NPC looting

How groups attack lootable non-player characters, how loot levels rise, and how the loot lottery decides who gets the rewards.

Version 1.0. Published 23/11/2026, last reviewed 23/11/2026.

Introduction

Some non-player characters (NPCs) can be attacked for loot: special clothing, weapons and other items you cannot get any other way. Because these NPCs are tough and many players attack them at once, looting is organised group play with a lottery at the end.

How it works

Loot levels. Each lootable NPC has a loot level from 1 to 5, shown on its status bar. After it is defeated, the level resets to 1, then rises at 30, 90, 210 and 450 minutes after the defeat. The loot level when the NPC is defeated is the number of players who receive loot, and higher levels improve the chance of the better items.

The lottery. Loot is shared by lottery, and more effort earns more chances. To get a ticket you must either land a damaging hit or successfully land a temporary item on the NPC. Several hits in one turn do not give extra tickets. Damage over time from other players counts as your own damage. Tickets expire when the NPC is defeated or regenerates to full life.

Which NPCs. There are thirteen lootable NPCs. Eight are seasonal and only available at certain times of year; six of those appear only during the Halloween week, once 9,999 treats have been used.

Step by step

1. Find out which lootable NPCs are available and their current loot level.
2. Join a group that plans to attack at a high loot level (IV or V).
3. Prepare: life full, loadout ready, ammunition and temporary items equipped.
4. Attack when the group attacks, landing at least one damaging hit or temporary item.
5. Check your events after the defeat to see if you won loot.

Examples

- An NPC defeated at loot level V gives loot to five players; one defeated at level I gives loot to only one.
- A player who lands a single Flash Grenade on the NPC gets a lottery ticket, even without damaging hits.

Advanced tips

- Waiting the full 450 minutes for level V gives more winners and better odds of top items, which is why groups time their attacks.
- During Trick or Treat, hits on M'aol's mitigated shield count as damaging hits.

Common mistakes

- **Attacking early at a low loot level,** giving loot to fewer players.
- **Missing every hit,** which earns no ticket.
- **Arriving after the defeat,** when tickets have already expired.

Sources

Torn wiki: Loot: https://wiki.torn.com/wiki/Loot, retrieved 2026-11-23

Torn wiki: M'aol: https://wiki.torn.com/wiki/M'aol, retrieved 2026-11-23

Torn wiki: Trick or Treat: https://wiki.torn.com/wiki/Trick_or_Treat, retrieved 2026-11-23

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