

# Advanced Dungeons & Dragons

## Character Outfitter



World of Greyhawk and The Forgotten Realms

Volume I (Character Levels 1-10)

## New Character Outfitter

The following tables are used when a new character joins the party after 1<sup>st</sup> level . Check Table A for the number and amount of treasure rolls a new character receives. Pursue the treasure with the rolls and tables indicated. When a weapon or Armor is indicated, roll on the appropriate table to determine the type. Duplicates are not allowed – instead take the next lowest roll that isn't a duplicate.

**Table A (New Character Treasure Rolls)**

<b>Character Level 2-3</b>	<i>1 Class Roll OR 1 Race Roll</i>
<b>Character Level 4-5</b>	<i>2 Class Rolls OR 1 Class &amp; 1 Race Roll</i>
<b>Character Level 6-8</b>	<i>2 Class Rolls &amp; 1 Race Roll</i>
<b>Character Level 9-10</b>	<i>2 Class Rolls &amp; 2 Race Rolls</i>

**Table B (Fighter, Paladin, Ranger, Cavalier & Barbarian) – d10**

**Table B1 (Level 1-5) – d10**

1. Silver Weapon
2. Weapon +1
3. Armor +1
4. Potion of Healing
5. No Magic Items, 100gp x Level
6. No Magic Items, 300gp x Level
7. No Magic Items, 500gp x Level
8. Potion of Heroism
9. Gauntlets of Ogre Power
10. Weapon +2 or Specialist Weapon +1

**Table B2 (Level 6-10) – d10**

1. Roll on Table B1
2. Potion of Extra Healing
3. Potion of Giant Strength
4. Armor +2
5. Girdle of Hill Giant Strength
6. No Magic Items, 1000gp x Level
7. Wand of Force (10+2d20 charges)
8. Potion of Super-Heroism
9. Weapon +2
10. Special Weapon or Specialist Weapon +2

## **Table C (Thief, Acrobat, Bard and Assassin)**

### **Table C1 (Level 1-5) – d10**

1. Silver Weapon
2. Armor +1 (equal chance Leather / Studded Leather)
3. Ring of Feather Falling
4. 1 Potion
5. No Magic Items, 100gp x Level
6. No Magic Items, 300gp x Level
7. No Magic Items, 500gp x Level
8. 1 Miscellaneous Magic
9. Gloves of Thievery
10. 1 Race Item

### **Table C2 (Level 6-10) – d10**

1. Roll on Table C1
2. Weapon +1
3. Armor +2 (equal chance Leather / Studded Leather)
4. d3 Potions
5. No Magic Items, 1000gp x Level
6. No Magic Items, 1500gp x Level
7. No Magic Items, 2000gp x Level
8. Gauntlets of Dexterity
9. 1 Extra Magic
10. 1 Race Item

## **Table D (Cleric, Druid or Monk)**

### **Table D1 (Level 1-5) – d10**

1. 1 Potion
2. Potion of Healing xd3
3. Spell Scroll with d6 Spells (Level 1-2) or Potion of Healing
4. Spell Scroll with d3 Spells (Level 3-4) or Potion of Healing
5. No Magic Items, 100gp x Level
6. No Magic Items, 300gp x Level
7. No Magic Items, 500gp x Level
8. Armor +1 or Ring of Protection +1
9. Weapon +1
10. 1 Miscellaneous Magic

**Table D2 (Level 6-10) – d10**

1. Roll on Table D1
2. Potion of Extra-Healing xd3
3. 2 Potions
4. 1 Miscellaneous Magic
5. No Magic Items, 1000gp x Level
6. Spell Scroll with d6 Spells (Level 2-3)
7. Spell Scroll with d3 Spells (Level 4-5)
8. 1 Scroll
9. 1 Extra Magic
10. Elixir of Life

**Table E (Magic-Users and Illusionists)**

**Table E1 (Level 1-5) – d10**

1. 1 Potion
2. 2 Potions
3. Wand of Fireballs (10+d20+Level charges)
4. Wand of Lightning Bolts (10+d20+Level charges)
5. Potions of Clairaudience & Clairvoyance
6. No Magic Items, 300gp x Level
7. Spell Scroll with d6 Spells (Level 1-2)
8. Spell Scroll with d3 Spells (Level 3-4)
9. 1 Extra Magic or Miscellaneous Magic
10. Ring of Spell Turning

**Table E2 (Level 6-10) – d10**

1. Roll on Table E1
2. Ring of Boccob
3. Wand of Lightning Bolts or Fireballs (20+d20+Level charges)
4. Wand of Ice Storms (10+d20+Level charges)
5. No Magic Items, 1000gp x Level
6. Spell Scroll with d6 Spells (Level 3-4)
7. Spell Scroll with d3 Spells (Level 5-6)
8. 2 Miscellaneous Magic
9. 2 Extra Magic
10. 1 Miscellaneous, 1 Scroll and 1 Extra Magic

**Table F (Elves) – d10**

1. Cloak of Elvenkind
2. Boots of Elvenkind
3. Elven Chainmail
4. Ring of Animal Friendship
5. Potion of Sweet Water
6. d4 Gems (1000gp each)
7. d4 Potions
8. 1 Miscellaneous Magic
9. 1 Extra Magic
10. Special Weapon

**Table G (Half-Elves) – d10**

1. Cloak of Elvenkind
2. Boots of Elvenkind
3. Elven Chainmail
4. 1 Miscellaneous Magic
5. 1 Extra Magic
6. d3 Potions
7. d3 Scrolls or Weapon +1
8. d6 Gems (1,000gp each)
9. Silver Weapon
10. Potion of Diminution

**Table H (Dwarves) – d10**

1. Weapon +2 or Specialist Weapon +1
2. Armor +1 or d3 Scrolls
3. 2 Potions
4. 1 Miscellaneous Magic
5. 1 Extra Magic
6. d4 Gold Bars (2,000gp each)
7. Silver Weapon
8. Weapon +1
9. Armor +3
10. Special Weapon

**Table I (Halflings) – d10**

1. Potion of Invisibility
2. Ring of Feather Falling
3. Bracers of Defense (AC 7)
4. Gem of Seeing
5. d4 Jewelry (1,200gp each)
6. Sling Bullets of Impact (d6+3)
7. 1 Miscellaneous Magic
8. 1 Extra Magic
9. d4 Potions
10. Short Sword or Dagger +2

**Table J (Half-Orcs) – d10**

1. Weapon +2 or Specialist Weapon +1
2. Armor +2 or Shield +1
3. d8 Jewelry (800gp each)
4. Oil of Impact (4 uses)
5. Oil of Sharpness (4 use, +3 enchantment)
6. Potion of Fire Breath
7. 1 Miscellaneous Magic
8. 1 Extra Magic
9. 2 Potions
10. Special Weapon

**Table K (Gnomes) – d10**

1. Potion of Sweet Water
2. Potion of Ventriloquism
3. Cloak of Protection +1
4. Nolzhur's Marvelous Pigments (d4)
5. Dust of Illusion (10 pinches)
6. d4 Potions
7. Potion of Growth
8. 1 Miscellaneous Magic
9. 1 Extra Magic
10. Dagger +2, Longtooth

**Table L (Humans & Other Races) – d10**

1. Ring of Protection +1
2. Weapon +1 or Armor +1
3. Gem of Brightness
4. 1 Miscellaneous Magic
5. Silver Weapon
6. d3 Potions
7. d3 Scrolls
8. 1 Miscellaneous Magic or 1 Extra Magic
9. 1 Scroll or Potion
10. 1 Extra Magic

**Table M (Weapon Type) – d10**

1. Dagger, Short Sword or Mace (choice)
2. Dagger, Longsword or Morningstar (choice)
3. Quarterstaff, Short Sword, Two-Handed Axe or Sword (choice)
4. Quarterstaff, Long Sword, Battle Axe or Warhammer (choice)
5. Dagger, Mace, Scimitar or Polearm (choice)
6. Quarterstaff, Warhammer, Spear or Trident (choice)
7. Dagger, Quarterstaff, Mace, or Scimitar (choice)
8. Darts, Arrows, Quarrels or Sling Bullets (choice, 1d20)
9. Sling or Crossbow (equal chance Light / Heavy)
10. Sling or Bow (equal chance of Short/Long or Composite)

**Table N (Armor Type) – d10**

1. Full Plate
2. Field Plate
3. Plate Mail
4. Splint Mail, Banded Mail or Bronze Plate Mail (choice)
5. Chain Mail
6. Scale Mail
7. Studded Leather or Ring Mail (choice)
8. Padded or Leather Armor (choice)
9. Small Shield
10. Large Shield

**Table O (Special Weapons) – d10**

1. Short Sword of Quickness
2. Sword of the Planes
3. Dagger of Throwing +2
4. Axe of Hurling +2
5. Weapon (roll Type) +1, +2 vs Magic-using or Enchanted
6. Weapon (roll Type) +1, +2 vs Undead
7. Weapon (roll Type) +1, +3 vs Elementals
8. Weapon (roll Type) +2, Giant Slayer
9. Weapon (roll Type) +2, Dragon Slayer
10. Weapon (choice) +3

**Table P (Potions) – d10**

1. Potion of Healing
2. Potion of Extra Healing
3. Potion of Gaseous Form
4. Potion of Invisibility
5. Potion of Levitation
6. Potion of Fire Resistance
7. Potion of Water Breathing
8. Potion of ESP
9. Elixir of Vitality
10. Elixir of Life

**Table Q (Miscellaneous Magic) – d10**

1. Ring of Swimming
2. Ring of Protection +1
3. Wand of Fear
4. Brooch of Shielding
5. Cloak of Protection +2
6. Philter of Persuasiveness
7. Periapt of Proof Against Poison +1
8. Keoghtom's Ointment
9. Periapt of Health
10. Stone of Good Luck



**Table R (Scrolls) – d10**

1. Spell Scroll with D6 Spells (Level 1)
2. Spell Scroll with D6 Spells (Level 2-3)
3. Spell Scroll with D3 Spells (Level 4-5)
4. Spell Scroll with D3 Spells (Level 5)
5. Spell Scroll with D3 Spells (Level 6)
6. Spell Scroll with 1 Level 7 Spell
7. Spell Scroll with 1 Level 8 Spell
8. Protection from Elementals
9. Protection from Undead
10. Protection from Magic

**Table S (Extra Magic) – d10**

1. Bracers of Defense (AC 6)
2. Boots of Speed
3. Scarab of Insanity (10 charges)
4. Amulet vs Undead (5<sup>th</sup> Level)
5. Wand of Magic Detection (10+d20+Level charges)
6. Boots of Striding and Springing
7. Rope of Climbing
8. Helm of Comprehending Languages & Reading Magic
9. Wings of Flying
10. Elixir of Life