

D[M]²⁰ Loot Table

This Loot Table is modified for [DM]²⁰ from the Index Card RPG by Hankerin Ferinale, an AWESOME rpg and a huge inspiration for this incarnation of D[M]²⁰.

Roll on this table when you'd like to throw some sweet Loot at your PCs but don't want to spend a huge amount of time thinking about it.

- 1) Moldy Buns: Food, Heal d6 HP but tastes simply awful [12 Reflex save to choke it down]
- 2) Levitation Scroll [MU]: Enchant a target [MIND 16 to save] to float up to 6 feet high for 1d4 ROUNDS.
- 3) Identify Scroll [MU]: Correctly ID a single object, including history & powers.
- 4) Magic Arrows [10]: +d4 to hit/damage. Destroyed after shot.
- 5) Speedy Snack: Gain a bonus action after a first action.
- 6) Spider Bites: Candy coated spiders. Heal 2d6 HP if you can bring yourself to eat them [STR 12 Check].
- 7) Cookies: Enough to share to heal all allies 1d8 HP.
- 8) Armor of Faith Scroll [Cleric]: A single target gets +3 AC for 5 minutes.
- 9) Silver Sword: Enchanted +1 to/hit & damage, Silver properties.
- 10) Spiked Net: STR check [DC 16] to escape. Entangled move 5' only, all actions -4
- 11) Disguise Kit: Perfectly disguise yourself. Lasts 1 hour, takes 5 minutes to apply. 3 applications.
- 12) Mithril Vest: AC +2, all physical attacks reduce damage by 1. Can be worn by Magic Users.
- 13) Aegis Amulet: Roll 1D8 when dying.
- 14) Heart of a Stag: For 24 hours after eating you instantly recover to 1 HP after being reduced to 0 HP.
- 15) Westshire Bacon: Eat to heal 2d6 HP.
- 16) Fin Boots: Fish-hide boots that double speed while swimming & hold breath 15 minutes. Allows Dwarves to swim as well!
- 17) Red Ale: Drink to absorb the next attack unharmed.
- 18) Cloak of Shadows: Only miss a stealth Check on a Nat 1.
- 19) Lion Shield: Medium shield [+2 AC]. Adjacent allies also get +2 AC.
- 20) Demon Helmet: Once/battle casts *Fear* on enemies within 20' [MIND 18] after you kill one of their number in a single blow. There is no save if you kill their leader in a single blow.
- 21) Healing Poultice: Heal an ally for d12 with a touch. 1 use.
- 22) Healing Nova: Read from this small book to heal all allies within 25' for 2d12. Book is destroyed.
- 23) Grapple Vine: 25' long living vine that grapples a enemy, monster [DEX 15] or ally and force them to move with you for d6 rounds.
- 24) Blood Bolt: Black wrist cuff that, when you drip your own blood on it [1 HP, takes a round] shoots out a bolt of crackling red energy up to 50' for 3d6 damage [DEX 15 to avoid], double that score in damage to an opponent in metal mail. 3 charges.
- 25) Ice Blast: Silver gloves with embroidered serpents. Spend 2 SP to inflict 3d6 magical damage and immobilize target for 1 round [DEX 15 Check to avoid completely].
- 26) Arcane Bomb: Plant this glowing, plum-sized gem, in d4 rounds it explodes for 4d12 to all within 10' radius [DEX 12 for ½ damage]. Item destroyed.
- 27) Ragged Battleaxe: Rusted and jagged weapon that is -2 to hit but roll +d8 damage
- 28) Dragon skin gloves: Spend 2 SP Blast any targets within 30' for 3d6 damage fire damage [DEX to avoid].
- 29) Clawed Boots: Climb any surface in any direction.
- 30) Heart Stone: Add 10HP if worn next to your skin.
- 31) Enchanting Stone: Gem, enchant an item to add either +1 to d20 rolls or do +1 damage, player's choice. Becomes a permanent part of the item.
- 32) Enchanted Grimoire: Once per session you can cast any spell from your list without loss of SP. You can even do this if you have no remaining SP! 5 charges.
- 33) Warrior's Amulet: Any non-magical weapon wielded is now a +1 magical weapon.
- 34) Divine Shield: Holy Symbol, wear to absorb the next 10 damage done to you. Item destroyed.
- 35) Staff of Elements: Double effects of any element-based [earth/air/fire/water] spell.
- 36) Cloak of Aras: Deflect 1 weapon attack against you per melee round. Magic Users can wear.
- 37) Iron Gauntlets: +2 STR.
- 38) Iron Hook & Chain: Use a turn to pull any target within 30' to your location [DEX 15 Check after a successful attack]
- 39) Turn Undead: Razor sharp shard of obsidian with red flecks. For each HP sacrificed, turn 10HP of undead for d4 rounds. Auto success. Item destroyed.
- 40) Terror Shard: Hold aloft, living things within 20' must resist [MIND 15 Check] or flee for a turn. 5 charges. Gets dimmer each time you use it until it becomes a black hunk of basalt.
- 41) Resurrection: Place this glowing blue gem on remains of a dead comrade. Fully restore from even the smallest remaining bit of flesh in 10 minutes. Item destroyed.
- 42) Dragon Orb: Glowing red orb covered in bronze dragon art. Blast target 4d12 Fire Magic within 100' [DEX 15 Check for ½ damage]. Orb is destroyed.
- 43) Dragon Helmet: Elaborate gold dragon helm. +1 AC, wearer immune to fire damage
- 44) Ring of Ghosts: Any successful 18+ melee attack is replicated on another opponent within 50'.
- 45) Diadem of Madness: Make a target within 50' take a random action (GM's decision, MIND 15 Check). 5 charges.
- 46) Smoked Falcon's Wings: Food, Fly at 60'/round for 5 minutes.
- 47) Black Ale: +5 AC for 5 minutes.
- 48) Queen's Kiss: Turkish delight-like candy, eat and next action is an automatic critical success.
- 49) Sharpening Stone: Use on a blade to add +d6 damage to a single weapon for a single combat. 5 charges.
- 50) Spiked Shield: +1 AC, one failed enemy attack/round is answered by automatic d6+STR damage.

- 51) Bow of Eagles: Use a round aiming to do double damage on next attack.
- 52) Swarm: Cast on a location within sight. All targets take within a 10' radius take d6 damage for d4 rounds from repeated attacks by a huge swarm of biting and stinging insects. No save.
- 53) Mend: 5' long fine silver chord. Wrap around a broken item to permanently repair it instantly.
- 54) Skull Shield: Large shield [+2 AC], can also be used to strike as a +2 magic weapon that does d8 damage.
- 55) Silver Spear: +3 to hit when thrown, silver properties.
- 56) Dwarven Anvil: Item, [MIND 15/20], once/month can create a weapon with +3 to hit OR damage
- 57) Book of Skills: Spend a round to look up a skill that is not part of you class skills. You can use that skill one time at +5. 5 charges.
- 58) Ring of Fire: Item, double all fire damage you inflict
- 59) Flaming Sword: +d6 burn damage on any attack, +d4 damage for d4 rounds to damaged targets
- 60) Ring of Swag: Any time you roll on a LOOT table roll twice and keep the result most favorable to you.
- 61) Goblet of Plenty: Drink from to double effects from any magical food consumed.
- 62) Ring of Aras: Add +d6 HP anytime anyone heals you with either a spell or a mundane skill check.
- 63) Heart Stone: Add +10 HP to your max when worn next to your skin.
- 64) Translocate. White gem on a necklace. Instantly swap places with any ally you can see. 5 charges.
- 65) Mask of Grymace: +5 to Intimidate enemies. Not that great for making friends, either.
- 66) Ring of Power: Double any damage done by a magical spell.
- 67) King's Signet: Item Convince or sway a crowd to your point of view . . . and be loved for it. 5 charges.
- 68) Dwarvish Hammer: Does +d8 damage in the hands of a Dwarf.
- 69) Skeleton Key: Opens all locks automatically. 5 charges.
- 70) Iron Ring of Might: +2 STR & AC when worn.
- 71) Masterful Boots: +2 DEX when worn.
- 72) King's Mug: Drink from mug to Cure Disease 1/day.
- 73) Book of Secrets: Read over a full week to add +2 MIND.
- 74) Meditation Beads: +10 SP to cast spells. After this SP is used the beads crumble to dust.
- 75) Masterful Coats: +2 Persuasion-type Checks
- 76) Armor Kit: Mod any armor for +1 AC.
- 77) Fire Stone: Glowing red gem in a necklace. +1 any spell damage.
- 78) Weapon Kit: Mod a weapon to do +2 to hit or damage, players choice.
- 79) Diamond Spyglass: +5 on Scouting Checks
- 80) Berserk Ring: +3 weapon damage.
- 81) Holy Bulwark: Small book. Read aloud to bless an ally to be immune to all non-magical damage for 5 rounds. Book is destroyed.
- 82) Storm: Charred staff. Shove into ground outside and any target within 50' is blasted with burning hail for d8 damage for d6 rounds, no save. Staff is destroyed.
- 83) Westfold Jerky: Eat to regenerate d6 HP every round for the next 5 rounds.
- 84) Greaves of Adamantite: +4 AC
- 85) Liferdrinker Sword: You heal 1 point of HP damage for every 5 you do to a living target.
- 86) Wristlets of Might: All melee weapons do +2 damage.
- 87) Iron Gut Belt: If you fail a STR Check, try one more time.
- 88) Ale of Death: Return with 10 HP after death if drunk within 1 hour of dying. If drunk and you don't fall during that hour then it is wasted.
- 89) Ale of Life: Drink during a battle. Any ally who touches you during the battle heals d12 HP a single time.
- 90) Gadgeteer's Goggles: See the strength or weakness of any mechanical device. +2 to any relevant skill Check.
- 91) Feather of Falling: You cannot be hurt by damage from a fall at any height.
- 92) Timebender Ring: Re-roll initiative for an opponent. Pick the roll that benefits you the most. Once/battle.
- 93) Mace of Thunder: Weapon, any target struck is stunned its next turn and cannot act [STR 15 Check].
- 94) Lightning Steed: A small agate figurine in the shape of a Pegasus. Once/week can summon a magical steed that will travel for a day in any direction, but it will only take one hour to get there. 5 charges.
- 95) Ring of Weird Luck: If you roll a Critical Failure, your blunder causes something oddly beneficial to happen. The skill roll still fails, though.
- 96) Ring of the Spellslinger: You can cast two spells/round.
- 97) Boots of Haste: You may make another full move [not an attack] after a full action without penalty, or vice versa.
- 98) Ring of Slayers: If you make a successful weapon attack, attempt again. Roll +d12 damage if you succeed.
- 99) Astral Crown: Expend double SP to cast the same spell through any ally's body within 50'. 5 charges.
- 100) Feast of Kings: Large chest filled with wonderful treats. All allies restore full HP and receive an Awesome Point. Chest crumbles to dust after the feast.