



# d30 NPC Magic Item Determination

On the following tables, an indication of "Weapon" or "Armor" indicates a +1 bonus to the weapon or armor item originally indicated by the results of an NPC's roll(s) on p. 32. Any original armor indication of "none" (on p. 32) should be replaced with a +1 version of the minimum allowable type for class (e.g., thief = +1 leather). If both armor and shield are originally indicated, roll a d2 to determine to which of the 2 items the bonus should be applied.

## CLERICS

	1-3	4-6	7-9	10+
<b>1-10</b>	Weapon	Misc. I	Misc. II	Misc. II
<b>11-20</b>	Armor	Potions I	Potions II	Potions II
<b>21-30</b>	Misc. I	Rings I	Cleric	Cleric

**Levels 4-6:** 1 roll each on "1-3" and "4-6"

**Levels 7-9:** Weapon + Armor + 1 roll on "7-9"

**Levels 10+:** Weapon + Armor + 1 roll each on "4-6" and "10+"

## FIGHTERS/DWARVES

	1-3	4-6	7-9	10+
<b>1-10</b>	Weapon	Misc. I	Potions I	Potions II
<b>11-20</b>	Armor	Rings I	Rings I	Rings II
<b>21-30</b>	Misc. I	Potions I	Fighter	Fighter

**Levels 4-6:** 1 roll each on "1-3" and "4-6"

**Levels 7-9:** Armor + 1 roll on "Swords" + 1 roll on "7-9"

**Levels 10+:** Armor + 1 roll on "Swords" + 1 roll on "10+"

## MAGIC-USERS/ELVES

	1-3	4-6	7-9	10+
<b>1-10</b>	Misc. I	Rings I	Misc. II	Misc. II
<b>11-20</b>	Rings I	Potions I	Potions II	Rings II
<b>21-30</b>	Potions I	Wands I	Wands I	Wands II

**Levels 4-6:** 1 roll each on "1-3" and "4-6"

**Levels 7-9:** Weapon<sup>M</sup> + Ring<sup>P</sup> + 1 roll each on "1-3" and "7-9"

**Levels 10+:** Weapon<sup>M</sup> + Ring<sup>P</sup> + 1 roll each on "7-9" and "10+"

## THIEVES/HALFLINGS

	1-3	4-6	7-9	10+
<b>1-10</b>	Weapon	Misc. I	Misc. II	Misc. II
<b>11-20</b>	Armor	Potions I	Swords	Swords
<b>21-30</b>	Misc. I	Rings I	Potions I	Potions II

**Levels 4-6:** 1 roll each on "1-3" and "4-6"

**Levels 7-9:** Armor + 1 roll on "Swords" + 1 roll on "7-9"

**Levels 10+:** Armor + 1 roll on "Swords" + 1 roll on "10+"

## RINGS I

- 1** control, animal
- 2** feather falling
- 3** fire resistance
- 4** free action
- 5** invisibility
- 6** protection, +1
- 7** swimming
- 8** telekinesis
- 9** warmth
- 0** water walking

## RINGS II

- 1** control, plant
- 2** control, human
- 3** control, undead
- 4** djinni summoning
- 5** invisibility
- 6** protect. +1, 5' radius
- 7** regeneration
- 8** spell storing
- 9** spell turning
- 0** x-ray vision

## SWORDS<sup>†</sup>

- 1** +1, +2 vs. lycan.
- 2** +1, +2 vs. dragons
- 3** +1, +2 vs. enchanted
- 4** +1, +2 vs. regen.
- 5** +1, +2 vs. spell users
- 6** +1, +2 vs. undead
- 7** +1, flaming
- 8** +1, light (30' radius)
- 9** +1, locate object
- 0** +2

## WANDS I

- 1** charm (person)
- 2** fear
- 3** illusion
- 4** magic missiles
- 5** webs
- 6** trap detection
- 7** enemy detection
- 8** magic detection
- 9** metal detection
- 0** secret door detect.

## WANDS II

- 1** cold/frost\*
- 2** charm (monster)
- 3** fireballs/fire\*
- 4** illusion
- 5** lightning (bolts)
- 6** negation
- 7** paralyzation
- 8** polymorphing
- 9** (staff of) striking
- 0** (ring of) spell storing

## FIGHTER

- 1** boots, speed
- 2** boots, levitation
- 3** gauntlets, ogre STR
- 4** girdle, giant STR
- 5** elven cloak & boots
- 6** helm, telepathy
- 7** horn, blasting
- 8** ring, protection +2
- 9** ring, regeneration
- 0** bracers, defense (AC7)

## POTIONS I

- 1** diminution
- 2** climbing
- 3** cold resistance
- 4** ESP
- 5** fire resistance
- 6** gaseous form
- 7** growth
- 8** healing
- 9** invisibility
- 0** levitation

## POTIONS II

- 1** clairaudience
- 2** clairvoyance
- 3** control animal
- 4** control person
- 5** control undead
- 6** giant strength
- 7** heroism
- 8** invulnerability
- 9** polymorph self
- 0** speed

## CLERIC

- 1** staff, healing
- 2** staff, snake
- 3** staff, commanding
- 4** staff, curing
- 5** staff, striking
- 6** staff, turning (undead)
- 7** mace of disruption
- 8** sling of seeking
- 9** ring, regeneration
- 0** ring, spell storing<sup>C</sup>

## MISC. I

- 1** bag of holding
- 2** bracers, defense (AC8)
- 3** brooch, shielding
- 4** broom of flying
- 5** elven boots
- 6** elven cloak
- 7** ring, protection +1
- 8** rope of climbing
- 9** roll d10 on Potions I
- 0** roll d10 on Rings I

## MISC. II

- 1** amulet, vs. spying<sup>A</sup>
- 2** bracers, defense (AC7)
- 3** boots, levitation
- 4** boots, speed
- 5** elven cloak & boots
- 6** displacer cloak
- 7** flying carpet
- 8** helm, reading<sup>B</sup>
- 9** horn, blasting
- 0** medallion of ESP

## Footnotes

\* left of slash = BX/  
right of slash = 1e

<sup>A</sup> vs. crystal balls & ESP

<sup>B</sup> languages & magic

<sup>C</sup> cleric spells

<sup>M</sup> 1st weapon only,  
if more than 1 listed

<sup>P</sup> +1 ring of protection, or  
add +1 bonus to similar

<sup>†</sup> roll additional

1d3 for type [**1**=short,  
**2**=broad, **3**=long];  
halflings = always short  
dwarves may substitute  
axe of same type