

CARCASS CRAWLER

The official Old-School Essentials zine



**Exclusive inaugural issue —
for Kickstarter backers only!**

8 new fantasy classes, 3 new races

Expanded adventuring gear

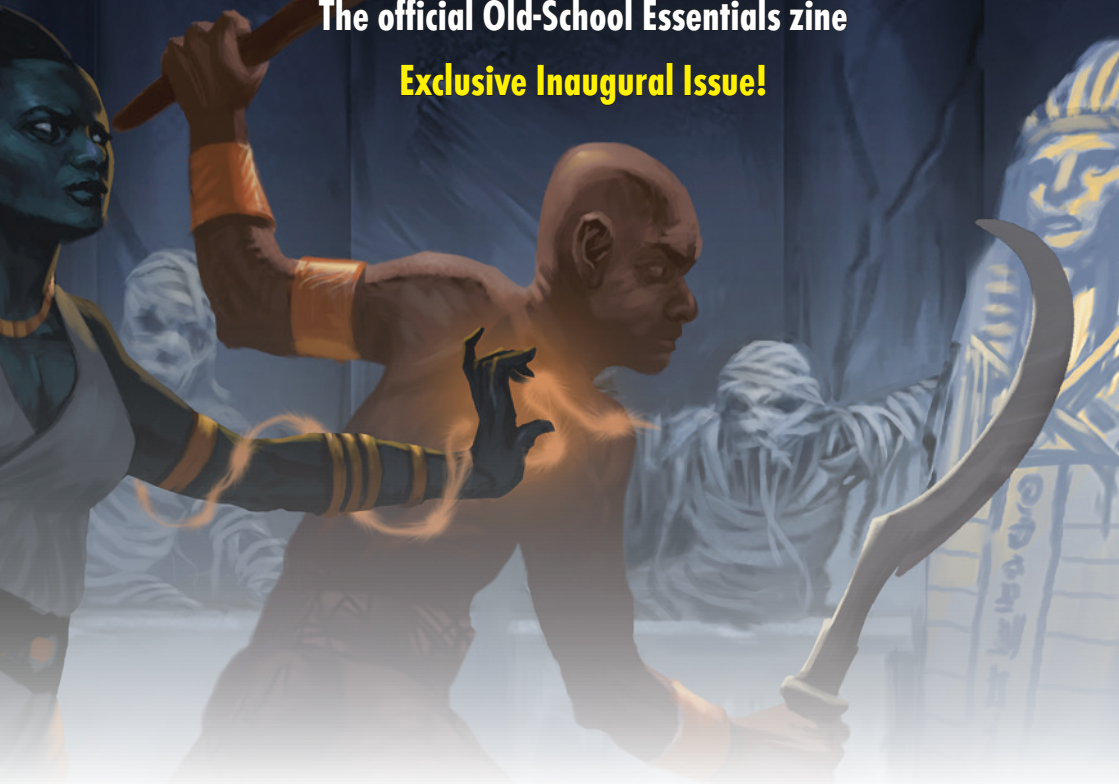
**OLD-SCHOOL
ESSENTIALS**

RETRO ADVENTURE GAME

CARCASS CRAWLER

The official Old-School Essentials zine

Exclusive Inaugural Issue!



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INTRODUCTION

WELCOME!

Welcome to this special inaugural issue of *Carcass Crawler*—the official *Old-School Essentials* zine! This issue is available exclusively to backers of the *Old-School Essentials Advanced Fantasy* Kickstarter (August–September 2020).

Carcass Crawler is a zine devoted to *Old-School Essentials*—each issue is packed with new material for your games, including new character classes and races, new spells and magic items, new monsters, optional and expanded rules, news, previews of in-development products, short adventures, and more!

IN THIS ISSUE

This issue focuses on expanded character options, with the following articles:

- ▶ **Fantasy Classes:** Eight new character classes for all fantasy games! The arcane bard, the beast master, the changeling, the chaos knight, the mage, the mutoid, the mycelian, and the warden.
- ▶ **Fantasy Races:** Three new character races for Advanced Fantasy games! The changeling, the mutoid, and the mycelian.
- ▶ **Expanded Equipment:** More gear for expeditions into dungeons and the wilderness!

COMPATIBILITY

Content in *Carcass Crawler* is compatible with all flavours of *Old-School Essentials* (e.g. Classic Fantasy, Advanced Fantasy, etc.). By extension, this means that the content is also compatible with the classic Basic/Expert game and with other games that are based on the Basic/Expert rules.



FANTASY CLASSES

By **GAVIN NORMAN**

This article presents 8 brand new fantasy genre character classes for your *Old-School Essentials* games. The new classes range from classic sword & sorcery archetypes, through variants on existing classes, to weird new demihumans to take your games in new directions.

Introduce them as NPCs for player characters to encounter or add them to the roster of classes players may choose from when creating a character!

Too Many Classes?

The new classes presented in this article are entirely optional. Some groups love to have as many classes as possible, relishing the variety of a wide selection of character types to choose from. Other groups prefer to stick with a limited selection of character classes. As always: do what brings your group the most enjoyment in your games.

One approach that works well is for the referee to select a limited set of classes (say between 7–10 in number) that are available in the campaign. For example, in one campaign, the cleric class may not exist, being replaced with the paladin and chaos knight (representing the opposing poles of Law and Chaos).

In this way, the number of choices available to players when creating characters is kept within reasonable bounds, while the hand-picked set of allowed classes can heavily reinforce the flavour of the specific campaign.

Arcane Bard

The bard class in *Old-School Essentials Advanced Fantasy* is inspired by the 1979 Advanced 1st edition rules—an ally of the druids who casts spells from the druid spell list.

This druidic bard is unique to the 1st edition rules. As the various newer editions of the game were published, the bard class evolved into something different. The association with druids disappeared, divine spells were replaced with arcane spells, and skills of stealth and subterfuge were added. In essence, the bard class evolved into a sort of “jack-of-all-trades”, with a smattering of the abilities of fighters, magic-users, and thieves.

The arcane bard class in this issue is presented as an alternative version of the class, specifically inspired by the 1989 Advanced 2nd edition rules. Some groups may prefer to use this version of the class in place of the version in *Old-School Essentials Advanced Fantasy*. Of course, both classes may also be used together in a campaign, should a group wish to do so.

Beast Master

A classic fantasy archetype: the warrior who can tame and befriend wild animals. This class is (as the name implies) specifically inspired by the protagonist of the 1982 film *The Beastmaster*.

Changeling

A demihuman race with the ability to steal the form of other humanoids. The changeling class is based partly on folkloric descriptions of shape-shifters and partly on the abilities of the doppelgänger monster.

The changeling is also presented as a race, for those using the option presented in *Old-School Essentials Advanced Fantasy* for selecting a character's class and race separately. See *Fantasy Races*, p22.

Chaos Knight

The counterpart and nemesis of the lawful-aligned paladin, the chaos knight is a warrior bound to serve a chaotic patron.

Mage

This class is the result of a thought experiment: what would a wizardly class look like if based on the percentile thief skills mechanic, instead of the standard spell memorization mechanism? Thus, the magic possessed by mages is not bound by spell books or memorization.

The specific abilities of the class are heavily inspired by a certain wizard of great repute in J.R.R. Tolkien's *Lord of the Rings* trilogy. Due to the class' lack of flashy combat magic, it could be used as a wholesale replacement of the standard magic-user class in low-magic campaigns.

Mutoid

A demihuman race whose members have mismatched body parts of many different creatures (e.g. reptiles, crustaceans, birds, mammals, etc.). Each individual has a unique appearance.

The mutoid is also presented as a race, for those using the option presented in *Old-School Essentials Advanced Fantasy* for selecting a character's class and race separately. See *Fantasy Races*, p22.



Mycelian

A demihuman race of fungal humanoids who dwell in the depths of the Underworld.

The mycelian is also presented as a race, for those using the option presented in *Old-School Essentials Advanced Fantasy* for selecting a character's class and race separately. See *Fantasy Races*, p22.

Warden

The ranger class featured in *Old-School Essentials Advanced Fantasy* is a warrior whose connection with nature grants them access to druidic magic at higher levels. While access to druid spells fits thematically with the ranger's wilderness lifestyle, many groups prefer rangers to be a completely non-magical class.

The warden class presented in this issue is just that—a ranger who does not gain access to spells.

ARCANE BARD

Requirements: Minimum INT 9

Prime requisite: CHA, DEX

Hit Dice: 1d6

Maximum level: 14

Armour: Leather, chainmail, no shields

Weapons: Any

Languages: Alignment, Common

Bards are musicians and poets drawn to a life of wandering and adventure. They pick up a wide range of abilities in their travels, becoming jacks-of-all-trades.

Prime requisites: A bard with at least 13 CHA and DEX gains a 5% bonus to experience. A bard with a score of 16 or higher in one prime requisite, and a 13 or higher in the other gains a 10% bonus.

Anti-Charm

While the bard plays music and sings, allies within 30' are immune to song-based magical effects and the beguiling powers of sylvan creatures or fairies. Allies already under the effect of such magic gain another saving throw with a +4 bonus.

Arcane Magic

See *Magic in Old-School Essentials* for full details on arcane magic.

Spell casting: From 2nd level, bards can cast arcane spells, owning a spell book in which the magical formulae for the spells they know are recorded. The level progression table (opposite) shows both the number of spells in the bard's spell book and the number they may memorize, determined by the character's experience level. A bard's spells are selected by the referee (who may allow the player to choose). The list of spells available to bards is provided in *Old-School Essentials* (bards have the same spell selection as magic-users).

Using magic items: As spell casters, bards are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Bard Skills

Bards can use the following skills, with the chance of success shown opposite:

- ▶ **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the bard falls at the halfway point, suffering falling damage. This skill may not be used if the bard is wearing chainmail.
- ▶ **Hear noise (HN):** In a quiet environment (e.g. not in combat), a bard may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- ▶ **Pick pockets (PP):** If the victim is above 5th level, the bard's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters*, in *Old-School Essentials*).
- ▶ **Read languages (RL):** A bard can read non-magical texts in unknown languages (including dead languages and basic codes). If the roll does not succeed, the bard may not try to read that particular text again until they reach a higher level of experience.

Combat

Bards can use leather armour or chainmail but do not have the training required to use plate mail or shields. They can use all weapons.

Arcane Bard Level Progression

Level	XP	HD	THACO	Saving Throws					Spells			
				D	W	P	B	S	1	2	3	4
1	0	1d6	19 [0]	13	14	13	16	15	–	–	–	–
2	2,000	2d6	19 [0]	13	14	13	16	15	1	–	–	–
3	4,000	3d6	19 [0]	13	14	13	16	15	2	–	–	–
4	8,000	4d6	19 [0]	13	14	13	16	15	3	–	–	–
5	16,000	5d6	17 [+2]	12	13	11	14	13	3	1	–	–
6	32,000	6d6	17 [+2]	12	13	11	14	13	3	2	–	–
7	64,000	7d6	17 [+2]	12	13	11	14	13	3	3	–	–
8	120,000	8d6	17 [+2]	12	13	11	14	13	3	3	1	–
9	240,000	9d6	14 [+5]	10	11	9	12	10	3	3	2	–
10	360,000	9d6+2*	14 [+5]	10	11	9	12	10	3	3	3	–
11	480,000	9d6+4*	14 [+5]	10	11	9	12	10	3	3	3	1
12	600,000	9d6+6*	14 [+5]	10	11	9	12	10	3	3	3	2
13	720,000	9d6+8*	12 [+7]	8	9	7	10	8	3	3	3	3
14	840,000	9d6+10*	12 [+7]	8	9	7	10	8	4	4	3	3

THACO: Attack matrix row to use.

(Ascending AC attack bonus in [.])

*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Lore

From 2nd level, a bard has a 2-in-6 chance of knowing lore pertaining to monsters, magic items, or heroes of folk-tale or legend. This ability may be used to identify the nature and powers of magic items.

After Reaching 11th Level

A bard can establish a manor. 2d6 apprentice bards of 1st level will come to study under the character.

Rolling Skill Checks

All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Hear noise is rolled by the referee on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Bard Skills Chance of Success

Level	CS	HN	PP	RL
1	77	1–2	20	40
2	78	1–2	25	50
3	79	1–3	30	60
4	80	1–3	35	70
5	81	1–3	40	80
6	82	1–3	45	82
7	83	1–4	55	84
8	84	1–4	65	86
9	85	1–4	75	88
10	86	1–4	85	90
11	87	1–5	95	90
12	88	1–5	105	90
13	90	1–5	115	90
14	91	1–5	125	90

BEAST MASTER

Requirements: None

Prime requisite: STR and WIS

Hit Dice: 1d6

Maximum level: 14

Armour: Leather, chainmail, shields

Weapons: Any

Languages: Alignment, Common

Beast masters are adventurers with a special connection to animals. They are often accompanied by one or more loyal beasts.

Prime requisites: A beast master with at least 13 in one prime requisite gets +5% to XP. If both STR and WIS are 16 or higher, the character gets a +10% bonus.



Animal Companions

A beast master may attempt to forge a bond with an encountered animal. If the attempt succeeds, the animal becomes the beast master's loyal companion.

Establishing a Connection

The beast master must approach the animal in a peaceful manner. The referee makes a reaction roll. If the result is 8 or greater, the animal becomes the beast master's companion.

Requirements

Type of animals: Both wild and domestic animals may be companions. Giant or magical animals may be companions at the referee's discretion.

Maximum companions: A beast master may have up to one animal companion per experience level. The total Hit Dice of companions may not exceed the character's experience level.

Death or dismissal: If an animal companion dies or is dismissed, the beast master may attempt to forge a connection with a new animal.

Companions' Behaviour

Once a connection is successfully established, the animal companion will follow the beast master everywhere. It obeys basic commands from the beast master and will fight to defend the beast master, never checking morale.

Clairvoyance

After reaching 5th level, a beast master can see through the eyes of their animal companions, wherever they may be. This requires deep concentration.

Combat

Beast masters can use all types of weapons and can use leather armour, chainmail, and shields.

Beast Master Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	11	12	12	15	16
2	1,800	2d6	19 [0]	11	12	12	15	16
3	3,600	3d6	19 [0]	11	12	12	15	16
4	7,250	4d6	19 [0]	11	12	12	15	16
5	15,000	5d6	17 [+2]	9	10	10	13	14
6	30,000	6d6	17 [+2]	9	10	10	13	14
7	60,000	7d6	17 [+2]	9	10	10	13	14
8	120,000	8d6	17 [+2]	9	10	10	13	14
9	240,000	9d6	14 [+5]	7	8	8	11	12
10	360,000	9d6+2*	14 [+5]	7	8	8	11	12
11	480,000	9d6+4*	14 [+5]	7	8	8	11	12
12	600,000	9d6+6*	14 [+5]	7	8	8	11	12
13	720,000	9d6+8*	12 [+7]	5	6	6	9	10
14	840,000	9d6+10*	12 [+7]	5	6	6	9	10

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Identify Tracks

A beast master can identify the tracks and spoor of animals in the wild.

Reaction Modifier

A beast master gains a +1 bonus to reaction rolls made when interacting with animals, in addition to their CHA modifier. (See *Encounters* in *Old-School Essentials*.)

Speak with Animals

Animals understand the basic meaning behind a beast master's words.

- **From 2nd level:** The beast master can also understand the speech of animals.
- **From 4th level:** The beast master can communicate empathically with animals, without the need for words.

Communication with animals is always commensurate to their intelligence.



After Reaching 9th Level

A beast master may construct a stronghold in the wilderness. Animals within a 5 mile radius of the stronghold will become friends with the beast master. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the beast master must protect the animals from harm.

CHANGELING

Requirements: INT 9

Prime requisite: CHA and DEX

Hit Dice: 1d6

Maximum level: 10

Armour: Leather, shields

Weapons: Any

Languages: Alignment, Common, Doppelgänger

Changelings are magical demihumans that possess powers of deception and shape-stealing. In its natural form, a changeling appears to be a normal human.

Prime requisites: A changeling with at least 13 in one prime requisite gets +5% to XP. If both CHA and DEX are 16 or higher, the character gets a +10% bonus.

Back-stab

When attacking an unaware opponent from behind, a changeling receives a +4 bonus to hit and doubles any damage dealt.

Changeling Skills

Changelings can use the following skills, with the chance of success shown opposite:

► **Beguile (BE):** On a successful check, the changeling's words take on a supernatural potency. A person of HD no greater than the changeling's level must save versus spells or believe the changeling's words. The beguilement lasts for 1 round per level of the changeling. Afterwards, the beguiled person realises they have been tricked. This skill may only be used on any given person once per day.

► **Hear noise (HN):** In a quiet environment (e.g. not in combat), a changeling may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.

► **Hide in shadows (HS):** Requires the changeling to be motionless—attacking or moving while hiding is not possible.

► **Move silently (MS):** A changeling may attempt to sneak past enemies unnoticed.

Combat

Changelings can use all types of weapons and can use leather armour and shields.

Shape-Stealing

A changeling can alter their form to exactly mimic another person. This requires 1 round of physical contact.

Slain victims: The changeling can steal the form of a person they have killed within the last turn.

Unconscious victims: The changeling can steal the form of a sleeping or unconscious victim.

Conscious victims: From 5th level, the changeling can steal the form of a conscious victim. This requires brief physical contact (a successful melee attack in combat). The victim may save versus spells to resist.

Effects of Successful Shape-Stealing

Duration: The changeling remains in the new form for up to one turn per level.

Stats: The changeling retains their own intelligence, hit points, saving throws, and attack probabilities.

Capabilities: Physical capabilities of the new form (e.g. strength, physical attack forms, modes of movement) are acquired. Non-physical special abilities (e.g. immunities, breath weapons, spell casting) are not acquired.

Clothing and gear: Items visibly worn or carried by the victim are copied. Copied items do not possess any magical properties of the original and vanish if dropped.

Changeling Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	11	12	12	15	12
2	2,500	2d6	19 [0]	11	12	12	15	12
3	5,000	3d6	19 [0]	11	12	12	15	12
4	10,000	4d6	19 [0]	11	12	12	15	12
5	20,000	5d6	17 [+2]	9	10	10	13	10
6	30,000	6d6	17 [+2]	9	10	10	13	10
7	60,000	7d6	17 [+2]	9	10	10	13	10
8	120,000	8d6	17 [+2]	9	10	10	13	10
9	240,000	9d6	14 [+5]	7	8	8	11	8
10	360,000	9d6+2*	14 [+5]	7	8	8	11	8

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [.])

*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

After Reaching 9th Level

A changeling can establish a secret base, attracting 2d6 apprentices of 1st level. Apprentices will be changelings, thieves, or similar characters. The apprentices will serve the changeling with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful changeling might use these followers to start a Thieves' Guild.

Changeling Skills Chance of Success

Level	BE	HN	HS	MS
1	20	1-2	10	20
2	25	1-2	15	25
3	30	1-3	20	30
4	35	1-3	25	35
5	40	1-3	30	40
6	43	1-3	36	45
7	46	1-4	45	55
8	50	1-4	55	65
9	55	1-4	65	75
10	60	1-4	75	85

Rolling Skill Checks

All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Hear noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for HN, HS, and MS on the player's behalf, as the changeling does not immediately know if the attempt was successful. If an HS or MS roll fails, the referee knows that the changeling has been noticed and should determine enemies' actions appropriately.

CHAOS KNIGHT

Requirements: Minimum CHA 9

Prime requisite: STR and WIS

Hit Dice: 1d8

Maximum level: 14

Armour: Any, including shields

Weapons: Any

Languages: Alignment, Common

Chaos knights are warriors bound (whether willingly or not) to the service of an infernal patron—a chaotic deity, demon, or devil.

Alignment: A chaos knight must be chaotic. If the character's alignment changes (for any reason), they lose all class abilities and becomes a fighter of the same level. The referee may allow the character to perform a mighty sacrifice in order to regain their status as a chaos knight.

Prime requisites: A chaos knight with at least 13 in one prime requisite gets +5% to XP. If both STR and WIS are 16 or higher, the character gets a +10% bonus.

Combat

Chaos knights can use all types of weapons and armour.

Commanding the Undead

Chaos knights of 3rd level and higher can invoke the power of their patron to command undead monsters encountered. To command undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Commanding

If the command attempt succeeds, the player must roll 2d6 again to determine the number of HD affected.

Commanded undead: Will obey the chaos knight's commands for 1 round per level of the character.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one creature will always be affected on a successful attempt.

Mixed groups: If command undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Divine Magic

See *Magic* in *Old-School Essentials* for full details on divine magic.

Holy symbol: A chaos knight must carry a holy symbol (see the equipment list).

Patron disfavour: Chaos knights must be faithful to the tenets of their patron and religion. Chaos knights who fall from favour may incur penalties.

Spell casting: From 9th level, a chaos knight may pray to receive spells. The power and number of spells available are determined by the character's experience level. The list of spells available to chaos knights is found in *Old-School Essentials* (chaos knights have the same spell selection as clerics, typically using the reversed versions of spells).

Infernal Steed

A chaos knight of 4th level or higher may summon an infernal steed—a horse with AC 5 [14], 5+5 HD, and a movement rate of 180' (60'). If the steed dies, another may not be summoned for 10 years.

Life Drain

Once per day, a chaos knight can make a life draining melee attack. If the attack hits, the target loses 2 hit point per level of the chaos knight (in addition to normal damage). The chaos knight is healed of damage equal to the hit points drained.

Unholy Resistance

Chaos knights are immune to all disease.

Chaos Knight Level Progression

Level	XP	HD	THACO	Saving Throws					Spells		
				D	W	P	B	S	1	2	3
1	0	1d8	19 [0]	10	11	12	13	14	-	-	-
2	2,750	2d8	19 [0]	10	11	12	13	14	-	-	-
3	5,500	3d8	19 [0]	10	11	12	13	14	-	-	-
4	12,000	4d8	17 [+2]	8	9	10	11	12	-	-	-
5	24,000	5d8	17 [+2]	8	9	10	11	12	-	-	-
6	45,000	6d8	17 [+2]	8	9	10	11	12	-	-	-
7	95,000	7d8	14 [+5]	6	7	8	8	10	-	-	-
8	175,000	8d8	14 [+5]	6	7	8	8	10	-	-	-
9	350,000	9d8	14 [+5]	6	7	8	8	10	1	-	-
10	500,000	9d8+2*	12 [+7]	4	5	6	6	8	2	-	-
11	650,000	9d8+4*	12 [+7]	4	5	6	6	8	2	1	-
12	800,000	9d8+6*	12 [+7]	4	5	6	6	8	2	2	-
13	950,000	9d8+8*	10 [+9]	2	3	4	3	6	2	2	1
14	1,100,000	9d8+10*	10 [+9]	2	3	4	3	6	3	2	1

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Vow of Bondage

A chaos knight may keep only a total of one suit of magical armour, one magical shield, and one magical melee weapon. They must also spend at least 10% of all income on sacrifices to their patron.

After Reaching 9th Level

With the permission of their patron, a chaos knight can build a stronghold and control the surrounding lands. The chaos knight may be granted a title such as Baron or Baroness. The land under their control is then known as a Barony.

Commanding Table Results

–: The commanding fails.

Number: If the 2d6 commanding roll is higher or equal, the attempt succeeds.

C: The commanding succeeds.

Chaos Knight Commanding the Undead

Level	Monster Hit Dice†							
	1	2	2*	3	4	5	6	7-9
3	7	9	11	-	-	-	-	-
4	C	7	9	11	-	-	-	-
5	C	C	7	9	11	-	-	-
6	C	C	C	7	9	11	-	-
7	C	C	C	C	7	9	11	-
8	C	C	C	C	C	7	9	11
9	C	C	C	C	C	C	7	9
10	C	C	C	C	C	C	C	7
11+	C	C	C	C	C	C	C	C

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.

MAGE

Requirements: None

Prime requisite: INT and WIS

Hit Dice: 1d6

Maximum level: 14

Armour: None

Weapons: Dagger, short sword, staff, sword

Languages: Alignment, Common

Mages are adventurers who study the secrets of deep magic, making them powerful allies.

Prime requisites: A mage with at least 13 INT and WIS gains a 5% bonus to experience. A mage with an INT of at least 16 and a WIS of at least 13 receives a +10% XP bonus.

Arcane Magic

See *Magic* in *Old-School Essentials* for full details on arcane magic.

Magical research: A mage of any level may spend time and money on magical research. This allows them to scribe scrolls of arcane spells (see *Scribing Scrolls*) or to research other magical effects. From 9th level, a mage may also create magic items of other kinds.

Using magic items: Mages are able to cast spells from arcane scrolls and use any items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Mages can use staves and one-handed blades, but cannot use armour.

Healing

Once per day, a mage may spend 1 turn to heal an ally. This either cures 1hp per level or allows another save against a negative effect (e.g. a curse or poison).

Mage Armour

A mage's connection with deep magic grants them a +2 bonus to Armour Class.

Mage Skills

Mages can use the following skills on targets within 30', with the chance of success shown opposite:

- ▶ **Detect magic (DM):** Requires 1 turn of concentration on an object. Failed checks may always be re-attempted, if the mage is willing to spend the additional time.
- ▶ **Open/close (OC):** Magically opens or pushes closed an unlocked door, portal, lid, etc. and holds it open/closed for 1 round per level of the mage. May only be attempted once per portal.
- ▶ **Rally/fear (RF):** Rally counters magical fear effects. Fear forces enemies to make a morale check. This skill may be used once per turn.
- ▶ **Read magic (RM):** Allows the mage to decipher magical scripts and runes. Failed attempts cannot be retried until the mage gains a level.
- ▶ **Suggestion (SU):** On a successful check, the mage's words take on a supernatural potency. Up to one HD of persons per level of the mage must save versus spells or follow the mage's suggestion for 1 round per level of the mage. (If the suggestion would endanger a subject, that subject automatically saves). Afterwards, subjects realise they have been tricked. This skill may be used once per turn.

Mage's Staff

Invulnerable monsters: In the hands of a mage, a normal staff can harm creatures that are immune to mundane attacks.

Light: Once per day, the mage may cause their staff to radiate light in a 30' radius for 1 turn per level.

Mage Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	12	13	12	15	14
2	2,800	2d6	19 [0]	12	13	12	15	14
3	5,600	3d6	19 [0]	12	13	12	15	14
4	12,000	4d6	19 [0]	12	13	12	15	14
5	24,000	5d6	19 [0]	12	13	12	15	14
6	48,000	6d6	17 [+2]	10	11	10	13	11
7	100,000	7d6	17 [+2]	10	11	10	13	11
8	200,000	8d6	17 [+2]	10	11	10	13	11
9	400,000	9d6	17 [+2]	10	11	10	13	11
10	460,000	9d6+1*	17 [+2]	10	11	10	13	11
11	620,000	9d6+2*	14 [+5]	7	8	7	10	7
12	880,000	9d6+3*	14 [+5]	7	8	7	10	7
13	1,040,000	9d6+4*	14 [+5]	7	8	7	10	7
14	1,200,000	9d6+5*	14 [+5]	7	8	7	10	7

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Scribing Scrolls

Mages of any level can create scrolls of arcane spells, per the standard rules for magical research (see *Old-School Essentials*).

After Reaching 11th Level

A mage may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will arrive to study under the mage.

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for detect magic on the player's behalf, as the mage does not always know whether the object being scanned is magical or not.

Mage Skills Chance of Success

Level	DM	OC	RF	RM	SU
1	75	30	20	50	20
2	80	35	23	55	23
3	83	40	25	60	25
4	85	45	26	65	26
5	87	50	35	70	35
6	90	55	45	75	45
7	92	60	55	80	55
8	93	65	65	83	65
9	94	70	70	86	70
10	95	75	75	90	75
11	96	80	80	92	80
12	97	85	85	95	85
13	98	90	90	98	90
14	99	95	95	99	95

MUTOID

Requirements: None
Prime requisite: DEX
Hit Dice: 1d6
Maximum level: 8
Armour: Leather, shields
Weapons: One-handed melee weapons, all missile weapons
Languages: Alignment, Common

Demihumans with mismatched body parts of many different creatures (e.g. reptiles, crustaceans, birds, mammals, etc.). Each individual has a unique appearance. Mutoids are often shunned by other species and live in ruins or in hidden lairs within large settlements.

Back-stab

When attacking an unaware opponent from behind, a mutoid receives a +4 bonus to hit and doubles any damage dealt.

Combat

Mutoids can use shields, but their need for stealth prevents the use of armour heavier than leather. They can use any melee weapon that can be wielded one handed, and can use all missile weapons.

Mutations

A mutoid has two mutations selected randomly from the table opposite.

Duplicate mutations: May be re-rolled.

Two attack mutations: Both may be used each round. (e.g. clawed hand + pincer.)

Mutoid Skills

Mutoids can use the following skills, with the chance of success shown opposite:

► **Hide in shadows (HS):** Requires the mutoid to be motionless—attacking or moving while hiding is not possible.



- **Mimicry (MI):** A mutoid can mimic the sound of any monster or animal. Mimicking the voice of a specific individual incurs a -20% penalty to the roll.
- **Move silently (MS):** A mutoid may attempt to sneak past enemies unnoticed.
- **Pick pockets (PP):** If the victim is above 5th level, the mutoid's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters in Old-School Essentials*).

After Reaching 8th Level

A mutoid can establish a secret lair, attracting 2d6 apprentices—1st level mutoids. These apprentices will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful mutoid might use these followers to start a Thieves' Guild.

Mutoid Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	10	11	12	13	14
2	1,750	2d6	19 [0]	10	11	12	13	14
3	3,500	3d6	19 [0]	10	11	12	13	14
4	7,000	4d6	19 [0]	10	11	12	13	14
5	14,000	5d6	17 [+2]	8	9	10	11	12
6	30,000	6d6	17 [+2]	8	9	10	11	12
7	60,000	7d6	17 [+2]	8	9	10	11	12
8	120,000	8d6	17 [+2]	8	9	10	11	12

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Mutations

d8	Mutation	Effect
1	Beast ears	3-in-6 chance to hear noises.
2	Beast eyes	Infravision to 60'.
3	Clawed hand	Unarmed attack for 1d6 damage.
4	Gills	Breathe underwater.
5	Pincer	Unarmed attack for 1d3 damage. The pincer locks on to the victim, causing 1d3 damage per round (save versus paralysis to escape).
6	Scales	+2 bonus to Armour Class.
7	Spring legs	Jump up to 30' forwards and gain +1 to attack. If wielding an impaling weapon (e.g. spear), this counts as a charge and inflicts double damage on a successful hit.
8	Sticky tongue	Grab an object up to 15' away and pull it to the mouth. Can be used as a melee attack: bite inflicts 1d3 damage.

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hide in shadows on the player's behalf, as the mutoid does not immediately know if the attempt was successful. If a roll fails, the referee knows that the mutoid has been noticed and should determine enemies' actions appropriately.

Mutoid Skills Chance of Success

Level	HS	MI	MS	PP
1	10	35	20	20
2	15	40	25	25
3	20	50	30	30
4	25	60	35	35
5	30	70	40	40
6	36	80	45	45
7	45	90	55	55
8	55	95	65	65

MYCELIAN

Requirements: Minimum CON 9

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 6

Armour: Shields only

Weapons: Any

Languages: Alignment, Common, Deepcommon

Mycelians are humanoid mushrooms, with tall stems, wide, flat caps, and beady eyes amid their gills. They have no mouths, but communicate telepathically. They dwell in lightless caverns deep underground.

Combat

Mycelians have naturally tough skin and do not wear armour. They may use shields and any kind of weapons.

Fungal Spores

Once per day per level, a mycelian may emit a spray of spores at a single target within 20'.

Pacifying spores: The target must save versus poison or become completely passive for 1 round per level of the mycelian, unable to act or move.

Hallucinogenic spores: (From 4th level.) The target must save versus poison or be afflicted with terrifying visions for 1 turn per level of the mycelian. Roll on the table below to determine the target's reaction to the hallucinations.

Hallucinogenic Spores

d6	Effect
1-2	Flee in terror
3-4	Cower and babble
5-6	Attempt to kill nearest creature

Growth

A 1st level mycelian is 4' tall. A mycelian's height increases by 1' per level gained, up to a maximum of 9' tall at 6th level.

Unarmed attacks: A mycelian may make melee attacks with its club-like fists. These inflict 1d4 damage per level, as shown in the level progression table.

Natural Armour Class: Although unable to wear armour, a mycelian's tough skin grants it a natural Armour Class with experience level, as shown in the level progression table.

Infra-vision

Mycelians have infra-vision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials*).

Light Sensitivity

When in bright light (daylight, *continual light*), mycelians suffer a -2 penalty to attack rolls and a -1 penalty to AC.

Rest and Sustenance

Mycelians do not eat or sleep in the normal sense. Instead, they require a period of 8 hours each day spent in contact with moist earth.

Missing the rejuvenative period: The mycelian loses 1 hit point per day until it is again able to spend 8 hours in contact with moist earth.

Telepathic Communication

Mycelians are mouthless and unable to speak, communicating entirely telepathically. This form of communication is effective with any sentient creature within 120' and allows the mycelian to converse in any language they know.

Mycelian Level Progression

Level	XP	HD	THACO	Natural AC	Melee Damage	Saving Throws				
						D	W	P	B	S
1	0	1d8	19 [0]	6 [13]	1d4	9	11	9	13	12
2	3,000	2d8	19 [0]	5 [14]	2d4	9	11	9	13	12
3	6,000	3d8	19 [0]	4 [15]	3d4	9	11	9	13	12
4	12,000	4d8	17 [+2]	3 [16]	4d4	7	9	7	11	10
5	24,000	5d8	17 [+2]	3 [16]	5d4	7	9	7	11	10
6	45,000	6d8	17 [+2]	3 [16]	6d4	7	9	7	11	10

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

After Reaching 6th Level

A mycelian may found a subterranean stronghold that will attract mycelians from far and wide. The character will rule over the other mycelians as their king.

Fungal Reanimation

A mycelian king can implant special spores into the decomposing substrate of a humanoid corpse, causing it to reanimate as a fungal zombie under the mycelian's control.

Time: Creating a fungal zombie takes one week. The mycelian must carefully tend the process.

Fungal Zombie

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (1d8 or by weapon), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 20

► **Initiative:** Always lose (no roll).



WARDEN

Requirements: Minimum CON 9, minimum WIS 9

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 14

Armour: Leather, chainmail, shields

Weapons: Any

Languages: Alignment, Common

Wardens are members of a secret society which protects their native lands from invasion and the influence of Chaos. They are skilled warriors who are adapted to life in the wilds.

Alignment: As protectors, wardens may only be lawful or neutral. If a warden ever changes alignment to chaotic, they lose all special class abilities and become a fighter of the same level. The character may be able to regain their status as a warden by performing a special quest.

Awareness

Wardens are only surprised on a roll of 1. This may mean that a warden is able to act in the surprise round while their companions are surprised.

Combat

Wardens can use all types of weapons and can use leather armour, chainmail, and shields. Because of their need for stealth, they cannot use plate mail.

Foraging and Hunting

A party with a warden succeeds at foraging with a 2-in-6 chance and finds prey when hunting with a 5-in-6 chance (see *Wilderness Adventuring in Old-School Essentials*).



Limited Possessions

A warden may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

Pursuit

When the warden's party pursues an opposing group in the wilderness (see *Evasion and Pursuit in Old-School Essentials*), the chance of evasion is reduced by 10%.

Surprise Attack

In the wilderness, a warden has a 3-in-6 chance of going unnoticed when sneaking up on a target. If the warden goes unnoticed, the target may be surprised (see *Surprise* under *Encounters in Old-School Essentials*).

Warden Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,000	2d8	19 [0]	12	13	14	15	16
3	4,000	3d8	19 [0]	12	13	14	15	16
4	8,000	4d8	17 [+2]	10	11	12	13	14
5	16,000	5d8	17 [+2]	10	11	12	13	14
6	32,000	6d8	17 [+2]	10	11	12	13	14
7	64,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	240,000	9d8	14 [+5]	8	9	10	10	12
10	360,000	9d8+2*	12 [+7]	6	7	8	8	10
11	480,000	9d8+4*	12 [+7]	6	7	8	8	10
12	600,000	9d8+6*	12 [+7]	6	7	8	8	10
13	720,000	9d8+8*	10 [+9]	4	5	6	5	8
14	840,000	9d8+10*	10 [+9]	4	5	6	5	8

THACO: Attack matrix row to use.

(Ascending AC attack bonus in [.])

*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Tracking

Wardens can identify and follow tracks. This skill improves as the character gains levels (see the table to the right). Success may be modified by the following factors:

- ▶ **Soft/hard ground:** +20% to -50%.
- ▶ **Size of group being tracked:** +2% per creature beyond the first.
- ▶ **Passing through an area where other tracks mingle:** -50%.
- ▶ **Age of tracks:** -5% per 12 hours.
- ▶ **Rainfall:** -25% per hour.
- ▶ **Efforts made to hide tracks:** -25%.

After Reaching 10th Level

2d12 beings will join the warden as followers. The nature of these followers is up to the referee—they may include human or demihuman adventurers, animals, fantastic mounts, sylvan creatures, or special monsters. If any of the followers die, they are not replaced.



Warden Tracking Chance of Success

Level	Tracking
1	20%
2	30%
3	40%
4	50%
5	60%
6	70%
7	80%
8	90%
9	100%
10+	110%

FANTASY RACES

By GAVIN NORMAN

The three new demihuman races from the previous article—the changeling, mutoid, and mycelian—are also presented here as separate races, for groups who prefer to select character race and class separately. If using this rule, each player may decide individually whether to create their character by selecting a class alone or by selecting race and class separately.

Character Creation Procedure

If selecting character race and class separately, the following procedure should be used:

1. **Choose a race:** Choose a race from those available, bearing in mind their ability score requirements.
2. **Apply ability score modifiers:** Some races also list ability score modifiers. Once you have chosen a race, adjust your character's ability scores as indicated. Bonuses that would raise an ability above 18 or penalties that would lower it below 3 are ignored.
3. **Choose a class:** The selected character race determines the classes that are available to choose from. Also bear in mind the ability score requirements of some classes.

Native Languages

When choosing race and class separately, the character's native languages are determined by the race. The languages listed in the class should be ignored.



CHANGELING

Requirements: Minimum INT 9
Ability modifiers: -1 CON, +1 CHA
Languages: Alignment, Common, Doppelgänger

Changelings are magical demihumans that possess powers of deception and shape-stealing. In its natural form, a changeling appears to be a normal human.

Available Classes and Max Level

- ▶ **Assassin:** 10th *
- ▶ **Fighter:** 6th
- ▶ **Illusionist:** 9th *
- ▶ **Magic-user:** 7th
- ▶ **Thief:** 9th

Classes marked with an asterisk are detailed in *Old-School Essentials Advanced Fantasy*. If using *Old-School Essentials Classic Fantasy*, ignore these classes.

Shape-Stealing

A changeling can alter their form to exactly mimic another person. This requires 1 round of physical contact.

Slain victims: The changeling can steal the form of a person they have killed within the last turn.

Unconscious victims: The changeling can steal the form of a sleeping or unconscious victim.

Effects of Successful Shape-Stealing

Duration: The changeling remains in the new form for 1d6 rounds.



Stats: The changeling retains their own intelligence, hit points, saving throws, and attack probabilities.

Capabilities: Physical capabilities of the new form (e.g. strength, physical attack forms, modes of movement) are acquired. Non-physical special abilities (e.g. immunities, breath weapons, spell casting) are not acquired.

Clothing and gear: Items visibly worn or carried by the victim are copied. Copied items do not possess any magical properties of the original and vanish if dropped.

MUTOID

Requirements: None

Ability modifiers: None

Languages: Alignment, Common

Mutoids are demihumans with mismatched body parts of many different creatures (e.g. reptiles, crustaceans, birds, mammals, etc.). Each individual has a unique appearance. Mutoids are often shunned by other species and live in ruins or in hidden lairs within large settlements.

Available Classes and Max Level

- ▶ **Assassin:** 5th *
- ▶ **Cleric:** 6th
- ▶ **Fighter:** 7th
- ▶ **Illusionist:** 6th *
- ▶ **Thief:** 9th

Classes marked with an asterisk are detailed in *Old-School Essentials Advanced Fantasy*. If using *Old-School Essentials Classic Fantasy*, ignore these classes.



Mutations

A mutoid has two mutations selected randomly from the table below.

Duplicate mutations: May be re-rolled.

Two attack mutations: Both may be used each round. (e.g. clawed hand + pincer.)

Mutations

d8	Mutation	Effect
1	Beast ears	3-in-6 chance to hear noises.
2	Beast eyes	Infravision to 60'.
3	Clawed hand	Unarmed attack for 1d6 damage.
4	Gills	Breathe underwater.
5	Pincer	Unarmed attack for 1d3 damage. The pincer locks on to the victim, causing 1d3 damage per round (save versus paralysis to escape).
6	Scales	+2 bonus to Armour Class.
7	Spring legs	Jump up to 30' forwards and gain +1 to attack. If wielding an impaling weapon (e.g. spear), this counts as a charge and inflicts double damage on a successful hit.
8	Sticky tongue	Grab an object up to 15' away and pull it to the mouth. Can be used as a melee attack: bite inflicts 1d3 damage.

MYCELIAN

Requirements: Minimum CON 9
Ability modifiers: -1 DEX, +1 WIS
Languages: Alignment, Common, Deepcommon

Mycelians are humanoid mushrooms, with tall stems, wide, flat caps, and beady eyes amid their gills. They have no mouths, but communicate telepathically. They dwell in lightless caverns deep underground.

Available Classes and Max Level

- ▶ **Assassin:** 4th *
- ▶ **Cleric:** 5th
- ▶ **Druid:** 5th *
- ▶ **Fighter:** 6th
- ▶ **Illusionist:** 4th *
- ▶ **Thief:** 4th

Classes marked with an asterisk are detailed in *Old-School Essentials Advanced Fantasy*. If using *Old-School Essentials Classic Fantasy*, ignore these classes.

Fungal Spores

From 3rd level, a mycelian may emit a spray of spores at a single target within 20' once per day. The target must save versus poison or become completely passive for 1 round per level of the mycelian, unable to act or move.

Infravision

Mycelians have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials*).

Light Sensitivity

When in bright light (daylight, *continual light*), mycelians suffer a -2 penalty to attack rolls and a -1 penalty to AC.



Rest and Sustenance

Mycelians do not eat or sleep in the normal sense. Instead, they require a period of 8 hours each day spent in contact with moist earth.

Missing the rejuvenative period: The mycelian loses 1 hit point per day until it is again able to spend 8 hours in contact with moist earth.

Telepathic Communication

Mycelians are mouthless and unable to speak, communicating entirely telepathically. This form of communication is effective with any sentient creature within 120' and allows the mycelian to converse in any language they know.

EXPANDED EQUIPMENT

By GAVIN NORMAN

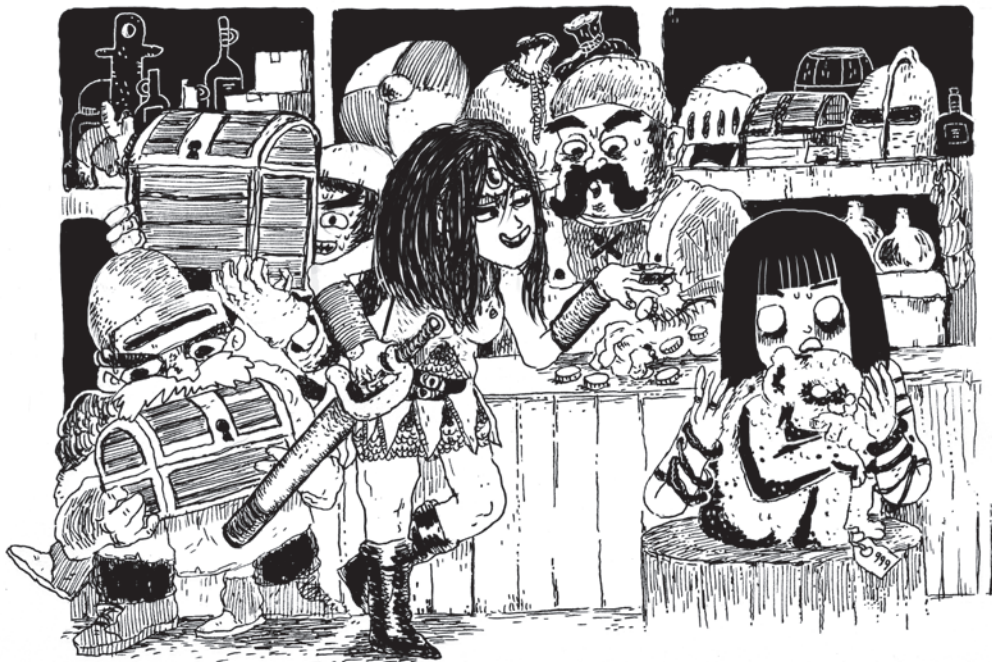
Adventuring Gear

Item	Cost (gp)
Backpack	5
Barrel	1
Bedroll	2
Bell (miniature)	1
Belt pouch	1
Block and tackle	5
Box (iron, large)	30
Box (iron, small)	10
Caltrops (bag of 20)	1
Candles (10)	1
Chain (10')	30
Chalk (10 sticks)	1
Chest (wooden, large)	5
Chest (wooden, small)	1
Chisel	2
Cooking pots	3
Crowbar	10
Firewood (bundle)	1
Fishing rod and tackle	4
Garlic	5
Grappling hook	25
Hammer (small)	2
Holy symbol (gold)	100
Holy symbol (silver)	25
Holy symbol (wooden)	1
Holy water (vial)	25
Ink (vial)	1
Iron spikes (12)	1
Ladder (wooden, 10')	5
Lantern	10
Lantern, bullseye	20
Lock	20

Item	Cost (gp)
Magnifying glass	3
Manacles	15
Marbles (bag of 20)	1
Mining pick	3
Mirror (hand-sized, steel)	5
Musical instrument (string)	20
Musical instrument (wind)	5
Oil (1 flask)	2
Paper/parchment (2 sheets)	1
Pole (10' long, wooden)	1
Quill	1
Rations (iron, 7 days)	15
Rations (standard, 7 days)	5
Rope (50')	1
Sack (large)	2
Sack (small)	1
Saw	1
Scroll case	1
Sledgehammer	5
Spade or shovel	2
Stakes (3) and mallet	3
Tent	20
Thieves' tools	25
Tinder box (flint & steel)	3
Torches (6)	1
Twine (100' ball)	1
Vial (glass)	1
Waterskin	1
Whistle	1
Wine (2 pints)	1
Wolfsbane (1 bunch)	10

The list of adventuring gear presented in *Old-School Essentials* is pretty minimal. It includes the basic items that beginning adventuring parties will need, but lacks

the variety of tools and oddments that more experienced parties may seek out. This article presents a greatly expanded list of adventuring gear.



Equipment Descriptions

Backpack: Has two straps and can be worn on the back, keeping the hands free. Holds up to 400 coins.

Barrel: A wooden barrel that holds 40 gallons (320 pints) of liquid.

Bedroll: A heavy wooden blanket with a small pillow.

Bell: A 1" brass bell.

Belt pouch: A leather pouch that holds up to 50 coins.

Block and tackle: Used for hauling or lifting heavy objects. Reduces the effective weight by 1/4. Requires 4 times as much rope.

Box, iron: A solid iron casket. A large box can hold up to 800 coins; a small box can hold up to 250 coins.

Caltrops: Small metal spikes sufficient to cover a 5' square area. Creatures moving through the area have a 2-in-6 chance of treading on a spike. Victims suffer a 50% reduction of movement rate until they are healed.

Candle: A candle casts a dim light in a 5' radius and burns for 1 hour.

Chain: A 10' length of heavy, iron chain.

Chalk: Useful for making markings on stone.

Chest, wooden: A large chest can hold up to 1,000 coins; a small chest can hold up to 300 coins.

Chisel: Used with a hammer for chipping away stone.

Cooking pots: Pots and pans for campfire cooking.

Crowbar: 2–3' long and made of solid iron. Can be used for forcing doors and other objects open.

Firewood: A bundle of dry wood. Burns for 8 hours.

Fishing rod and tackle: A rod, line, hook, and bait box.

Grappling hook: Made of solid iron, with 3 or 4 prongs. Useful for anchoring ropes.

Hammer: Can be used for construction or as a mallet with iron or wooden spikes.

Holy symbol: Some divine spell casters are required to own a holy symbol, often worn as a necklace. The quality of a holy symbol may optionally alter its effectiveness when used by a character attempting to turn the undead. A gold holy symbol grants a +1 bonus to the 2d6 roll for the affected Hit Dice of undead monsters. A wooden holy symbol incurs a –1 penalty to the 2d6 roll which determines the success of the turning attempt.

Holy water: Water from a holy spring. It is used in some religious rituals and inflicts damage on undead monsters (see *Weapon Combat Stats in Old-School Essentials*). Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

Ink: A vial of black ink. Coloured ink costs double. Sufficient for about 50 pages of writing.

Iron spikes: May be used for wedging doors open or shut, as an anchor to attach a rope to, and many other purposes.

Ladder: Simple wooden construction. Very encumbering.

Lantern: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a 30' radius.

Lantern, bullseye: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a narrow beam, 100' long and 20' wide at the end.

Lock: A basic iron lock with a key.

Magnifying glass: Used for studying fine details.

Manacles: Iron manacles with a chain. Used for binding hands or feet.

Marbles: A bag of colourful glass beads.

Mining pick: For breaking rock.

Mirror: Useful for looking around corners or for reflecting a gaze attack.

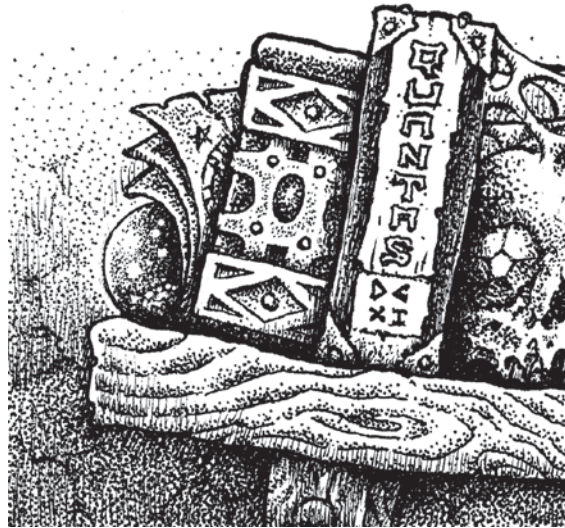
Musical instrument: A stringed instrument (e.g. a lute or mandolin) or a wind instrument (e.g. a flute or pipe). The listed price is for an instrument of basic quality. Higher quality instruments can cost up to ten times as much.

Oil flask: A flask of oil fuels a lantern for four hours (24 turns). In addition to fueling lanterns, oil can be used as a weapon:

► **Throwing:** An oil flask may be lit on fire and thrown (see *Weapon Combat Stats in Old-School Essentials*).

► **Pools:** Oil that is poured on the ground and lit covers a diameter of 3 feet and burns for 1 turn, inflicting damage on any character or monster moving through the pool.

► **Immunity:** Burning oil does not harm monsters that have a natural flame attack.



Paper or parchment: Approximately 1'-square sheets.

Pole, 10': A 2" thick wooden pole useful for poking and prodding suspicious items in a dungeon.

Quill: A large feather sharpened into a writing point.

Rations, iron: Dried and preserved food to be carried on long voyages when securing fresh food may be uncertain.

Rations, standard: Fresh, unpreserved food.

Rope: Can hold the weight of approximately three human-sized beings.

Sack: A large sack can hold up to 600 coins; a small sack up to 200 coins.

Saw: A hand saw for cutting wood.

Scroll case: An oiled leather tube with a cap. Not completely watertight.

Sledgehammer: A big heavy hammer for breaking rock.

Spade or shovel: For excavating earth.

Stakes and mallet: A wooden mallet and three 18" long stakes. Valuable when confronting vampires.

Tent: Large enough for 2 adult humans.

Thieves' tools: This kit contains all of the tools needed to pick locks.

Tinder box: Used to light fires, including torches. Using a tinder box takes one round. There is a 2-in-6 chance of success per round.

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see *Weapon Combat Stats* in *Old-School Essentials*).

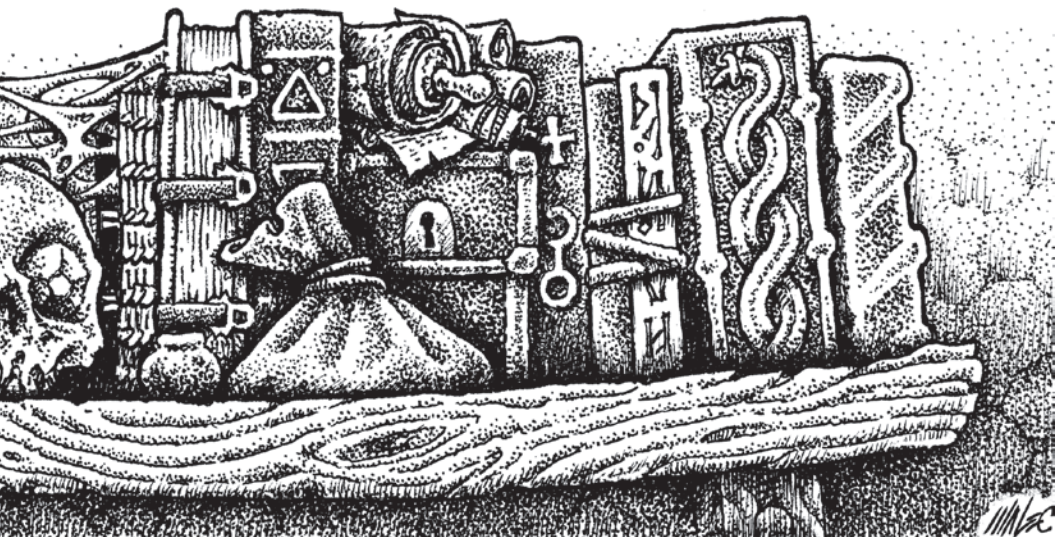
Twine: A wound ball of thin cord or string. Can support up to 30 pounds of weight.

Vial: A glass vial that can hold up to half a pint of liquid.

Waterskin: A container, made of hide, that holds 2 pints (1 quart) of fluid.

Whistle: Useful for signalling or faking bird calls.

Wolfsbane: This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat.



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