

OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Treasures *pre-release v0.8*

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**NECROTIC
GNOME**

Magic Item Type

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

Miscellaneous Magic Items

d%	Item
01	Alchemist's Beaker
02	Amulet of Prot. Against Possession
03	Apparatus of the Crab
04	Arrow of Location
05	Bag of Transformation
06	Book of Foul Corruption
07	Book of Infinite Spells
08	Book of Sublime Holiness
09	Boots of Dancing
10	Bracers of Armour
11	Bracers of Defencelessness
12	Brooch of Shielding
13	Candle of Invocation
14	Chime of Opening
15	Chime of Ravening
16	Cloak of Defence
17	Cloak of Flight
18	Cloak of Poison
19	Cloak of the Manta Ray
20	Crystal Hypnosis Ball
21	Cube of Force
22	Cube of Frost Resistance
23	Decanter of Endless Water
24	Deck of Many Things
25	Drums of Thunder
26	Dust of Appearance
27	Dust of Disappearance
28	Dust of Sneezing and Choking
29	Eyes of Charming

d%	Item
30	Eyes of Minuscule Sight
31	Eyes of Petrification
32	Eyes of the Eagle
33	Feather Token
34	Figurines of Wondrous Power
35	Folding Boat
36	Gem of Brightness
37	Gem of Monster Attraction
38	Gem of Pristine Faceting
39	Gem of Seeing
40	Gloves of Dexterity
41	Gloves of Swimming and Climbing
42	Horn of Cave-Ins
43	Horn of Frothing
44	Horn of the Tritons
45	Horn of Valhalla
46	Horseshoes of a Zephyr
47	Horseshoes of Speed
48	Incense of Meditation
49	Incense of Obsession
50	Instant Fortress
51	Ioun Stones
52	Iron Flask
53	Jug of Endless Liquids
54	Libram of Arcane Power
55	Loadstone
56	Luckstone
57	Lyre of Building
58	Marvellous Pigments

Miscellaneous Magic Items (Cont.)

d% Item

- 59 Medallion of Thought Projection
- 60 Mirror of Mental Prowess
- 61 Mirror of Opposition
- 62 Necklace of Adaptation
- 63 Necklace of Fireballs
- 64 Necklace of Strangulation
- 65 Net of Aquatic Snaring
- 66 Net of Snaring
- 67 Oil of Insubstantiality
- 68 Oil of Slipperiness
- 69 Pearl of Power
- 70 Pearl of Wisdom
- 71 Periapt of Foul Rotting
- 72 Periapt of Health
- 73 Periapt of Proof Against Poison
- 74 Periapt of Wound Closure
- 75 Phylactery of Betrayal
- 76 Phylactery of Faithfulness
- 77 Phylactery of Longevity
- 78 Pipes of the Sewers
- 79 Portable Hole

d% Item

- 80 Purse of Plentiful Coin
- 81 Restorative Ointment
- 82 Robe of Blending
- 83 Robe of Eyes
- 84 Robe of Powerlessness
- 85 Robe of Scintillating Colours
- 86 Robe of the Archmagi
- 87 Robe of Useful Items
- 88 Rope of Entanglement
- 89 Rope of Strangulation
- 90 Rug of Suffocation
- 91 Saw of Felling
- 92 Scarab of Chaos
- 93 Scarab of Death
- 94 Scarab of Rage
- 95 Spade of Mighty Digging
- 96 Sphere of Annihilation
- 97 Sweet Water
- 98 Talisman of the Sphere
- 99 Vacuous Grimoire
- 00 Well of Many Worlds

Magic Rods, Staves, and Wands

d%	Item	Usage	Charges
01–06	Immovable Rod	Any character	Unlimited
07–15	Rod of Absorption	Spell casters only	50
16–18	Rod of Captivation	Any character	1d10
19–24	Rod of Lordly Might	Non-spell casting martial characters only	1d10
25–27	Rod of Parrying	Any character	Unlimited
28–30	Rod of Resurrection	Divine spell casters only	1d10
31–33	Rod of Striking	Any character	1d10
34–40	Staff of Dispelling	Spell casters only	3d10
41–49	Staff of Swarming Insects	Divine spell casters only	3d10
50–55	Staff of the Healer	Divine spell casters only	3d10
56–67	Staff of the Woodlands	Druidic spell casters only	3d10
68–82	Wand of Magic Missiles	Arcane spell casters only	2d10
83–97	Wand of Radiance	Arcane spell casters only	2d10
98–00	Wand of Summoning	Arcane spell casters only	2d10

AFT37: 125mm wide, 105mm high



Magic Swords

d%	Sword
01-09	Short Sword +2, Quickness
10-21	Sword -1, Berserker (Cursed)
22-33	Sword +1, +3 vs Reptiles
34-44	Sword +1, +3 vs Shape Changers
45-53	Sword +1, Dragon Slayer
54-61	Sword +1, Frost Brand
62-70	Sword +1, Giant Slayer
71-73	Sword +1, Luck Blade
74-76	Sword +1, Sharpness
77-79	Sword +1, Sun Blade
80-82	Sword +1, Wounding
83-85	Sword +2, Dancing
86-88	Sword +2, Nine Lives Stealer
89-91	Sword +2, Venger
92-94	Sword +2, Vorpal
95-97	Sword +3, Defender
98-00	Sword +3, Holy Avenger

Type of Sword (Optional)

d6	Type of Sword
1-2	Short sword
3-5	Normal sword
6	Two-handed sword

Magic Weapons

d%	Weapon
01-05	Arrow +1, Slaying
06-10	Crossbow +1, Distance
11-15	Crossbow +1, Speed
16-20	Crossbow +2, Accuracy
21-25	Dagger +1, Buckle
26-30	Dagger +1, Throwing
31-35	Dagger +1, Venomous
36-40	Dagger +2, Biter
41-45	Javelin of Lightning (1d4+1 javelins)
46-50	Javelin of Seeking (2d4 javelins)
51-55	Mace +1, Disrupting
56-65	Sling Bullet +1, Impact (1d4 bullets)
66-75	Spear -1, Backbiter (Cursed)
76-80	Staff +1, Growing
81-85	Trident -2, Yearning (Cursed)
86-90	Trident +1, Fish Command
91-95	Trident +1, Submission Trident +2, Warning
96-00	War Hammer +3, Thunderbolts