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DUNGEON DRESSING:  
DENIZENS' LOOT





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# DUNGEON DRESSING: DENIZENS' LOOT

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*Tired of your dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with non-essential details? Want to make your dungeons feel more realistic? Then *Dungeon Dressing* is for you! Each instalment focuses on a common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of *Dungeon Dressing* presents loads of great features and details to add to the denizens' loot in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Denizens' Loot* is an invaluable addition to any GM's armoury!*

## CREDITS

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## DENIZEN'S POUCHES

Few things are worse than a player showing unexpected interest in a throw-away monster. Perhaps, the heroes have entered a dungeon, butchered its denizens and now loot their enemies' still warm corpses. Or maybe the heroes are exploring the wilderness and encounter a group of bandits. The characters are convinced the marauders have a deeper purpose, but they own nothing the heroes would bother giving more than a cursory glance at, much less keeping. But now you face the eternal GM's quandary: provide a lame answer like "string" (or other mundane and uninteresting item), or say they carry nothing of value.

Neither answer is satisfying.

Ideally, you would fill the denizens' pockets with unique, appropriate items to inject flavour and detail into your adventure.

Use the table below, to determine the category of things filling the denizen's pockets and pouches. Then consult the relevant tables on the following pages to determine the specifics of the items in question.

The tables overleaf provide the tools for you to give the heroes the kinds of things they'd expect to find in the pockets of goblins, orcs and other dungeon denizens. There is nothing too valuable on the tables—they don't contain treasure—though some of the entries will hopefully be useful or interesting to the adventurers!

Many of the items listed could spark further adventure ideas—items from far away kingdoms, devices displaying technology levels far above what the denizens might make themselves and many more besides. Overleaf, you'll find lost tools, treasures and damaged weapons, keys with no locks and disgusting bits of food. Use the entries as a starting point and modify them to better suit your game.

### D10 ITEM CATEGORY

1	Utterly Worthless, Yummy Nibbles
2	Utterly Worthless, Broken & Battered
3	Yummy Nibbles, Broken & Battered
4	Broken & Battered, Utterly Worthless
5	Utterly Worthless, Shiny Treasures
6	Yummy Nibbles, Shiny Treasures
7	Broken & Battered, Shiny Treasures
8	Utterly Worthless, Yummy Nibbles, Shiny Treasures
9	Broken & Battered, Utterly Worthless, Shiny Treasures
10	Yummy Nibbles, Broken & Battered, Shiny Treasures



## BROKEN & BATTERED

Use this table, to generate the broken and battered things a dungeon denizen keeps on their person.

D%	ITEM
01-05	A scratched brass ring; all of the precious stones have been pried from their settings.
06-10	A small silver case has a hole punched in it, likely from an arrow or crossbow bolt.
11-12	This small knife, the tip of which has snapped off, is otherwise still sharp.
13-14	A heavily used fork, none of its tines are straight.
15-16	An enormous belt buckle with a barely legible inscription reading "Best in the world" atop a two-headed eagle.
17-18	A small ceramic figurine crudely repainted enough times it is more paint than clay.
19-20	A dagger's finely wrought iron hilt.
21-22	This brass ring from a door knocker bears scratches where it was savagely ripped from its housing.
23-24	A short length of worn pewter chain, bent and shorn in two places.
25-26	A handful of steel and iron arrowheads; broken pieces of shaft are still attached to some.
27-28	A well-used sling stone shows signs of gnawing.
29-30	A pocket watch rattles with the sound of loose springs, cogs and gears; though its arms still turn, they do not keep the proper time.
31-32	A well-used iron key; its teeth are heavily scratched and chipped.
33-34	A locket has had the painting inside defaced by the addition of a crude moustache.
35-36	Bent and broken tools fill this leather holster for a set of lock picks.
37-38	A small harmonica has only three intact reeds, allowing it to produce only a handful of sour notes.
39-40	A decorative pepper shaker, still full of pepper. It is shaped like an exotic cat, though one of its ears has broken off.
41-42	A ripped sack with traces of white powder within.
43-44	A water-logged (or perhaps urine-drenched) torch, so damp it will not light.
45-46	The bowl of a large wooden serving ladle, snapped clear of its handle.
47-48	A sharpening stone with a deep groove.
49-50	About three feet of tangled string with a small stone tied to one end.
51-52	A small box with hinges, missing its lid.
53-54	The shards of a sun god's holy symbol, collected in a filthy rag.
55-56	A fishing hook has been bent straight and thrust through a rubber ball.
57-58	A crude drawing of a masked face on this compass leaves only half the cardinal face visible.
59-60	A hammer head has surprisingly and impressively had its claws bent into separate directions.
61-62	A signet ring has had rocks strategically glued to it to change the insignia to something more suited to a goblin—an impaled eagle.
63-64	This cheaply-made magnifying glass has a large crack down the centre of its inferior, cloudy glass.
65-66	A small bird statuette has had its eyes gouged out and its wings broken off.
67-68	A battered belt buckle displays a heavily scratched bull's head.
69-70	The trigger mechanism from a heavy crossbow; though intact, it has seized up completely.
71-72	A small book with many of its pages torn out and others folded into various animal shapes, which have been crushed between the covers.
73-74	A crumpled and torn wanted poster displaying the uncanny likeness of one of the characters.
75-76	A wooden handle has come loose from its original utensil, leaving no clue as to its purpose.
77-78	A heavily scratched monocle detached from its chain.
79-80	A compass seems to have become completely and irrevocably magnetized—its needle just spins endlessly.
81-82	A leather strap with buckles that seems to have been torn from some article of armour.
83-84	A butterfly net with a substantial hole torn in it and a wide variety of dead insects tangled in its mesh.
85-86	A battered tin cup crushed out of shape. Its handle is crushed flat to the cup itself and is unusable.
87-88	This small scalpel blade has been worn completely dull. Dried bloodstains and rust coat the blade.
89-90	A heavily defaced pendant is cast in the shape of an angel, though its wings have been snapped off leaving ragged stumps.
91-92	A beer stein large enough to serve as a goblin's helmet has eye holes gouged through it.
93-94	A well-worn paintbrush has only three bristles remaining.
95-99	Roll twice on this table, the items have been crudely nailed together.
100	Roll twice on this table, and once on the Shiny Treasures table. All three items have been tied together to form a necklace.

## SHINY TREASURES

Use this table, to generate the shiny treasures a dungeon denizen keeps on their person. All the items herein are worth 1 gp or less.

D%	ITEM
01-05	A shiny, freshly minted gold coin from a kingdom hundreds of miles away.
06-10	A large intricately etched brass button, clearly from a voluminous article of clothing.
11-12	A heavily scratched glass prism; in just the right light, it refracts light into tiny, jagged rainbows.
13-14	A beautifully tied bow has been ripped from the rest of its lacy ribbon.
15-16	A pair of small ceramic figures depict a bride and groom; the bottom of the figures shows gnaw marks.
17-18	A soapstone sculpture of a human hand, with its little finger missing.
19-20	A steel palm-sized cog; heavily charred as though by an extraordinary fire or explosion.
21-22	A pewter medal awarded to veteran soldiers of a neighbouring kingdom.
23-24	Five feet of green satin ribbon, covered in spots of dried blood.
25-26	A band of leather, likely designed for sharpening a razor, now looks like it has spent more time rubbing against teeth.
27-28	A steel spur in remarkably good shape, despite having been removed from its boot.
29-30	A whetstone with a hole drilled through its centre, as if to sharpen the edges of a round weapon.
31-32	A small pair of finely made scissors, though the edges are dull.
33-34	A gold-plated spoon shows its underlying iron through a variety of scratches.
35-36	An inkwell with a stopper yet contains a small amount of still-good blue ink.
37-38	A small leather bag filled with marbles, including a larger cat's eye shooter.
39-40	A miniature doll, or maybe an effigy, made from bound straw and twine.
41-42	A spool of fine crimson thread tangled on a wooden bobbin. The thread is nine-foot long.
43-44	An immaculately preserved violet eye, most likely from an elf, in a tiny jar.
45-46	A loose thread has a variety of multi-coloured buttons sorted from largest to smallest sowed onto it.
47-48	A tiny painting of a beautiful woman, seemingly taken from a locket.
49-50	A small, leering face, cast in brass, most likely once served as part of a charm bracelet. The face depicts a three-mouthed, three-eyed toad.
51-52	What appears to be an emerald turns out to be a smoothed piece of green glass.
53-54	A pair of delicate gold-framed reading glasses in startlingly good condition.
55-56	An assortment of nuts and bolts, none of which match.
57-58	A small brass human figure, seemingly removed from atop a trophy.
59-60	This fragment of impressively-wrought, supple chainmail, only a few inches square, is heavily rusted and tattered at the edges.
61-62	A small bar of lead, in a box soaked in a strange alchemical formula.
63-64	A vial filled with a bluish liquid; it is likely a potion that has been rendered inert.
65-66	A collection of well-polished animal and bird talons made into a bracelet.
67-68	A fistful of dented copper coins from a variety of kingdoms scattered around the world.
69-70	A viscous liquid that glows for a few seconds when it is poured out fills this small gourd.
71-72	This twisted piece of steel about a half-foot long has scorch marks along its length.
73-74	A rather flat silk top hat covered in muddy footprints.
75-76	A stuffed goblin doll, overfilled with brightly coloured feathers from dozens of different types of bird.
77-78	A glass eye with an iris to pupil ratio obviously meant for an elf rather than a human.
79-80	A magnificent spear tip, coated with a fine layer of rust, just deep enough to cover a set of shallow runes.
81-82	What at first appears to be a great gem turns out to be a blackberry fossilised in syrup.
83-84	A gold tooth; some signs of blood and tartar cling tenaciously to it.
85-86	A gorgeous, well-polished stone turns out to be an ancient and thoroughly-cleaned turnip.
87-88	A fist-sized chunk of off-white marble with alternating veins of pink, gold and black.
89-90	A half-dozen rings of silver still pierce this mouldering human ear.
91-92	A trio of coins from three kingdoms once at war are (ironically) melted together.
93-94	A tiny well-made fork wrapped in a beautiful embroidered cotton napkin.
95-99	Roll twice on this table; the items have been crudely welded together with lead or loosely threaded onto a leather thong.
100	Roll thrice on this table; the items have been combined into an impressively tasteless crown or other piece of gaudy jewellery.

## UTTERLY WORTHLESS

Use this table, to generate the utterly worthless things a dungeon denizen keeps on their person.

D%	ITEM
01-05	A fist-sized grey rock, smooth and round, perfect for skipping across a lake.
06-10	A piece of string slightly too short to make an effective bootlace, even for a halfling.
11-12	A dried-out dead snake wrapped carefully around a gnarled branch.
13-14	A crude effigy comprising a lump of coal with two buttons glued on for eyes and floppy green leaves attached as ears.
15-16	A copper coin, melted almost beyond recognition.
17-18	A crumpled piece of paper with a song written on it; currently it is wrapped around a fish skeleton.
19-20	A well-worn copper key; its teeth have been crudely filed to the point where it will never fit its original lock.
21-22	A small potato has had a leering face carved into it.
23-24	A disturbingly soiled handkerchief, the colours splattered on it seem too vibrant to have come from a living person.
25-26	A shred of bright blue fabric, splattered with a dark crimson liquid.
27-28	A dull table knife bent in three different places, as if it crumpled against thick armour.
29-30	The left arm and head of a doll; one of its button eyes is missing.
31-32	A potato serves as a pin cushion to collect bent pins and needles.
33-34	This rolled up piece of parchment is a half-scribed <i>scroll of fireball</i> .
35-36	A folded up napkin contains shards of chalk.
37-38	A collection of rusted, imbalanced arrowheads, each with a letter of the alphabet scraped into it.
39-40	A half-eaten left shoe sized for a human soaked in brine and stuffed in a cloudy jar.
41-42	A severed finger, bearing a tan-line where a ring has been recently removed.
43-44	A ripped dog collar, bearing a wooden tag with the name Bruiser clearly engraved on it.
45-46	A short tuft of red hair, seemingly sheared from a halfling's foot.
47-48	A small piece of jagged glass, likely broken from a larger mirror.
49-50	A piece of fabric that may have once been part of a tapestry, but now is simply full of pinholes where thread would once have been stitched.
51-52	An impossibly tangled ball of multi-coloured thread; a bored adventurer could spend hours untangling it.

53-54	A red brick, still bearing hard flecks of off-white mortar.
55-56	Four slightly curved teeth pulled from a shark or other large carnivorous creature.
57-58	A leather patch, seemingly torn from the elbow of a well-worn jacket.
59-60	A fine silvery frame from a pair of reading glasses without any lenses.
61-62	A dingy grey feather roughly three inches long, stuck into a rotten plum.
63-64	A collection of stinkbug carapaces with their innards sucked out.
65-66	A handful of scorched twigs, their burnt shafts tell a grim tale of arson past.
67-68	A well-gnawed wooden skewer smells like it was likely once stuck through a piece of rancid meat.
69-70	A small pewter jewellery box contains a relatively fresh humanoid eye.
71-72	Two strips of leather support a small triangle of filthy cloth, the implied purpose of which makes even stalwart adventurers shudder.
73-74	A small stuffed mouse, likely a cat's toy. It smells of some strange herb.
75-76	A large, well-groomed and heavily waxed moustache, with some scraps of skin clinging to its back.
77-78	This battered clay pot has had the top cleanly removed, while the bottom is rotting away.
79-80	A tangle of copper wire, wrapped around a branch torn from a birch tree.
81-82	A small chunk of soapstone, carved in incredible detail into the likeness of a finger.
83-84	A piece of sculpted wood, so badly burnt only a faint pattern of a cloven skull remains.
85-86	A crudely drawn map, consisting of a single dotted line leading to an "X" (though no other reference points are given).
87-88	A heavily oxidised brass nail with the colour of a deep green pine needle.
89-90	A torn piece of paper on which is written a partial recipe for apple pie.
91-92	A small grey feather, most likely from a pigeon.
93-94	A collection of fins ripped from fish threaded together to make a bracelet.
95-99	Roll twice on this table, the items are tangled together.
100	Roll thrice on this table, ignoring duplicate results. Grime and fluff cover the items.

## YUMMY NIBBLES

Use this table, to generate the “yummy nibbles” a dungeon denizen keeps on their person. Most adventurers will find these items inedible.

D%	ITEM
01-05	A half-eaten pickle on the end of a yellowed piece of thin string.
06-10	A lump of heavily boiled grey meat provides no clue as to which animal it came from.
11-12	A damp brown bag containing three fish heads, all well past their prime.
13-14	A lightly toasted scorpion on the end of a stick; its tail has been bitten off.
15-16	Half an orange with the majority of its juice sucked out.
17-18	The stem of a pineapple, bearing many tooth marks.
19-20	This quarter of a waffle is soaked in a foul-smelling bluish liquid.
21-22	A half-eaten right shoe soaked in brine. Various root vegetables fill the shoe.
23-24	A hunk of half-melted butter wrapped in a thin slice of rank ham.
25-26	A small jar of pickled elf ears, plus a toe from some enormous humanoid.
27-28	This chunk of thigh bone from a massive bovine still has a few scraps of fresh, raw meat on it. It is large enough to use as an improvised club.
29-30	A heavily gnawed, rock-hard chunk of stale bread.
31-32	A shuriken with a different insect impaled on each of its tines.
33-34	A chunk of honeycomb still holding the candied bodies of several bees.
35-36	A sack full of stale bread crusts just starting to show signs of mould.
37-38	A jar of brightly-coloured birds soaked in brine.
39-40	A variety of dull feathers congealed in a mass of bright green gelatine. It is lime flavoured.
41-42	An open jar of some kind of grease or rendered fat; its source unclear.
43-44	This hunk of meat still has ruddy brown fur on one side, most likely from some type of canine.
45-46	The ragged gristle from a prime roast, left to age long enough to be chewy.
47-48	A withered hunk of meat soaked in something sticky - a number of still-living flies struggle to escape.
49-50	A shrivelled handful of raisins still on the vine.
51-52	A handful of raw bacon on a string; both the bacon and string are partly chewed.
53-54	A wooden skewer looks like it was once at the heart of a chunk of meat.
55-56	A sack of bird heads, roughly half of them have had their beaks bitten off.
57-58	Half a toad wrapped in greasy leaves, seemingly to keep it fresh. Green ichor stains the leaves.
59-60	A porous sack leaks stinking, harmless greenish ooze, which stains clothes and skin. The sack contains a lumpy, congealed stew of dubious origin.
61-62	An assortment of fish scales, fins and bird wings basted in clotted blood.
63-64	A strip of flesh torn from the haunch of an alligator or crocodile; its hide still attached.
65-66	A green, half-eaten apple contains six half-eaten worms; one yet feebly wriggles.
67-68	A rotten potato has grown long roots from its eyes, some of which have been woven together.
69-70	A large beetle, dribbling yellowish ichor, still wriggles on the end of a long skewer.
71-72	A small bag of sugar-dusted spiders' legs and rat tails. The whole smells musty.
73-74	A small pie powdered with dirt and filled with reddish clotted blood and giblets.
75-76	A meat pie has bits of whole birds within it—beaks, feathers, bones and so on.
77-78	This half-eaten frog is now just legs and the rear half. It is coated in mustard seeds.
79-80	A mouldy sponge, dripping with bacteria-laden liquids, wrapped in a filthy piece of leather.
81-82	A chunk of chocolate cake has become nearly petrified, seemingly more useful as a missile weapon than a satisfying snack.
83-84	A reddish paste, presumably the remnants of some fruit made into a crude jam, gives off a rancid stench.
85-86	A hunk of cheese is so covered in greenish fuzz it seems as though it may grow legs at any moment and run off.
87-88	A small pouch full of wriggling insects, specially selected for their size and bright colours. They are strangely tasty.
89-90	Skin strips from the skull of a small stoat has been turned into a crude container for the creature's well-marinated brain.
91-92	A jar of green olives has had the pimentos sucked out of them.
93-94	A sack of dried beans. Hidden within are several strips of beef jerky wrapped in a covering of oiled leaves.
95-99	Roll twice on this table, the items have been put together into a sandwich.
100	Roll thrice on this table; the items have been made into a hearty stew.





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# GLOAMHOLD AND ITS SURROUNDINGS





