's Note: According to my re-calculation of these averages, there were errors in the original Basic rules. The average value for treasure type M, in particular, was way off.

Coin Conversion Rates

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

Gems and Jewellery

Gems

For each gem present in a treasure hoard, roll on the following table to determine its gold piece value:

Gem Values

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

Combining Gem Values

When a treasure type indicates the presence of multiple gems, the referee may combine the values of individual gems, 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.

Jewellery

Each piece of jewellery indicated by a treasure type is worth $3d6 \times 100gp$. (For characters of 4th level and above, the referee may decide to place pieces of jewellery of even greater value.)

Combining Jewellery Values

As with gems (see above), the referee may combine the values of individual pieces of jewellery, as desired.

Damaged Jewellery

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

Magic Items

Rolling Magic Items

If a treasure type indicates a specific type of magic item (e.g. 3 potions), roll on the table for that type of item (see following pages). Otherwise, first roll on the **Magic Item Type** table to determine the type of the item, then roll on the table for that type.

Basic and Expert Magic Items

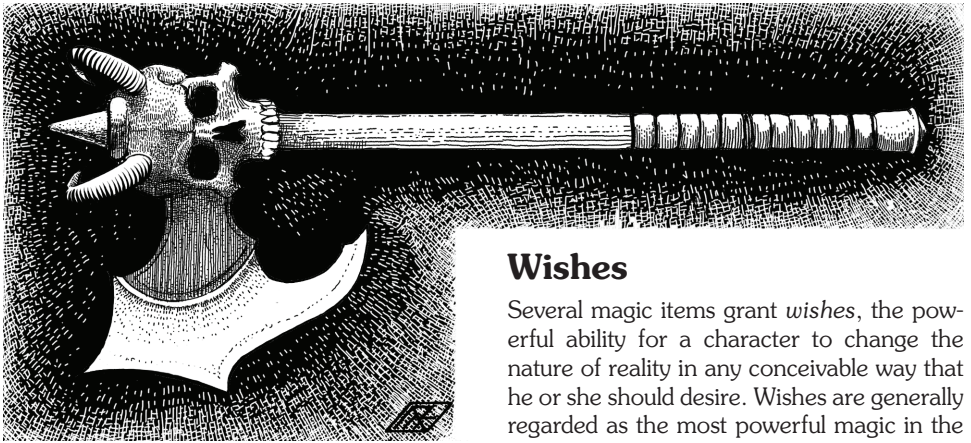
Separate probabilities are listed in each table for Basic and Expert level characters (i.e. characters of 1st to 3rd level, and characters of 4th level or higher). The Basic probabilities are listed in the B column, and the Expert probabilities in the X column.

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
1-10	1-10	Armour, p22
11-15	11-15	Misc. Item, p23
16-40	16-35	Potion, p27
41-45	36-40	Ring, p30
46-65	41-70	Scroll or Map, p33
66-85	71-90	Sword, p35
86-90	91-95	Wand/Staff/Rod, p37
91-00	96-00	Weapon, p41



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 in the normal fashion.
- **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 types of item are always active, and do not require concentration: magic weapons, armour, and protective items (e.g. *ring of protection*, *elven cloak*).
- **Actions per round:** A magic item’s effect can normally only be used once per round, unless its description notes otherwise.

Wishes

Several magic items grant *wishes*, the powerful ability for a character to change the nature of reality in any conceivable way that he or she should 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. The following guidelines may be used:

- **Wording:** The player and referee must pay great attention to the precise wording of a wish.
- **World-changing wishes:** 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:** Results in an infinite time loop, putting the character out of play.

Some examples of reasonable wishes:

- Wishing for a weapon to help fight magical monsters. The wish may grant a sword +1 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.

Armour

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 with Shield +1
3	55-56	Cursed Armour, AC 9
	57-62	Cursed Shield -2
	63-65	Cursed Shield, AC 9
4	66-85	Shield +1
	86-95	Shield +2
	96-00	Shield +3

Type of Armour

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

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

Enchanted Armour and Shields

- **AC bonus:** The associated bonus improves the wearer's Armour Class rating. For example, a suit of chainmail +1 grants a base Armour Class of 4, one point better than the AC 5 of non-magical chainmail.
- **Weight:** When using option 2 of the encumbrance rules (see **B/X Essentials: Core Rules, p12**), the enchanted armour's encumbrance value is 50% less than that of normal armour.

Cursed Armour and Shields

- **AC penalty:** Some types of cursed armour specify an Armour Class penalty. This modifier worsens the wearer's Armour Class rating. For example, a cursed suit of chainmail -1 grants a base Armour Class of 6, one point worse than the AC 5 of non-magical chainmail.
- **AC 9:** Some types of cursed armour give the wearer a base Armour Class of 9 (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 (e.g. *remove curse* or *dispel evil*).

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

Usage

Unless the description of an item states otherwise, it may be used by characters of any class, and may be used any number of times per day (activated by concentration).

Item Descriptions

Amulet of Protection Against Scrying

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

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

Bag of Devouring

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

- 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 contain large objects and weights.

- Objects of up to 10'x5'x3' can fit inside.
- 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.

- The wearer mentally directs movement up or down at up to 20' per round.
- Horizontal movement is not possible, but the wearer can push against solid objects to move laterally.
- A normal amount of weight can be carried while levitating.
- 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.

- This can be maintained for up to 12 hours.
- 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.

- The normal need for rest when travelling may be ignored (see *B/X Essentials: Core Rules, p17*).
- 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.

- The broom flies at 240' (80').
- 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:

- The vision lasts for one turn.
- The clarity of the vision is dependant on the scryer's familiarity with the subject.
- A *crystal ball* may be used at most 3 times a day.
- 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.

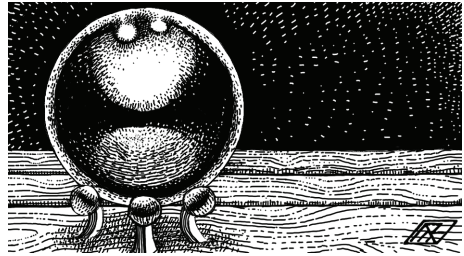
Crystal Ball With ESP: Allows the scryer to spy on the thoughts of creatures viewed in the *crystal ball*:

- The thoughts of a single creature viewed through the *crystal ball* may be read.
- The scryer understands the meaning of all thoughts even if he or she does not share the creature's language.
- 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 his or her true location.

- 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.

- Creatures within 10' of the drums when played are not affected.
- Other creatures, up to 240' away, are afflicted by the drums' enchantment of fear: creatures in range must make a morale check with a -2 penalty (or a **save vs spells**, if the optional morale rules are not being used). (See *Morale, B/X Essentials: Core Rules, p24*.)
- Creatures that fail the morale check or saving throw 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 *B/X Essentials: Monsters, p16*), who will serve the character.

- The efreeti will serve the one who freed it (and only that character) once per day.
- 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:

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

The items may be used as follows:

- The summoning power may only be used once per day.
- Before use, the device must be prepared. This takes one turn.
- Once prepared, activating the device takes one round.
- A 12 Hit Dice elemental (see *B/X Essentials: Monsters, p17*) is conjured to do the summoner's bidding.
- Command over the elemental works as described in the magic-user spell *conjure elemental* (see *B/X Essentials: Cleric and Magic-User Spells, p24*).

Elven Cloak and Boots

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

- The wearer of the boots is able to move silently.
- The wearer of the cloak is rendered almost invisible: there is only a 1-in-6 chance of them being spotted.
- 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).

- Carrying one passenger, the carpet moves at 300' (100').
- Carrying two passengers, the carpet moves at 240' (80').
- Carrying three passengers, the carpet moves at 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:

- +3 bonus to attack and damage rolls, in melee.
- Unarmed attack damage of 1d2+3.

If using option 2 of the encumbrance rules (see *B/X Essentials: Core Rules, p12*):

- 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.)

Author's Note: The description of this item in the original Basic rules is somewhat ambiguous. It's not clear that the bonuses only apply to melee attacks. The listed unarmed attack damage also contradicts what is listed in the Expert rules.

Girdle of Giant Strength

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

- The wearer's ability in combat is augmented: the character attacks as an 8 Hit Dice monster (requiring a 12 to hit AC 0). (If the character already has better attack probabilities, the girdle does not alter these.)
- The wearer inflicts 2d8 damage in combat, or twice normal damage, if using the optional variable weapon damage rules (see *B/X Essentials: Core Rules, p23*).

Helm of Alignment Changing

A beautifully crafted helmet, which is cursed.

- Putting on the helmet instantly causes the wearer's alignment to change. The new alignment is determined at random.
- The curse is such that the wearer cannot remove the helmet, once in place, and will resist attempts to remove it.
- 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.

- Text in any language can be understood.
- Even magical writing is comprehensible. (This does not grant the ability to cast spells, however.)
- Due to the helm's 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.

- The range of the helm's power is 90'.
- To read a creature's thoughts, the wearer must remain still and concentrate on that creature.
- The creature's thoughts are made comprehensible to the wearer of the helm.
- The wearer may also 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 *B/X Essentials: Cleric and Magic-User Spells*, p27).

- The wearer may teleport him- or herself, another creature, or an object.
- If used on another creature or object, a **save vs spells** is allowed to resist.
- The helm's power is usable only once. To be used again, a *teleport* spell must be cast upon it.
- Once recharged in this manner, 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 once per turn.

- Creatures within a 100' long cone (20' wide at the end) suffer 2d6 damage.
- Affected creatures are also deafened for one turn (**save vs spells** to avoid).
- 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).

Medallion of ESP 30'

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

- By concentrating for 1 round, the wearer may target a creature within 30'.
- At the referee's option, the target may **save vs spells** to resist.
- While reading thoughts, the wearer may move, but cannot cast spells or attack.
- 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 *B/X Essentials: Cleric and Magic-User Spells*, p17).

Mirror of Life Trapping

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

- Any creature of human size or smaller who gazes into the mirror is sucked inside (**save vs spells**), with all its belongings.
- 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.
- 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.

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

Scarab of Protection

Protects the bearer from baleful magic.

- All kinds of curses are nullified.
- *Finger of death* (see **B/X Essentials: Cleric and Magic-User Spells**) is nullified.
- The scarab's enchantment works 2d6 times before it is spent.

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

Magical liquids stored in glass vials (similar to the vials holy water is stored in).

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, and brings on the magical effect 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

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

- The character is completely disabled for 3 turns, due to sickness.
- The effects of both potions are cancelled.

This rule does not apply to potions with instantaneous or permanent duration (e.g. *potions of healing*, *potions of longevity*).

Potion Descriptions

Clairaudience

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

- The other creature must be within 60'.
- Lead blocks the potion's effect.

Clairvoyance

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

- The other creature must be within 60'.
- Lead blocks the potion's effect.

Control

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

- Exercising control requires concentration.
- The character can only control creatures that he or she can see.
- 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.
- 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:

- A charm may be placed upon one human within 60' per round. The subject may **save vs spells** to resist the charm.
- Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count for ½ HD.
- A charmed individual regards the character as a trusted friend, and will come to his or her defence. He or she 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.
- 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.

Delusion

A character who drinks this potion believes he or she is under the effects of another type of potion.

- The other type of potion should be determined by the referee.
- 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.

Diminution

The character shrinks to 6" high.

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

ESP

Grants the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (see *B/X Essentials: Cleric and Magic-User Spells, p17*).

Fire Resistance

Grants the character protection against fire:

- Unharmed by non-magical heat or fire.
- 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.)

Flying

Grants the ability to fly through the air.

- Movement rate of up to 360' (120').
- Movement in any direction is possible, including the ability to levitate and to hover in mid-air.

Gaseous Form

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

- Equipment and clothing drops to the floor.
- 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.
- Non-magical weapons cannot harm the character. His or her AC is -2.

Giant Strength

Grants the strength of a frost giant.

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

Growth

The character doubles in size.

- The character's Strength is increased.
- The character's attacks deal double damage in melee.

Author's Note: The original Basic rules do not note by how much the character's STR increases, and are not explicit that only damage of melee attacks is increased.

Healing

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

- Heals a living subject of 1d6+1hp of damage. This cannot grant more hit points than the subject's normal maximum.
- Cures the subject of paralysis.

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, including all abilities and extra hit points. The number of levels gained depends on the character's normal experience level:

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

Note that damage suffered while under the effects of this potion is first deducted from the pool of additional hit points it grants.

Invisibility

Drinking this potion, the character becomes invisible. This works the same as the magic-user spell *invisibility* (see **B/X Essentials: Cleric and Magic-User Spells, p17**).

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

Invulnerability

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

- A +2 bonus to Armour Class.
- A +2 bonus to all saving throws.

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).

Levitation

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

- The character mentally directs movement up or down at up to 60' per round.
- Horizontal movement is not possible, but the character can push against solid objects to move laterally.
- A normal amount of weight can be carried while levitating.

Longevity

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

Poison

Appears the same as any other potion.

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

Polymorph Self

Upon drinking this potion, the character transforms into another being (of his or her choice). This works in the same way as the magic-user spell *polymorph self* (see *B/X Essentials: Cleric and Magic-User Spells*, p22).

Speed

The character's movements and actions are magically accelerated.

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

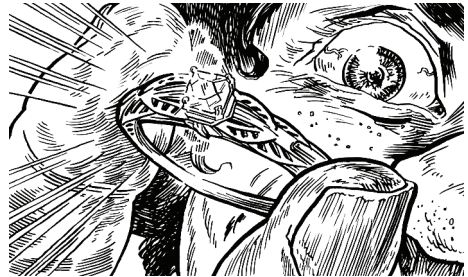
Treasure Finding

Grants the magical ability to sense treasure.

- The largest treasure hoard in a range of 360' is detected.
- The character gains an awareness of the direction and distance to this hoard.
- The character must concentrate in order to sense this information.
- The magic is blocked by lead.

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
	40-50	Invisibility
3	51-55	Protection +1, 5' radius
	56-70	Protection +1
	71-72	Regeneration
	73-74	Spell Storing
	75-80	Spell Turning
4	81-82	Telekinesis
	83-88	Water Walking
5	89-94	Weakness
	95-96	Wishes, 1-2
	97	Wishes, 1-3
	98	Wishes, 2-4
	99-00	X-Ray Vision



Usage

Magical rings may be used by characters of any class:

- 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.
- 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 Descriptions

Control Animals

Grants the power to control the actions of animals.

- Affects 1d6 normal animals or 1 giant animal (not magical or intelligent animals).
- No saving throw is allowed.
- Controlling animals requires line of sight and concentration (which is broken if the user of the ring moves or attacks).
- When the concentration ends, the referee should make a reaction roll with a -1 penalty (see *Monster Reactions* in *B/X Essentials: Core Rules, p11*) to determine the animals' behaviour.
- May be used up to once per turn.

Control Humans

Grants the power to charm humans.

- A charm may be placed upon one human per round. The subject may **save vs spells (with a -2 penalty)** to resist.
- The target may be up to 60' distant.
- Up to 6HD of humans may be charmed. Normal humans count as ½ HD.
- A charmed individual regards the character as a trusted friend, and will come to his or her defence. He or she will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment. Charmed individuals cannot cast spells.
- The charm lasts until dispelled, until the ring is removed, or the wearer cancels it.

Control Plants

Grants the power to control plants.

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

Delusion

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

- The other type of ring should be determined by the referee (e.g. a *ring of protection* or a *ring of spell turning*).
- 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.

Djinni Summoning

This ring grants the power to summon a djinni (*B/X Essentials: Monsters, p13*).

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

Fire Resistance

Grants the wearer protection against fire.

- Unharmed by non-magical fire.
- 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.)

Invisibility

The wearer of this ring becomes invisible.

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

Protection

Grants a measure of protection from harm:

- A +1 Armour Class bonus.
- A +1 bonus to all saving throws.

Ring of Protection, 5' Radius:

- Allies within 5' of the wearer also benefit from its protective power.
- In combat, for example, two characters fighting beside the wearer of the ring would gain the protective benefit.

Regeneration

The wearer heals at an accelerated 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.
- The ring does not function if the wearer is reduced to 0 or less hit points.

Spell Storing

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

- The ring contains 1d6 spells. (The spells can be triggered and recharged, but cannot be changed.)
- There is a 20% chance of divine spells, otherwise they are arcane spells.
- The wearer of the ring knows which spells it contains, and can trigger them at will (one spell per round).
- 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.
- Once a spell is triggered, it may not be reused until it is recharged—the expired spell must be cast directly onto the ring.

Spell Turning

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

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



Telekinesis

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

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

Water Walking

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

Weakness

A cursed ring that weakens the wearer.

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

Wishes

Grants the wearer's wishes (see **Wishes**, p21).

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

X-Ray Vision

Grants the power to see through solid objects.

- Sight up to 30' through stone is possible.
- Sight up to 60' through less dense materials (cloth, water, wood) is possible.
- Sight through gold or lead is blocked.
- When used for the purpose of searching (see **Searching** in *B/X Essentials: Core Rules*, p19), the wearer is guaranteed to notice secret doors or traps in the 10' square area being examined.
- Using the ring requires concentration (the wearer cannot move).
- May be used at most once per turn.

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	Protection from Magic
6	66-75	Prot. from Undead
	7	76-78
		79-80
	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

Cursed Scrolls

Merely looking at the baneful script on the scroll curses the character.

- The referee should determine the nature of the curse (see examples below).
- The curse can be removed by magic (e.g. *remove curse*), or (at the referee's option) by performing a special quest.

Example Curses

1. The reader is transformed into a harmless creature (e.g. a frog).
2. A wandering monster appears next to the reader and attacks (gaining surprise). The monster is of equal level to the reader.

3. A magic item in the reader's possession vanishes. The referee may select the item or choose it at random.
4. 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 halfway between the former and new levels. A person who loses all levels dies.
5. The player must re-roll the character's prime requisite.
6. 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

Enchanted script that conjures a circle of protection, effective against a specific type of monster or energy.

- Written in non-magical languages (usually Common); usable by all characters.
- When used, conjures a 10' radius circle of protection around the reader.
- If the reader moves, the circle of protection follows him or her.
- For scrolls of protection against monsters: the circle does not prevent affected monsters from using magic or missile attacks against those within it. If anyone within the circle attacks an affected monster in melee, the circle is broken.

Protection from Elementals

- No elemental may enter the circle.
- Lasts for 2 turns, unless broken.

Protection from Lycanthropes

- 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.
- Lasts for 6 turns, unless broken.

Protection from Magic

- Conjures a barrier that spells and spell-like effects (e.g. from magic items) cannot cross.
- The barrier prevents magic from entering the circle, but also from leaving it.
- Last for 1d4 turns.
- Can only be broken 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.
- Lasts for 6 turns, unless broken.

Spell Scroll

Sheets of paper, parchment, papyrus, etc. on which one or more magic spells have been written by a spell caster. 1-in-4 spell scrolls contain divine spells; the rest contain arcane spells.

Casting spells from scrolls works as follows:

- Only arcane spell casters can use scrolls of arcane spells. Only divine spell casters can use scrolls of divine spells.
- The words on the scroll must be read out loud.
- When a spell is cast, the inscription disappears from the scroll. (If a scroll contains multiple spells, only the spell cast disappears.)
- Arcane spells are written in magical script that can only be read by magic (e.g. the *read magic* spell, see **B/X Essentials: Cleric and Magic-User Spells, p15**).
- Divine spells are written in normal languages (usually Common), but can only be used by divine spell casters.

The referee may choose the spells on a scroll, or may roll for them randomly. The following table may be used to randomly select the level of each spell on a scroll.

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

* Re-roll for divine spells.

Treasure Maps

Directions to the location of a valuable treasure. Usable by any character.

- Indicates the route to the indicated treasure, located in a dungeon or wilderness.
- The map may not always be easy to interpret: it may be incomplete, worded in riddles, or written in an obscure language.
- For treasures 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.)
- The treasure is normally guarded by enchantments, traps, or monsters (e.g. a monster from the **Dungeon Encounter Tables (p8)** of levels 5-6, or higher).
- The referee should prepare treasure maps in advance.

Types of Treasure Map

- **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.

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

Cursed Swords

- **Penalty:** The associated penalty is applied to both attack rolls and damage rolls made with the sword.
- **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 (e.g. *remove curse* or *dispel evil*).

Enchanted Swords

- **Bonus:** The associated bonus is applied to both attack rolls and damage rolls made with the sword.
- **Bonus vs creature type:** Some swords have a special bonus when used against a certain type of creature.
- **Sentience:** Some magic swords have an innate intelligence and personality, along with other special powers. If the referee wishes to randomly determine whether a magic sword is intelligent, the probability is 30%. See **Sentient Swords, p42**, for rules for determining the special powers of a sentient sword.
- **Special purpose:** There is additionally a 1-in-20 chance of a magic sword having been imbued with a special purpose. Such swords are extremely powerful and are always sentient. See **Sentient Swords, p42**, for rules for determining the powers of a sword of special purpose. The referee may choose to only place such swords by design, rather than rolling this chance randomly.

Sword Descriptions

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.
- In this case, 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.
- 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.
- 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 a bonus to attack rolls 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.
- 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, up to three times a week. This works in the same way as the magic-user spell *charm person* (see *B/X Essentials: Cleric and Magic-User Spells*, p14).

Sword +1, Locate Objects

Grants the wielder the ability to detect the presence of objects within 120', once per day. This works in the same way as the magic-user spell *locate object* (see *B/X Essentials: Cleric and Magic-User Spells*, p17).

Sword +1, Wishes

Has the power to grant the wielder's wishes (see *Wishes*, p21).

- The sword grants a total of 1d4 wishes.
- The wish must be spoken out loud by the wielder of the sword.





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
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
6	81-85	Wand of Paralysis
	86-90	Wand of Polymorph
	91-95	Wand of Secret Door Detection
	96-00	Wand of Trap Detection

Charges

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

- The number of charges in the item when discovered is determined by the referee.
- It is not possible for characters to discover the number of charges in an item.
- Each use of the item takes one round and consumes one charge.
- When the last charge is consumed, the item loses its magical potency. It is not possible to recharge the item.

Rod Descriptions

- Thin, 3' long.
- Usable by characters of any class.
- Unless noted, rods contain 1d10 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 (adjusted by the referee, if the target item is being actively used).
- The item that is touched becomes utterly non-magical.
- The rod may only be used once: it has but a single charge.

Staves

- 2" thick, 6' long.
- Usable by spell casters. Some staves may only be used by either arcane or divine spell casters (this is noted in the item's description).
- Unless noted, contain 3d10 charges when found.

Staff of Commanding

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

Animals:

- Affects 1d6 normal animals or 1 giant animal (but not magical or intelligent animals).
- No saving throw is allowed.
- Controlling animals requires line of sight and concentration (which is broken if the user of the staff moves or attacks).
- When the concentration ends, the referee should make a reaction roll with a -1 penalty (see **Monster Reactions** in **B/X Essentials: Core Rules, p11**) to determine the animals' behaviour.
- This power of the staff may be used up to once per turn.

Humans:

- A charm may be placed upon one human per round. The subject may **save vs spells (with a -2 penalty)** to resist the charm.
- Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count for ½ HD.
- A charmed individual regards the character as a trusted friend, and will come to his or her defence. He or she will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment. Charmed individuals cannot cast spells.
- The charm lasts indefinitely, but ends if cancelled by the wielder of the staff, or when dispelled.

Plants:

- Affects all plants (including plant-based monsters) in a 10' square area.
- The affected area may be up to 60' distant.
- Affected plants may be commanded to move around as the character wishes.
- The effect lasts as long as the wielder of the staff concentrates.



Staff of Healing

Has the power to heal those touched.

- Usable by divine spell casters only.
- Heals 1d6+1 hit points with each usage.
- Is effective on any individual at most once per day.
- 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.

- 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). (For full spell descriptions, see **B/X Essentials: Cleric and Magic-User Spells**.)

Staff of Snakes

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

- Usable by divine spell casters only.
- Treated as a quarterstaff, in melee. Gains 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.
- The victim must **save vs spells** or be immobilised in the coils of the snake. Immobilised victims are completely helpless while held by the snake (1d4 turns, or released as the wielder of the staff commands).
- The snake has AC 5, 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 completely non-magical.
- This staff does not use charges; it may be used an unlimited number of times.

Staff of Striking

Used as a magical melee weapon.

- Expending one charge, inflicts 2d6 damage on a successful hit.
- Only one charge may be spent per strike.

Staff of Withering

Creatures hit by the staff are magically aged:

- Usable by divine spell casters only.
- 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.

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.

- Usable by arcane spell casters only.
- **Melee:** Treated as a quarterstaff, in melee. Gains 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), *passwall*, *telekinesis* (up to 2,400 coins of weight), *web*. (For full spell descriptions, see **B/X Essentials: 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 vs 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.

Author's note: The exact nature of this staff's whirlwind power is not clear in the original Expert rules. I have specified a duration of 3 rounds, based on the pillar of flame effect of the efreeti monster.

Wands

- Thin, 1½' long.
- Usable by arcane spell casters.
- Unless noted, contain 2d10 charges when found.

Wand of Cold

Conjures a cone of freezing energy.

- 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.
- Even enemies that are concealed or invisible are affected.

Wand of Fear

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

- 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 vs wands** negates the effect).

Wand of Fire Balls

Conjures fire balls:

- A streak of flame shoots towards an area up to 240' distant and 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 **B/X Essentials: Cleric and Magic-User Spells, p18**), 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 or casts a spell, or if he or she is successfully attacked (damaged, targeted by a malicious spell, etc).

Wand of Lightning Bolts

Conjures strokes of powerful electricity:

- A lightning bolt may emanate from a point up to 180' distant.
- 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.
- 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 may 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'.
- The type of metal is revealed.
- 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.

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

Wand of Paralysis

Conjures a cone of paralyzing energy.

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

Weapons

B: d4	X: d%	Weapon
	1-2	Arrows +1 (3d10)
1	3-12	Arrows +1 (Basic: 10; Expert: 2d6)
	13-18	Arrows +2 (1d6)
2	19-27	Axe +1
	28-30	Axe +2
	31-33	Bow +1
	34-43	Crossbow Bolts +1 (2d6)
	44-45	Crossbow Bolts +1 (3d10)
	46-52	Crossbow Bolts +2 (1d6)
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

- **Ammunition:** The number of rounds found is indicated in parentheses.

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 **B/X Essentials: Cleric and Magic-User Spells, p22**).

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'.

Enchanted Weapons

- **Bonus:** The associated bonus 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.

Weapon Descriptions

War Hammer +3, Dwarven Thrower

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

- Its range is 60'.
- After being thrown, it returns to its wielder's hands.

Author's Note: The range of this weapon is not specified in the original Expert rules, and was taken from a later edition of the game.

Sentient Swords

Some magic swords possess sentience (see *Swords, p35* for the chances of this).

- Sentient swords are intelligent and have a personality of their own. The referee should play them as NPCs.
- Sentient swords have special powers, in addition to their normal enchantment.
- The procedure for designing a sentient sword is given below. Instead of rolling the sword's qualities randomly, the referee may select them as desired.

Rolling a Sentient Sword

- 1. Special purpose:** If the sword is imbued with a special purpose (see *Swords, p35*), its nature should be determined. See *Special Purpose*, later.
- 2. Intelligence:** The sword's INT is 1d6+6. Swords imbued with a special purpose always have INT 12.
- 3. 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 is able to speak out loud. It knows its alignment tongue, plus the number of languages indicated by rolling on the *Languages* table. Languages should be selected by the referee.
 - **Reading:** The sword can read all languages it is able to speak, and is also able to read magical inscriptions.
- 4. Alignment:** Is determined randomly by rolling on 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:** In addition to INT, 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.

Communication

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

Languages

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

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 powers + 1 extraordinary power

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 such an item also carries certain risks.

Activating Powers

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

Alignment

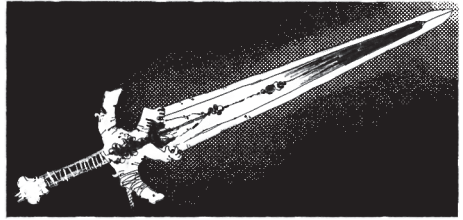
The alignment of the sword can only be determined by touching it. Doing so may incur damage, if the character is of a different alignment to the sword:

- **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 right) 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 of are 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:

- Discarding other weapons, or ignoring newly discovered magic weapons.
- Charging into battle, to gain glory for the sword.
- Surrendering to a foe whom the sword deems either more worthy of possessing it or more susceptible to being controlled.
- 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 his or her 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.
- Unless a power's description notes otherwise, it may be used at most three times a day.

d100 Power

01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-35	Extra damage (duplicates 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 three times again on this table

Clairaudience

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

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

Clairvoyance

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

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

ESP

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

- The wielder must concentrate in a specific direction to activate this power.
- The other creature must be within 60'.
- The wielder gains an empathic understanding of the creature's thoughts.
- 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.

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

Healing

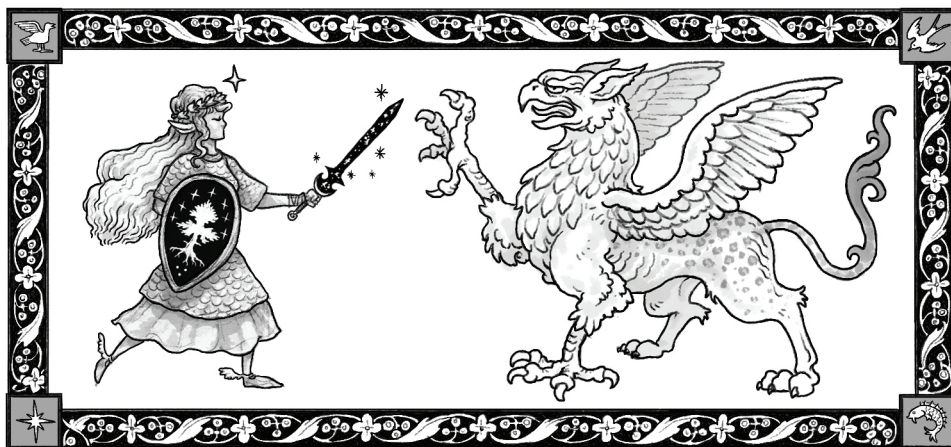
The sword heals damage.

- One point of damage is healed per round.
- The power lasts for 6 rounds.
- 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 roll.

Illusion

An illusion of the wielder's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (see *B/X Essentials: Cleric and Magic-User Spells, p18*)



Levitation

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

- The wielder mentally directs movement up or down at up to 20' per round.
- The power does not allow horizontal movement, but the wielder can push against solid objects to move laterally.
- 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.

- Up to 2,000 coins of weight may be targeted.
- The power lasts for up to 6 rounds.
- The target may be moved up to 20' per round, in whatever direction the wielder of the sword wishes (including vertically).
- If a creature is targeted, it may **save versus spells** to resist the power.
- If the wielder's concentration is broken, the target will fall.

Telepathy

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

- The wielder must concentrate in a specific direction to activate this power.
- The other creature must be within 60'. 

- The wielder gains an empathic understanding of the creature's thoughts.
- The wielder may also initiate a bidirectional, telepathic communication with the creature, though it is not compelled to respond.
- Lead blocks this power.

Teleportation

The wielder is able to teleport, per the magic-user spell (see *B/X Essentials: Cleric and Magic-User Spells, p27*).

X-Ray Vision

Allows the wielder to see through solid objects.

- Looking through a stone wall, the wielder can see up to 30'.
- Looking through a less dense material (cloth, water, wood), the wielder can see up to 60'.
- The wielder cannot see through gold or lead.
- When used for the purpose of searching (see *Searching* in *B/X Essentials: Core Rules, p19*), the wielder is guaranteed to notice secret doors or traps in the area being examined.
- Using this power requires concentration (the wielder cannot move).
- This power may be used at most once per turn.

Sensory Powers

- Each sensory power should be rolled on the table below, with duplicates re-rolled.
- Unless a power's description notes otherwise, it may be used without limit.

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 harmful things—e.g. animals, traps—are not evil.)

Detect Gems

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

- The wielder is also informed of the number of gems present.
- 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'.

- This power is 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.

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

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