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# DUNGEON DRESSING: GOBLIN'S POCKETS



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# DUNGEON DRESSING: GOBLIN'S POCKETS

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*Tired of 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 nonessential details? Want to make your dungeons feel more realistic? Then Dungeon Dressing is for you! Each instalment in the line focuses on a different 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" things to add into the pouches, pockets and backpacks of the PCs' fallen foes. Designed to be used both during preparation or actual play, Dungeon Dressing: Goblin's Pockets is an invaluable addition to any GM's armoury!*

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## HOW TO USE THIS SUPPLEMENT

Nothing is worse for the GM than PCs showing an unexpected interest in a throw-away monster. The heroes have entered a deadly dungeon, butchered the monsters within and decided to loot their still warm corpses. Or maybe the heroes are exploring the wilderness, encounter a group of goblin bandits. They are convinced the monsters have a deeper purpose, but they have nothing of value. They own nothing the heroes would even bother giving more than a cursory glance at, much less keep, so now the GM faces the eternal question – provide a lame answer like “string” (or another mundane and uninteresting item), or say they have nothing of value. Neither answer is very satisfying. Ideally, the GM would fill the goblins’ pockets with unique, appropriate items to show the goblins have been up to something, without giving away the entire plot of the adventure.

The following tables provides the tools to give the heroes the kinds of things they expect to find in the pockets of goblins. There is nothing too valuable, though some of these entries will hopefully prove useful to the adventurers!

Many of the items here could be used to spark further adventure ideas—items from far away kingdoms, devices displaying technology levels far above what the goblins might make themselves and many more besides. You’ll find lost tools, treasures and damaged weapons, keys with no locks and disgusting bits of food.

Though these tables were written with goblins in mind, any of these lists would work equally well for any savage or disorganized humanoids – be they mongrelfolk, ogres or troglodytes.

Use the table below to determine the kinds of things in the goblin’s pockets before consulting the relevant tables to determine the specifics.

### D10

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

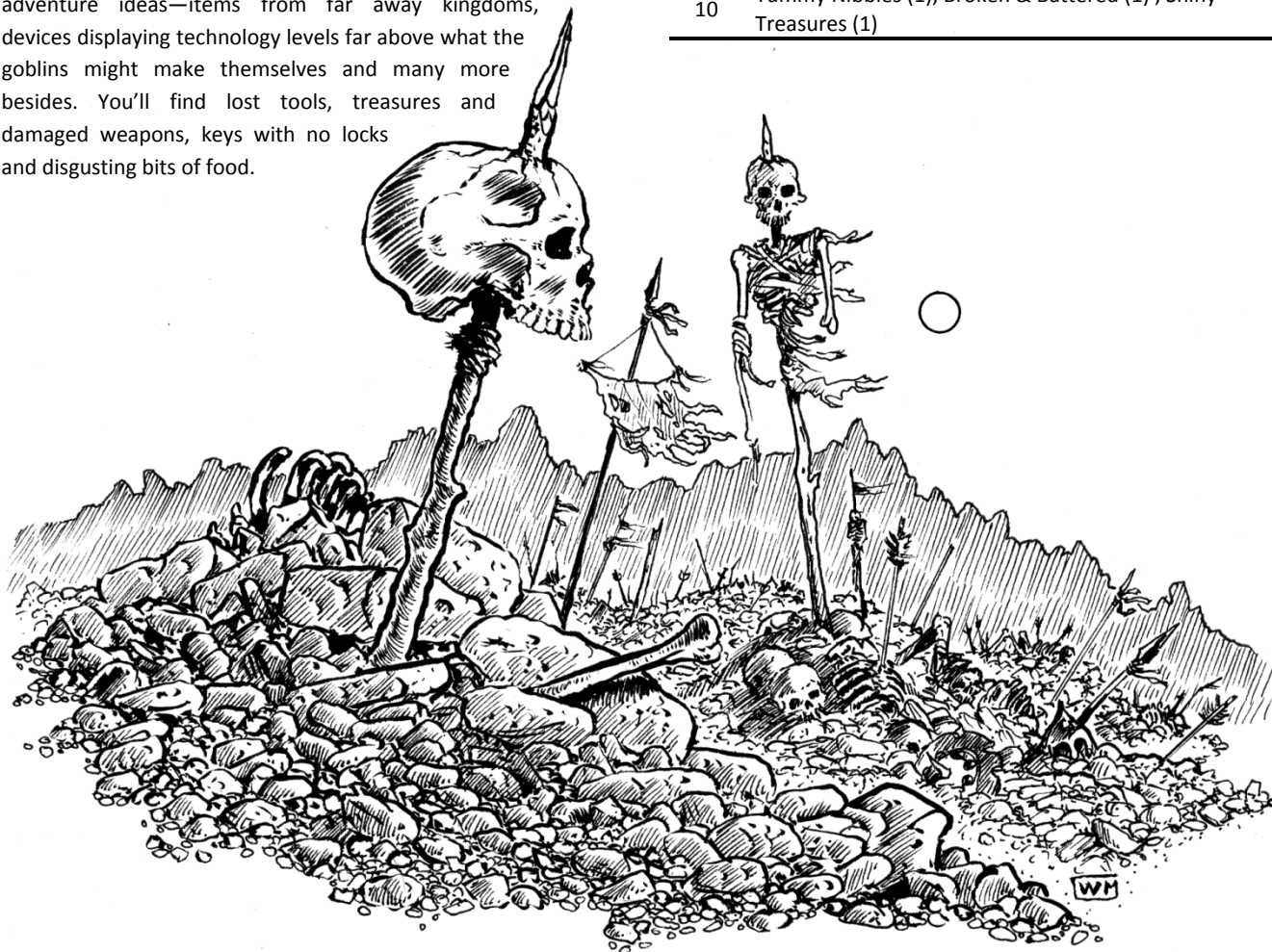


TABLE A: UTTERLY WORTHLESS

Use this table to generate the utterly worthless things a goblin keeps in his pockets.

D%	
01-05	A fist-sized grey rock, smooth and round, perfect for skipping across a lake, though not much else.
06-10	A piece of string slightly too short to make an effective bootlace, even for a goblin.
11-12	A dried-out dead snake wrapped carefully around a gnarled branch.
13-14	A crude goblin effigy consisting of a lump of coal with two buttons glued on for eyes and floppy green leaves attached as ears.
15-16	A single 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 obviously been crudely filed to the point where it will never fit its original lock.
21-22	A small squash 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 that has been 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	A rolled up piece of parchment is a half-scribed scroll of <i>fireball</i> , though it is completely inert.
35-36	A folded up napkin contains shards of chalk.
37-38	A collection of rusted, completely imbalanced arrowheads, each with a letter of the alphabet scraped into it.
39-40	A half-eaten left shoe soaked in brine.
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 tuft of red hair, seemingly sheared from the foot of a halfling.
47-48	A small piece of reflective 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.
53-54	A small red brick, still bearing flecks of off-white mortar.
55-56	Teeth pulled from a shark or similar carnivorous creature.
57-58	A leather patch, seemingly torn from the elbow of a well-worn jacket.
59-60	The frame from a pair of reading glasses, its lenses long since lost.
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 spent tindertwigs, 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 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, some scraps of skin still cling to the 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 into the likeness of a finger.
83-84	A piece of sculpted wood, so badly burnt only a faint pattern 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 oxidized brass nail, the deep green of a 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 have been 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.

TABLE B: BROKEN & BATTERED

Use this table to generate the broken and battered things a goblin keeps in his pockets.

D%	
01-05	A scratched brass ring, all of the precious stones have been pried from their settings.
06-10	A small silver case has had a hole punched in it, likely from an arrow.
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 form a straight line.
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 has been crudely repainted enough times it is more paint than clay.
19-20	The finely wrought iron hilt of a dagger.
21-22	The brass ring from a door knocker bears scratches where it was savagely removed from its housing.
23-24	A short length of pewter chain, bent and shorn in 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 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 have been heavily scratched and chipped.
33-34	A locket has had its painting defaced with a crude moustache.
35-36	A leather holster for a set of lock picks has been filled with bent and broken tools.
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, it has some traces of white powder within.
43-44	A water-logged 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 worn into the centre.
49-50	About 3 feet of tangled string with a small stone tied to one end.
51-52	A small box with hinges, though its lid has been misplaced.
53-54	The shards of a holy symbol of a sun god, 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.
65-66	A small bird statuette has had its eyes gouged out and its wings broken.
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 is seized completely.
71-72	A small book has had 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 PCs.
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 has come 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 has had a substantial hole torn in it and a wide variety of insect parts tangled in its mesh.
85-86	A battered tin cup has been crushed out of shape. It's 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 lonely bristles remaining.
95-99	Roll twice on this table, the items have been 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.

TABLE C: YUMMY NIBBLES

Use this table to generate the “yummy nibbles” a goblin keeps in his pockets.

D%	
01-05	A half-eaten pickle on the end of a yellowed piece of string.
06-10	A lump of heavily boiled grey meat shows no clue as 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 has had the majority of its juices squeezed out.
17-18	The stem of a pineapple, bearing numerous tooth marks.
19-20	This quarter of a waffle has been 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.
29-30	A heavily gnawed, rock-hard stale chunk of 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 has just started 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, the missing half is wrapped in greasy leaves, seemingly to keep it fresh. Green ichors 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.
61-62	An assortment of fish scales, fins and bird wings basted in clotted blood.
63-64	A strip of flesh has been torn from the haunch of an alligator, its hide still attached.
65-66	A green, half-eaten apple contains six half-eaten worms.
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 traces 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 weapon than a 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 taste strangely tasty.
89-90	Skin strips from the skull of a small stoat has been turned into a crude container for its 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.

TABLE D: SHINY TREASURES

Use this table to generate the shiny treasures a goblin keeps in his pockets. All the items herein are worth 1 gp or less.

D%	
01-05	A freshly minted gold coin from a kingdom hundreds of miles away.
06-10	An incredibly intricately etched brass button, clearly from an article of clothing far too large for a goblin.
11-12	A heavily scratched glass prism; in just the right light, it refracts light into tiny 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 minor signs of being gnawed.
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 what appears to be 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 has 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 small amount of still – good blue ink.
37-38	A small bag of 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.
43-44	An immaculately preserved 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.
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.
51-52	What appears to be a gemstone turns out to be a smoothed piece of green glass.

53-54	A pair of delicate reading glasses in startlingly good shape.
55-56	An assortment of nuts and bolts, none of which match.
57-58	A small brass human figure, seemingly removed from the top of 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 soaking in a strange alchemical formula.
63-64	A vial filled with a bluish liquid, 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	This small gourd has been filled with a viscous liquid that glows for a few seconds before it fades.
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 varieties of bird.
77-78	A glass eye, its 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 strawberry fossilized in syrup.
83-84	A gold tooth; some signs of blood and tartar still cling tenaciously to it.
85-86	An extremely gorgeous well-polished stone turns out to be an ancient and thoroughly-cleaned turnip.
87-88	A fist-sized chunk of off-white marble has 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 at war have been ironically melted together.
93-94	A tiny well-made fork wrapped in a beautifully embroidered cotton napkin.
95-99	Roll twice on this table; the items have been crudely welded together with lead.
100	Roll thrice on this table; the items have been combined into a surprisingly impressive crown.



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