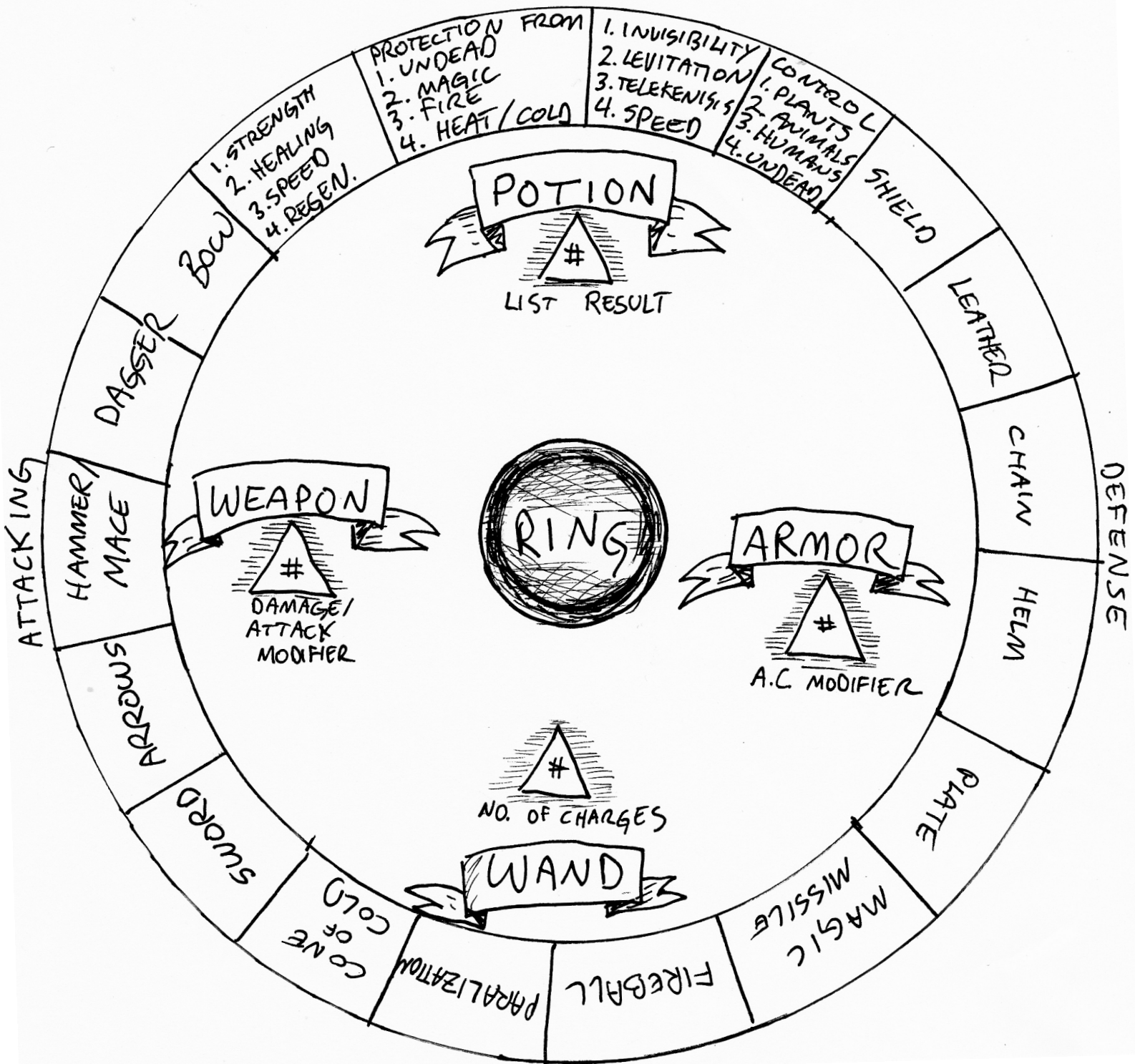


# Magic Item Drop Table

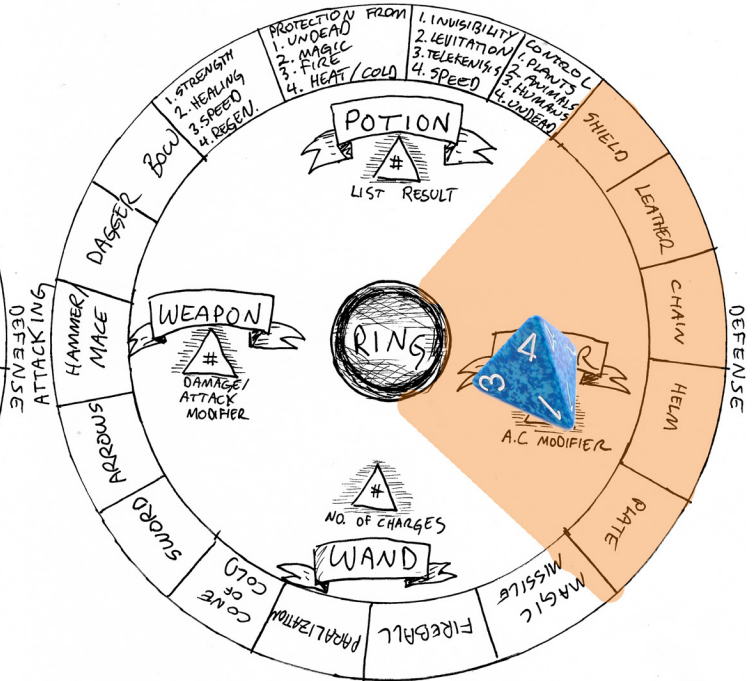
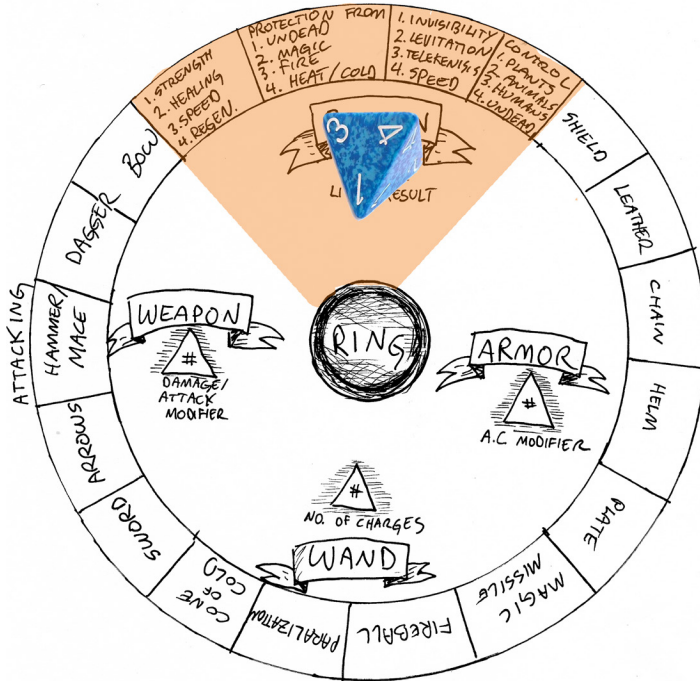
This table is designed to roll up quick and easy magic items for NPC's, monsters, or treasure caches. The results are based on the most common types of magic items from the OD&D game. Feel free to modify it to fit your system.

To determine magic items, simply drop one or more d4's on the chart:

- The quadrant that the die lands in will determine the type of item.
- The specific item will be determined by which box in the given quadrant the die is pointing towards.
- The number showing on the die will determine it's modifier/number of charges/potion type (depending on type of item.)
- If the die lands within the portion labeled ring, the item is a ring--potion and wand results will be as a ring with the same properties, weapon results will describe a ring of attacking, and armor results will describe a ring of defense.



# Examples of use

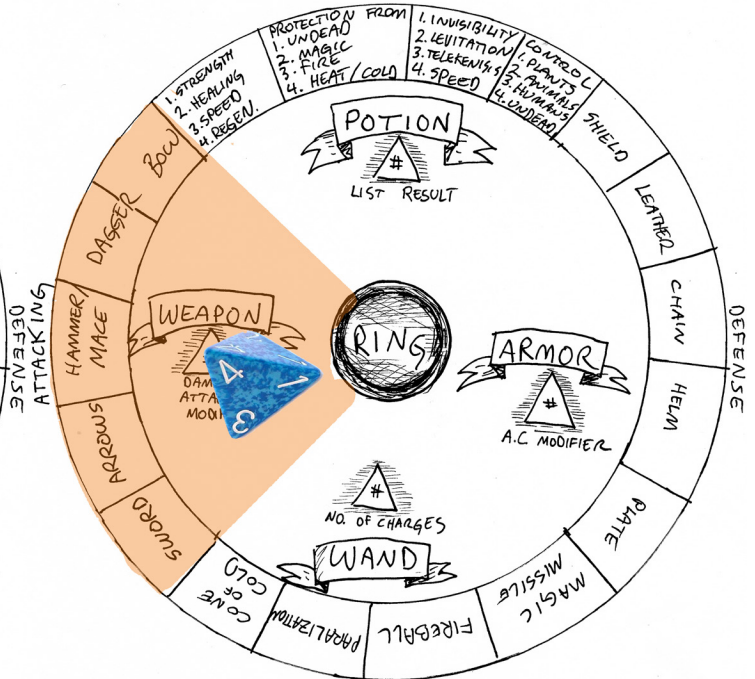
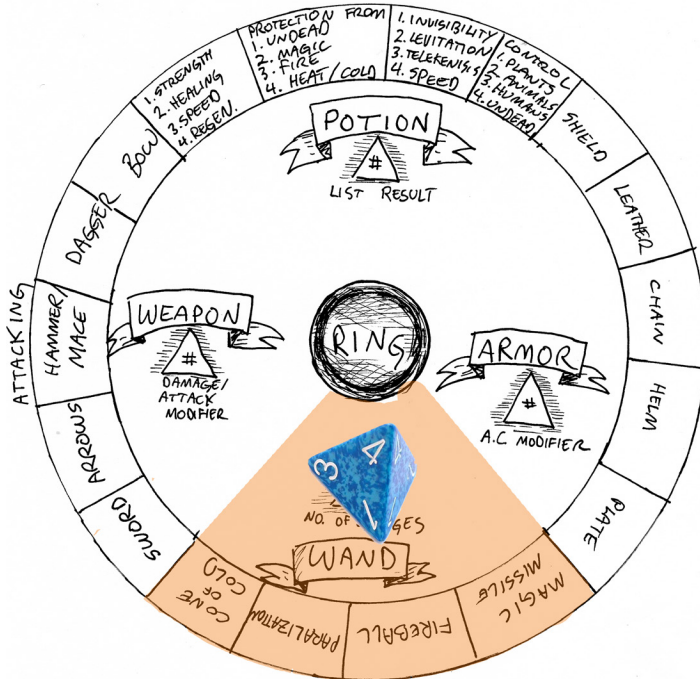


## Example 1:

The die is in the top quadrant, specifying that the item is a potion. The die is pointing toward the “Protection” box and the roll result is “4”: the magic item is a Potion of Protection from Heat/Cold.

## Example 2:

The die is in the right quadrant, specifying that the item is armor. The die is pointing toward the “Plate” box and the roll result is “4”: the magic item is +4 Magic Plate Armor.



## Example 3:

The die is in the bottom quadrant, specifying that the item is a Wand. The die is pointing toward the box labeled “Fireball” and the roll result is a “4”: the magic item is a Wand of Fireballs with 4 charges.

## Example 4:

The die is in the left quadrant, specifying that the item is a Weapon. The die is pointing toward the box labeled “Sword” and the roll result is a “4”: the magic item is a +4 Magic Sword.