

LOOT THE DEAD

You're trying to tell me you've gotten this far without looting the bodies? Eh, that's probably for the best. You never know what kind of disease ridden junk they'll have on 'em, let alone what kind of attention you might attract. Besides, what kinda goods do ya think a Giant Rat is gonna have on it other than fleas? Nah, it's better you leave it be.

Just kiddin'. I know you're a greedy Rouge. Don't worry, pup, I'll give you the basics of how to loot the dead.

The Basics

As it stands at the moment, there's only a few types of monsters that might have loot on em: Goblins, Wererats, Imps, and Skeletons. The rest of 'em aren't likely to be carrying anything of worth. If you get through a fight and your still breathing, you can choose to loot the dead, though it comes with some risks. To do so, first find the table that corresponds to the appropriate monster listed above.

Fighting a mixed group? Good for you. That means you get to choose which table you wanna use. If you're playing with multiple people and ya can't decide, everyone rolls a dice and the high roll gets it.

Once you get that settled, your gonna pick one Rogue to do the honors. If anything happens that targets a single Rogue, the one you selected has the good or bad luck of suffering the consequences. On the flip side, if they find any items, it gets divided up according to the regular rules. Ain't that just how it goes?

The Rogue that was selected rolls a dice and adds their current luck. Refer to the table for what they find what happens. The table might tell you to roll on another table. If so, do that. Simple, right?

Oh, in case it comes up, **you may only loot the dead once per encounter.** Don't get cute.



Luck Roll	Wererats
1 or less	You reach into a pouch and hear a terrible click! Lose a roll of health from a sprung rat trap.
2	You reach into a pouch and hear a terrible click! Lose a 1/2 roll of health from a sprung rat trap.
3-4	Nothing.
5	You find 1d6 coins.
6	Roll on the "Common Items" table.
7+	Roll on the "Baubles" table.

Luck Roll	Goblins
1 or less	You've attracted unwanted attention. Goblin Wallboy - Goblin Slinger - Goblin Slinger -Goblin Juicer ETN: 4
2	You didn't find anything, but you're not feeling so well. Gain the condition: Puny (3)
3-4	Nothing.
5	You find 2d6 coins.
6	Roll on the "Common Items" table.
7+	Roll on the "Cool Shit" table.

Luck Roll	Imps
1 or less	WHY DID THIS IMP HAVE MORE IMPS INSIDE OF IT? Imp - Imp - Imp -Imp ETN: 2
2	Oops. You accidentally pricked yourself on it's tail. Gain the condition: Poisoned [1] (∞)
3-4	Why does it smell so bad? Gain the condition: Overwhelmed (2)
4-5	Nothing
6	You find a single coin. Yay.
7+	Roll on the "Common Items" table.

Luck Roll	Skeletons
1 or less	Great. They're getting back up. Repeat the last encounter.
2	You're not feeling so well... Gain the condition: Weakened [2] (2)
3-4	Nothing
5	Gain 1d6 coins
6	Roll on the "Baubles" table
7+	Roll on the "Cool Shit" table.

Luck Roll	Common Items
1 or less	1 Torch
2	1 Bandage
3	1 Tinker's Tools
4	1 Anti-Venom
5	1 Holy Water
6	1 Healing Potion
7+	1 Night Owl

Luck Roll	Baubles
<i>*Baubles do not take up an inventory slot. They activate immediately and are single use.</i>	
1 or less	A useless marble.
2	A tiny statue. Add 1 luck to your current total.
3	A Fancy Ring. Gain the condition: Potent (2)
4-5	A Page of Holy Scripture. Gain 2 Health.
6	A glass bottle with an imp inside. Add an imp to the end of your Marching Order with the condition: Temporary
7+	Choose any option on this table.

Luck Roll	Cool Shit
1 or less	1 Healing Potion
2	2 Healing Potions
3-4	A Talisman that contains 3 luck points. They do not add to your luck for purposes of rolls, but can be spent as luck points at any time.
5	Select any one item off the Rotbottom Equipment list.
6	A potion that resets your luck to it's maximum amount.
7+	Roll on the "Super Cool Shit" table.

Luck Roll	Super Cool Shit
1 or less	Literal shit. Like actual feces.
2	A potion that restores both your luck and health to full.
3-4	A weapon that adds +1 to your physical skill (may not be used with other weapons.)
5	A wand that adds +1 to your magic skill (may not be used with other wands)
6	A holy relic that adds +1 to your resolve (A Rogue can only own one of these.)
7+	Choose any option on this table.