

## Legend

### **CURSED**

You may re-roll if you don't want your party finding cursed items.

### **GAME CHANGING**

Roll a 1d20, if you roll a 1 - 18 then re-roll and choose a different item.

### **ANYTHING IN RED**

**ONLY ALLOW IF** you explicitly want this item randomly found in your world/campaign.

## Table A: Levels 1 - 3

1 - 5	Spell Scroll (cantrip)
6 - 10	Potion of Healing
11 - 15	Quaal's Feather Token (Anchor)
16 - 20	Spell Scroll (Level 1)
21 - 25	Philter of Love
26 - 30	Potion of Poison <b>CURSED</b>
31 - 35	Elixir of Health
36 - 40	Keoghtom's Ointment (1 dose)
41 - 45	Spell Scroll Level 2
46 - 50	(1d6) +1 Ammunition
51 - 55	Potion of Fire Breath
56 - 60	Potion of Greater Healing
61 - 65	Potion of Climbing
66 - 70	Potion of Heroism
71 - 75	Potion of Invisibility
76 - 80	Potion of Mind Reading
81 - 85	Potion of Water Breathing
86 - 90	Scroll of Protection
91 - 95	Potion of Animal Friendship
96 - 100	Nolzur's Marvelous Pigments

## Table B: Levels 4 - 6

1 - 2	Spell Scroll Level 3
2 - 4	Quaal's Feather Token Fan
5 - 6	Quaal's Feather Token Whip
7 - 8	Potion of Diminution
9 - 10	Potion of Growth
11 - 12	(2d6) +1 Ammunition
13 - 14	Dust of Disappearance
15 - 16	Necklace of Fireballs (One bead)
17 - 18	Potion of Gaseous Form
19 - 20	Potion of Resistance
21 - 22	Universal Solvent
23 - 24	Spell Scroll Level 4
25 - 26	Ivory Goat (Travail)
27 - 28	Vicious Weapon
29 - 30	=+3 Ammunition (1)
31 - 32	Potion of Speed
33 - 34	Sovereign Glue
35 - 36	Horn of Blasting
37 - 38	Potion of Superior Healing
39 - 40	Dust of Dryness (1d4 pellets)
41 - 42	Dust of Sneezing and Choking
43 - 44	Keoghtom's Ointment (1d4+1 doses)
45 - 46	Oil of Slipperiness
47 - 48	(1d6) +2 Ammunition
49 - 50	Adamantine Armor
51 - 52	Helm of Comprehend Languages
53 - 54	Potion of Flying <b>GAMECHANGING</b>
55 - 56	(1d6) +3 Ammunition
57 - 58	Arrow of Slaying
59 - 60	Golden Lion (1)
61 - 62	Spell Scroll Level 5
63 - 64	Dust of Dryness (1d6 pellets)
65 - 66	Driftglobe

67 - 68	Berserker Axe <b><i>CURSED</i></b>
69 - 70	Mithral Armor
71 - 72	Armor of Vulnerability <b><i>CURSED</i></b>
73 - 74	Trident of Fish Command
75 - 76	Bead of Force (1)
77 - 78	Elemental Gem
79 - 80	Potion of Clairvoyance
81 - 82	Potion of Vitality
83 - 84	Sword of Vengeance <b><i>CURSED</i></b>
85 - 86	Weapon +1
87 - 88	Cap of Water Breathing
89 - 90	Eversmoking Bottle
91 - 92	Quiver of Ehlonna
93 - 94	Ioun Stone Sustenance
95 - 96	Ivory Goat (Traveling)
97 - 98	Ring of Warmth
99 - 100	Sword of Life-Stealing

**Table C: Levels 7 - 9**

1 - 2	(2d6) +2 Ammunition
2 - 4	Ioun Stone Protection
5 - 6	Wand of the War Mage +1
7 - 8	Spell Scroll Level 6
9 - 10	Potion of Supreme Healing
11 - 12	Armor, +1 <b><i>GAMECHANGING</i></b>
13 - 14	Shield, +1 <b><i>GAMECHANGING</i></b>
15 - 16	Bracers of Archery
17 - 18	Circlet of Blasting
19 - 20	Chime of Opening
21 - 22	Goggles of Night
23 - 24	Horseshoes of the Zephyr
25 - 26	Javelin of Lightning
27 - 28	Mariner's Armor
29 - 30	Necklace of Adaptation
31 - 32	Prayer Bead - Smiting
33 - 34	Ring of Water Walking
35 - 36	Wand of Magic Detection
37 - 38	Wand of Secrets
39 - 40	Wind Fan
41 - 42	Sword of Sharpness
43 - 44	Demon Armor <b><i>CURSED</i></b>
45 - 46	Staff of the Adder
47 - 48	Oil of Etherealness
49 - 50	Dancing Sword
51 - 52	Glamoured Studded Leather
53 - 54	Gloves of Swimming and Climbing
55 - 56	Heward's Handy Haversack
57 - 58	Pipes of the Sewers
59 - 60	Prayer Bead - Bless
61 - 62	Rope of Climbing
63 - 64	Ring of Feather Falling
65 - 66	Saddle of the Cavalier

67 - 68	Sending Stones <b>GAMECHANGING</b>
69 - 70	Staff of the Python
71 - 72	Sword of Wounding
73 - 74	Frost Brand
75 - 76	Ioun Stone Absorption
77 - 78	Dagger of Venom
79 - 80	Boots of Elvenkind
81 - 82	Eyes of Minute Seeing
83 - 84	Eyes of the Eagle
85 - 86	Ring of Jumping
87 - 88	Spell Scroll Level 7
89 - 90	Dimensional Shackles
91 - 92	Eyes of Charming
93 - 94	Gloves of Missile Snaring
95 - 96	Ioun Stone Agility
97 - 98	Ioun Stone Fortitude
99 - 100	Ioun Stone Insight

**Table D: Levels 10 - 12**

1	Ioun Stone Intellect
2	Ioun Stone Leadership
3	Ioun Stone Strength
4	Medallion of Thoughts
5	Onyx Dog
6	Ring of Swimming
7	Quaal's Feather Token Bird
8	Quaal's Feather Token Swan Boat
9	Staff of Withering
10	Oil of Sharpness
11	Robe of Useful Items
12	Manual of Clay Golems
13	Manual of Flesh Golems
14	Manual of Iron Golems
15	Manual of Stone Golems
16	Cloak of Protection <b>GAMECHANGING</b>
17	Oathbow
18	Ring of Protection <b>GAMECHANGING</b>
19	Potion of Invulnerability
20	Weapon, +2
21	Bag of Holding
22	Boots of Levitation
23	Boots of Speed <b>GAMECHANGING</b>
24	Dragon Scale Mail
25	Elven Chain
26	Ioun Stone Regeneration
27	Iron Bands of Bilarro
28	Prayer Bead - Curing
29	Ring of Animal Influence
30	Rope of Entanglement
31	Wand of Enemy Detection
32	Luckstone
33	Potion of Giant Strength (roll 1d6 on the type)

34	(2d6) +3 Ammunition
35	Wand of the War Mage +2
36	Boots of Striding and Springing
37	Cloak of Arachnida
38	Cloak of Elvenkind
39	Flame Tongue
40	Gloves of Thievery
41	Gem of Brightness
42	Hat of Disguise
43	Horseshoes of Speed
44	Immovable Rod
45	Lantern of Revealing
46	Periapt of Health
47	Periapt of Proof Against Poison
48	Periapt of Wound Closure
49	Ring of Evasion
50	Ring of the Ram
51	Silver Raven
52	Slippers of Spider Climbing
53	Tentacle Rod
54	Wings of Flying <b>GAMECHANGING</b>
55	Spell Scroll Level 8
56	Silver Horn of Valhalla
57	Armor, +2 <b>GAMECHANGING</b>
58	Shield, +2 <b>GAMECHANGING</b>
59	Alchemy Jug
60	Animated Shield
61	Armor of Resistance
62	Arrow-Catching Shield
63	Belt of Dwarvenkind
64	Bracers of Defense
65	Cloak of the Bat
66	Cloak of the Manta Ray
67	Ebony Fly <b>GAMECHANGING</b>

68	Ioun Stone Reserve
69	Marble Elephant
70	Pearl of Power
71	Pipes of Haunting
72	Ring of Resistance
73	Ring of X-Ray Vision
74	Robe of Scintillating Colors
75	Scimitar of Speed
76	Shield of Missile Attraction <b>CURSED</b>
77	Deck of Illusions
78	Giant Slayer
79	Mace of Smiting
80	Brooch of Shielding
81	Necklace of Fireballs (1d6)
82	Amulet of Health
83	Bowl of Commanding Water Elementals
84	Brazier of Commanding Fire Elementals
85	Bronze Griffon <b>GAMECHANGING</b>
86	Broom of Flying <b>GAMECHANGING</b>
87	Cape of the Mountebank
88	Censer of Controlling Air Elementals
89	Dragon Slayer
90	Gauntlets of Ogre Power
91	Headband of Intellect
92	Mace of Disruption
93	Mace of Terror
94	Nine Lives Stealer
95	Portable Hole
96	Serpentine Owl <b>GAMECHANGING</b>
97	Stone of Controlling Earth Elementals
98	Wand of Magic Missiles
99	Wand of Web
100	Winged Boots <b>GAMECHANGING</b>

**Table D: Levels 13 - 15**

1 - 2	Brass Horn of Valhalla
2 - 4	Dwarven Plate <b>GAMECHANGING</b>
5 - 6	Potion of Longevity <b>GAMECHANGING</b>
7 - 8	Apparatus of Kwalish
9 - 10	Boots of the Winterlands
11 - 12	Belt of Hill Giant Strength
13 - 14	Folding Boat
15 - 16	Ring of Invisibility
17 - 18	Manual of Bodily Health
19 - 20	Manual of Gainful Exercise
21 - 22	Manual of Quickness of Action <b>GAMECHANGING</b>
23 - 24	Tome of Leadership and Influence
25 - 26	Tome of Understanding
27 - 28	Tome of Clear Thought
29 - 30	Staff of Thunder and Lightning
31 - 32	Wand of Binding
33 - 34	Wand of Fear
35 - 36	Spell Scroll Level 9
37 - 38	Bronze Horn of Valhalla
39 - 40	Belt of Frost/Stone Giant Strength
41 - 42	Carpet of Flying <b>GAMECHANGING</b>
43 - 44	Helm of Telepathy
45 - 46	Ioun Stone Awareness
47 - 48	Ring of Regeneration <b>GAMECHANGING</b>
49 - 50	Rod of the Pact Keeper +1 <b>GAMECHANGING</b>
51 - 52	Staff of Charming
53 - 54	Sunblade
55 - 56	Staff of Healing
57 - 58	Belt of Fire Giant Strength
59 - 60	Iron Horn of Valhalla
61 - 62	Ring of Shooting Stars
63 - 64	Ioun Stone Mastery
65 - 66	Sphere of Annihilation <b>GAMECHANGING</b>

67 - 68	Weapon, +3
69 - 70	Belt of Cloud Giant Strength
71 - 72	Cube of Force
73 - 74	Hammer of Thunderbolts
75 - 76	Ring of Mind Shielding
77 - 78	Rod of the Pact Keeper +2 <b>GAMECHANGING</b>
79 - 80	Rod of Rulership
81 - 82	Staff of Fire
83 - 84	Staff of Swarming Insects
85 - 86	Wand of Paralysis
87 - 88	Ring of Fire Elemental Command
89 - 90	Armor of Invulnerability <b>GAMECHANGING</b>
91 - 92	Belt of Storm Giant Strength
93 - 94	Dwarven Thrower
95 - 96	Mirror of Life Trapping
97 - 98	Wand of Wonder
99 - 100	Wand of the War Mage +3

**Table F: Levels 16 - 18**

1 - 2	Amulet of Proof Against Detection and Location
2 - 4	Candle of Invocation <b>GAMECHANGING</b>
5 - 6	Efreeti Chain
7 - 8	Ivory Goat (Terror)
9 - 10	Ring of Free Action
11 - 12	Sentinel Shield
13 - 14	Talisman of the Sphere
15 - 16	Staff of Striking
17 - 18	Armor, +3 <b>GAMECHANGING</b>
19 - 20	Shield, +3 <b>GAMECHANGING</b>
21 - 22	Defender <b>GAMECHANGING</b>
23 - 24	Ring of Spell Storing
25 - 26	Rod of Resurrection
27 - 28	Vorpal Sword
29 - 30	Ring of Water Elemental Command
31 - 32	Rod of Alertness
33 - 34	Staff of Frost
35 - 36	Instrument of the Bards - Fochulan Bandlore
37 - 38	Instrument of the Bards - Mac-Fuirmidh Cittern
39 - 40	Rod of Lordly Might
41 - 42	Rod of the Pact Keeper +3 <b>GAMECHANGING</b>
43 - 44	Instrument of the Bards - Doss Lute
45 - 46	Bag of Tricks <b>GAMECHANGING</b>
47 - 48	Instrument of the Bards - Canaith Mandolin
49 - 50	Mantle of Spell Resistance
51 - 52	Ring of Spell Turning
53 - 54	Robe of Eyes
55 - 56	Tome of the Stilled Tongue
57 - 58	Ioun Stone Greater Absorption
59 - 60	Ring of Earth Elemental Command <b>GAMECHANGING</b>
61 - 62	Gem of Seeing

63 - 64	Prayer Bead - Favor
65 - 66	Wand of Fireballs
67 - 68	Wand of Lightning Bolts
69 - 70	Wand of Polymorph
71 - 72	Robe of the Archmagi <b>GAMECHANGING</b>
73 - 74	Helm of Brilliance <b>GAMECHANGING</b>
75 - 76	Instrument of the Bards - Cli Lyre
77 - 78	Ring of Air Elemental Command <b>GAMECHANGING</b>
79 - 80	Scarab of Protection
81 - 82	Sword of Answering
83 - 84	Cubic Gate <b>GAMECHANGING</b>
85 - 86	Ring of Djinni Summoning <b>GAMECHANGING</b>
87 - 88	Staff of the Woodlands
89 - 90	Plate Armor of Etherealness
91 - 92	Well of Many Worlds
93 - 94	Crystal Ball <b>GAMECHANGING</b>
95 - 96	Iron Flask (empty) <b>GAMECHANGING</b>
97 - 98	Rod of Absorption
99 - 100	Spellguard Shield

**Table G: Levels 19 - 20**

1 - 2	Bag of Beans <b>GAMECHANGING</b>
2 - 4	Cloak of Displacement
5 - 6	Robe of Stars
7 - 8	Weapon of Warning
9 - 10	Talisman of Ultimate Evil
11 - 12	Helm of Teleportation <b>GAMECHANGING</b>
13 - 14	Talisman of Pure Good
15 - 16	Daern's Instant Fortress <b>GAMECHANGING</b>
17 - 18	Ring of Telekinesis <b>GAMECHANGING</b>
19 - 20	Cloak of Invisibility <b>GAMECHANGING</b>
21 - 22	Rod of Security <b>GAMECHANGING</b>
23 - 24	Staff of Power <b>GAMECHANGING</b>
25 - 26	Obsidian Steed <b>GAMECHANGING</b>
27 - 28	Decanter of Endless Water <b>GAMECHANGING</b>
29 - 30	Amulet of the Planes <b>GAMECHANGING</b>
31 - 32	Prayer Bead - Wind Walking
33 - 34	Instrument of the Bards - Anstruth Harp
35 - 36	Instrument of the Bards - Ollamh Harp
37 - 38	Staff of the Magi <b>GAMECHANGING</b>
39 - 40	Prayer Bead - Summons
41 - 42	Holy Avenger
43 - 44	Deck of Many Things
45 - 46	Efreeti Bottle
47 - 48	Ring of Three Wishes
49 - 50	Luck Blade
51 - 52	Well of Many Worlds
53 - 54	Axe of the Dwarvish Lords
55 - 56	Book of Exalted Deeds
57 - 58	Book of Vile Darkness
59 - 60	Eye of Vecna
61 - 62	Hand of Vecna
63 - 64	Orb of Dragonkind
65 - 66	Sword of Kas

67 - 68	Wand of Orcus
69+	Re-Roll

**Yeah that's a lot of crazy items.**

**You could also just roll a 1d10**

1	Cloak of Displacement
2	Robe of Stars
3	Weapon of Warning
4	Talisman of Ultimate Evil

5	Talisman of Pure Good
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6	Prayer Bead - Wind Walking
7	Instrument of the Bards - Anstruth Harp
8	Instrument of the Bards - Ollamh Harp

9	Prayer Bead - Summons
10	Holy Avenger