

Dead Simple Supplement 3 - Loot!

Introduction

Most monsters have loot on them which the Adventurers can take if they kill or capture them. Chests also contain loot, but may be locked and trapped.

As GM you can choose what loot to give out or you can use the random tables below. It is entirely up to you how you want to play it.

Loot Tables

Source	Loot
Minion or small Critter	Monster's Toughness x 3 Ducats
Boss or big Critter	Boss or Critter Toughness x 10 Ducats. A chance of a magic item: Roll 1D10, on a 8 or 9 there is a magic item, on a 10 there are two (see tables below). The basic kit of 4 dead Adventurers.
Master	Master's Toughness x 50 Ducats. 1D10 magic items (see tables below). The full kit of 1D10 dead Adventurers.
Chest	2D6 x 10 Ducats. A chance of a magic item: Roll 1D6, on a 5 or 6 there is a magic item (see table below).
Dragon Hoard	1D10 x 100 Ducats. 1D10 magic items. The full kit of 2D10 dead Adventurers.

A Minion, Boss or Master that has magic items that it can use, will use them.

1D10	Magic Item
1 - 3	Potion (see Potion table below).
4	Wonder: Roll another 1D6. On a 1-5 go to the Wonder table. On a 6 go to the Artefact table.
5	Magic Shield, +2 to Defence
6-7	Magic Crystal. Roll 1D6: 1-3 Armour Crystal (+1 to Armour). 4-6 Weapon Crystal (+1 to Attacks)
8-10	Scroll.

Magic Crystals clip onto a figure's weapon or armour (not shields). A figure can have a maximum of three crystals clipped on his armour and two crystals on his weapon at any one time. Weapons and Armour with crystals clipped to them give off a faint blue glow.

A figure can only use one **Magic Shield**.

A **Scroll** contains a single spell that can be cast by anyone who can read (i.e. probably not Barbarians or Hobbits). Once read the scroll turns to ash.

Potions

These come in small flasks or vials, and each contains just one dose. Once they are drunk they are gone. Each potion has a distinct colour and smell which may help Adventurers identify it.

1D10	Potion	Effect
1-2	Healing (Green & Minty)	Heals figure drinking it, like a Priest, but only if you are not dead.
3-4	Purgative (Black & Peppery)	Will stop the effects of a poisonous attack. It does not cure damage already taken.

5	Dragon Breath (Red & Brimstone)	The Adventurer can breathe fire like a dragon, once. This affects every figure in a single room or corridor section, except the Adventurer himself. Each figure in that area takes a single wound.
6	Stone to Flesh (Clear & Salty)	If poured over a figure that has been turned to stone it will turn them back to flesh and blood.
7	Holy Water (Clear & Lavender)	If thrown over any Undead or a Devil it will wound them. No saves. For 5 turns the Adventurer doubles his movement rate.
8	Speed (Yellow & Burnt Rubber)	Figure can go without sleep for another day.
9	Red Bull (Red & Sweet).	Will burn through a lock or the lid of a chest.
10	Acid (Black & Acid)	

Wonders

These are enchanted items that are not deliberately made for combat. They have a wide range of forms and powers, as shown in the tables below.

An Adventurer can only use three of these at any one time. The magical fields they give out interfere with each other if there are more than three and none will work. Spare items can be kept in a backpack or pouch.

If an Adventurer wishes to sell a Wonder he will receive a thousand gold ducats. You cannot generally buy Wonders.

Form of Wonder

	1-3	4-7	8-10
1D10	Clothing	Jewellery	Other items
1-2	Boots	Ring	Book
3	Hat	Tiara	Cup
4-5	Belt	Amulet	Bell
6	Mask	Torc*	Athame**
7-8	Gloves	Earrings	Wand
9-10	Cloak	Bracelet	Candle

* A Torc is a thick, solid silver or gold necklace.

** An Athame is a small ceremonial knife.

Power of Wonder

	1-5	6-8	9-10
1D10	Minor	Medium	Major
1	Courage	Strength	Re-generation
2-4	Cursed	Healing	Luck
5-7	Light	Dexterity	Shadows
8	Random	Toughness	Levitation
9	Searching	Speed	Water-walking
10	Warmth	Intellect	Snake

Power	Description
Attribute Bonus	This increases the listed attribute by 1 while it is being used.
Courage	The Adventurer is immune to the Terrifying effects of some Monsters.
Cursed	Reroll for its usual power. Each time the owner uses that power the Wonder steals a point of Toughness

	from him. You cannot tell an item has a curse until it bites. Then you can't get rid of it until someone willingly accepts it as a gift.
Healing	Once per day the owner can use the Healing ability like a priest.
Levitation	The owner can rise up and down at normal speed for up to ten rounds a day.
Light	The item shines like a Lantern upon command.
Luck	The owner receives a free re-roll once per day.
Random	Each morning reroll the item's power.
Regeneration	The owner heals one step per minute.
Searching	The owner gains the Find Secret Doors ability
Shadows	The owner gains the Sneak ability.
Snake	The owner is immune to poison.
Warmth	The item will keep the adventurer warm in the coldest of nights.
Water-walking	The owner can walk upon water, or any liquid, as if it was solid ground.

Artefacts

These are ancient, legendary and very rare items. Only powerful Bosses and Masters will have these. An Adventurer can only possess one Artefact at a time. If he tries to possess two, they will sulk and neither will work.

1D10 Artefact

1-3	Saint Percy's Finger
4-5	The Eye of Edna
6	The Other Ring
7-8	The Book of Grudges
9	The Shiny Shirt
10	The Touchstone

Saint Percy's Finger. These sacred relics allow a Priest to both Heal and use Holy Light in the same turn.

There are eight of these in existence. Saint Percy still has his thumbs.

The Eye of Edna. A Character using this has the Spot ability. There are three of these in existence. An Elf holding an eye loses their Spot ability. Edna hated Elves.

The Other Ring. This unique Artefact turns the Adventurer both invisible and silent (i.e. he cannot be heard when he talks) when worn.

Except to Undead who then focus all their efforts on the ring wearer.

The Book of Grudges. A Dwarf with this can add +2 to his Strength and Toughness when facing orcs or Goblins.

There are reputed to be seven of these in existence. One for each Dwarven Clan (and they are keen to get them back – homicidally keen).

The Shiny Shirt. This counts as Heavy Armour but weighs the same as a vest, and can only be used by small creatures such as Halflings and Goblins. There is only one Shiny Shirt in existence.

The Touchstone. The holder can cast a single spell of his choice once per day which always works, even if he is not a Wizard. Resistance is useless. There is only one Touchstone in existence.