

# LOOT BOX OF WONDER



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Hillman

**ROLL FOR  
COMBAT**





PRESENTS

# LOOT BOX OF WONDER

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## About Roll For Combat

Roll For Combat (<http://www.rollforcombat.com>) began as podcast set in Paizo's Starfinder role-playing universe, but has been slowly expanding into additional venues since our debut. The *Loot Box of Wonder* was specially created for the podcast by Thurston Hillman and you can listen to the *loot box* in action by listening to *Episode 23: The Mysteries of Lootboxing* (<http://lootbox.rollforcombat.com>) on the Roll For Combat podcast (<http://itunes.rollforcombat.com>).

If you want to hear the podcast and stay up-to-date with Roll For Combat announcements, please visit us at <http://www.rollforcombat.com>. You can also follow Roll For Combat on Facebook at <https://www.facebook.com/RollForCombat/>, on Twitter at handle [@RollForCombat](https://twitter.com/RollForCombat), or join our Discord channel at <http://discord.rollforcombat.com>.



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## INTRODUCTION

**W**elcome to the first of many free supplements created by the Roll For Combat podcast team. Each of these supplements will be created specifically to allow you to quickly and easily infuse your games with a bit of fun, a sense of mystery, and a touch of mayhem!



This first game supplement came about after Paizo's Thurston Hillman appeared on our inaugural episode of the Roll For Combat podcast. After the show, he and I got talking, and I was interested in creating some custom content for the show and the Starfinder community. I explained to him that my favorite magic item of all time was the *deck of many things* for the original Dungeons & Dragons and how I was disappointed that Starfinder didn't have a similar item. I always enjoyed the epic randomness of that item and the sense of both dread and curiosity the *deck* produced from players.

A few weeks later, Thurston sent me the *loot box of wonder*, and the Starfinder universe would never be the same again! Obviously taking inspiration from video game loot boxes, the *loot box of wonder* is more on the playful side than something truly evil and game breaking. Hence this can be easily added to your campaign as a fun random reward for your players whenever you need to shake things up a bit.

Created specifically for the Roll For Combat podcast, you can listen to what happens when the players crack open the several of the *loot boxes* on episode 23 of our show here at <http://lootbox.rollforcombat.com/>. Don't worry if you missed some of the prior episodes, a full recap is given before the episode and you can easily jump into the show without being lost (plus, you can also listen to any past episodes if you want to catch up on the action).



## INTRODUCTION (Cont'd)

Thurston really outdid himself by creating not just one but two magic items — the *lesser loot box of wonder* and the *greater loot box of wonder*. Both are appropriate for either low-level or high-level PCs and have a wide range of effects. Of course, you can also easily change some of those tables around and make things a bit more ... interesting for your players. However we at Roll For Combat would *never* condone such actions as that would only be performed by the evilest of GMs.

If you enjoy this product, please listen to our podcast, which you can find at <http://rollforcombat.com> and join our community where we play role-playing games on our Discord channel (<http://discord.rollforcombat.com>) and discuss all things gaming. Be on the lookout for additional supplements from our team shortly, enjoy!

**Stephen Glicker**

Roll For Combat GM and Publisher





## LOOT BOX OF WONDER

In ages long ago, the first empires to achieve space flight found a galaxy filled with primitive and developing life forms. In these forgotten times, those few evolved species busied themselves with various forms of entertainment, but perhaps none more than the now dreaded *loot box*. The *loot boxes of wonder* are techno-magical rare artifacts. These boxes are leftovers from a bygone age, thought to be rewards for the various hobbies and sports of those lost eras. They appear in the oddest corners of the universe, from the insides of seemingly abandoned asteroids, to the depth of jungles on populated worlds. Some such boxes float aimlessly in the open void, often appearing on sensors in the aftermath of a grueling starship combat — clearly, such appearances the result of some unknown magic that locks these boxes into their intended role of “reward.”



A *loot box of wonder* can take a variety of forms, though the most common is that of a floating silver and gold diamond. *Greater loot boxes of wonder* appear in the same form, but are mostly gold with platinum trim edged with precious gems. As a full action, a creature can place a hand (or suitable appendage) on a *loot box of wonder* to open it. Once a box is opened in this manner, roll on the appropriate table (depending on whether the loot box is a lesser or greater version) and immediately apply the result.

### Destruction

A *lesser loot box of wonder* is destroyed upon use. A *greater loot box of wonder* instead teleports away to a different part of the galaxy once opened or after a 24-hour period in the possession of a creature choosing not to open it.

The only known way to destroy a *greater loot box of wonder* is to open the box and acquire over 4,294,967,295 of the Premium Currency. This causes the box to spout out repeated “integer overflow” errors, at which point the box loses all magical properties and can be physically destroyed using normal means.



## LESSER LOOT BOX OF WONDER

D%	RESULT
01	<b>PREMIUM CURRENCY.</b> The opener receives 10d100 worth of “Premium Currency.” This currency is genelocked to the opener, and the opener is always aware of his current total. As the civilizations using this currency are long-dead, this currency has no value in the modern universe.
02-05	<b>SQUELCHED.</b> The opener cannot speak (including telepathy) for the next 24 hours.
06-09	<b>HARD MODE.</b> For the next 24 hours, any creature attacking the opener gains a +4 bonus on all attack and damage rolls. In addition, the opener takes a –4 penalty on all saving throws during this time.
10-14	<b>POISON GAS.</b> The opener is subjected to insanity mist poison ( <i>Starfinder Core Rulebook</i> page 419) that has a save DC of 20.
15-19	<b>TOWN PORTAL.</b> A glowing navy-blue portal replaces the <i>loot box</i> . The portal remains for the next 24 hours and instantly transports any creature to the last safe settlement the opener was in. Creatures travelling through the portal can see it on the other side, though other creatures remain blissfully unaware of its presence. A creature can return through the portal to the exact location where the <i>loot box</i> was opened.
20-24	<b>SUCKER.</b> Any serum currently possessed by the opener is emptied and rendered useless.
25-29	<b>CRITTER.</b> The opener gains one of the following crit effects on any attack she makes (determine randomly): arc 3d6, bleed 3d6, burn 3d6, corrode 3d6, deafen, knockdown, staggered, or wound.



## LESSER LOOT BOX OF WONDER (Cont'd)

D%	RESULT
30-34	<b>DOUBLE DROP.</b> The next time the opener defeats an enemy in combat (by rendering it below 0 hit points), a duplicate of all non-artifact equipment on the enemy appears next to the foe.
35-49	<b>TRAP BLESSED.</b> The next time the opener would take damage or receive an ill-effect from a trap or hazard, she is instead unaffected. If the trap or hazard is an ongoing effect, the opener remains immune to that specific effect for the next 24 hours.
50-54	<b>REGENERATION.</b> The opener gains fast healing 1 for the next 24 hours.
55-59	<b>ACCELERATION.</b> The opener doubles all of her movement speeds for the next 24 hours.
60-64	<b>ELEMENTAL PROTECTION.</b> The opener gains resist 10 against acid, cold, fire, and electricity for the next 24 hours.
65-69	<b>ARMOR UP!</b> The opener gains a +4 bonus to EAC and KAC for the next 24 hours.
70-74	<b>ECHOING.</b> For the next 24 hours, any time the opener casts a spell, she immediately casts a second copy of the spell after the first spell is successfully cast. This second copy of the spell can target a different creature, but is otherwise an exact duplicate of the first casting that does not consume a spell slot to use.
75-79	<b>SHADOWED.</b> The opener gains 20% concealment against all incoming attacks for the next 24 hours.



## LESSER LOOT BOX OF WONDER (Cont'd)

D%	RESULT
80-84	<b>BERSERKER.</b> For the next 24 hours, whenever the opener hits a target with a melee attack, she gains +2 damage for every die of damage she rolls.
85-89	<b>CONSUMMATE KILLER.</b> For the next 24 hours, whenever the opener hits a target with a ranged attack, she gains +2 damage for every die of damage she rolls.
90-94	<b>RARE.</b> Roll twice on this table.
95-99	<b>EPIC!</b> Roll again on this table, re-rolling any result of 60 or less.
100	<b>LEGENDARY!</b> Roll on the <i>greater loot box of wonder</i> table instead.



## GREATER LOOT BOX OF WONDER

D%	RESULT
01	<b>PREMIUM CURRENCY.</b> The opener receives 10d100 x 1000 worth of “Premium Currency.” This currency is genelocked to the opener, and the opener is always aware of his current total. As the civilizations using this currency are long-dead, this currency has no value in the modern universe.
02-05	<b>TEMPORARY BAN.</b> The opener is removed from the space time continuum for the next 2d12 days. When the opener returns she has no memory of what transpired while she was away.
06-09	<b>RIGGED!</b> Goblins got into the <i>loot box</i> . A number of space goblin honchoheads ( <i>Starfinder Alien Archive</i> page 54) equal to the opener’s level x 3 appear around the opened <i>loot box</i> . These goblins found their way into the <i>loot box</i> and have been trapped for millennia. They immediately attack the opener and any other nearby creatures.
10-14	<b>UPGRADE.</b> The opener must select her armor or a weapon in her possession and then roll 1d4. Add the result to the item’s current item level. Compare the result to the equipment list in the <i>Starfinder Core Rulebook</i> and find the armor or weapon with an item level closest to the new value. The selected item transforms into that item. The new item comes with any armor upgrades or weapon fusions installed on the replaced item. The new armor maintains all armor upgrades, even if it wouldn’t normally have the required number of upgrade slots.
15-19	<b>NEW VOICE PACK.</b> The opener’s voice is permanently altered, and the character now speaks in a new voice (GM’s discretion.)



## GREATER LOOT BOX OF WONDER (Cont'd)

D%	RESULT
20-24	<b>SKILL SWAP.</b> Randomly select one of the opener's current skills. Remove all ranks from that skill and put them into another skill the opener currently has no ranks in. If the new skill is not a class skill, the opener now treats that skill as a class skill.
25-34	<b>PREMIUM SKIN.</b> From this point on, the opener can always apply the <i>glamered</i> armor fusion to any armor she wears. The armor always appears as a set type of armor, determined by the GM when this result is rolled. Typical skins include: spiked obsidian full plate, a set of studded leather armor that seeps cold, a flaming set of golemforged armor, or even a simple white T-shirt.
35-44	<b>WEAPON SKIN.</b> The opener must choose a single weapon in her possession and then chooses type of elemental damage (acid, cold, electricity, or fire.) From this point on, the selected weapon deals the selected energy type instead of its original damage type. If the weapon previously targeted KAC, it now targets EAC instead.
45-54	<b>PREMIUM TIME.</b> For the next year, anytime the opener spends 1 or more Resolve Points, she can roll a d100 for each Resolve Point spent. On a result of 91 to 100, the Resolve Point is not spent.
55-64	<b>NEW RACE.</b> The opener is immediately changed into a new species, as per <i>reincarnate</i> . Use the table provided with the <i>reincarnate</i> spell to determine which race, or the GM determines randomly.
65-74	<b>GENETIC SPLICE.</b> The opener immediately gains all the benefits of a random creature subtype graft ( <i>Starfinder Alien Archive</i> page 133.) In addition, the opener now counts as having that subtype for all abilities and spells that would affect creatures with that subtype.



## GREATER LOOT BOX OF WONDER (Cont'd)

D%	RESULT
75-84	<b>PREMIUM AURA.</b> The opener gains a magical nimbus that sheds dim light. Randomly determine the aura's color: acid (green), cold (blue), electricity (yellow), or red (fire.) The opener gains resist 10 against the associated element type of her new aura.
85-94	<b>GOLDEN SKIN.</b> The opener's skin becomes pure gold. The opener gains a +2 bonus on all Charisma-based skill checks and gains 1 additional Resolve Point.
95-99	<b>POWER OF AGES PAST.</b> The opener gains a +2 bonus to a random ability score. If the ability score is 14 or less prior to applying this bonus, then the opener instead gets a +4 bonus to that ability score.
100	<b>PAY TO WIN.</b> The opener immediately gains a number of bonus experience points needed to advance 1 level.



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