

100 DETAILED THINGS TO FIND IN A DUNGEON

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CREDITS

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Compatibility: This product is designed to be system agnostic and usable with any pen and paper role playing game system.

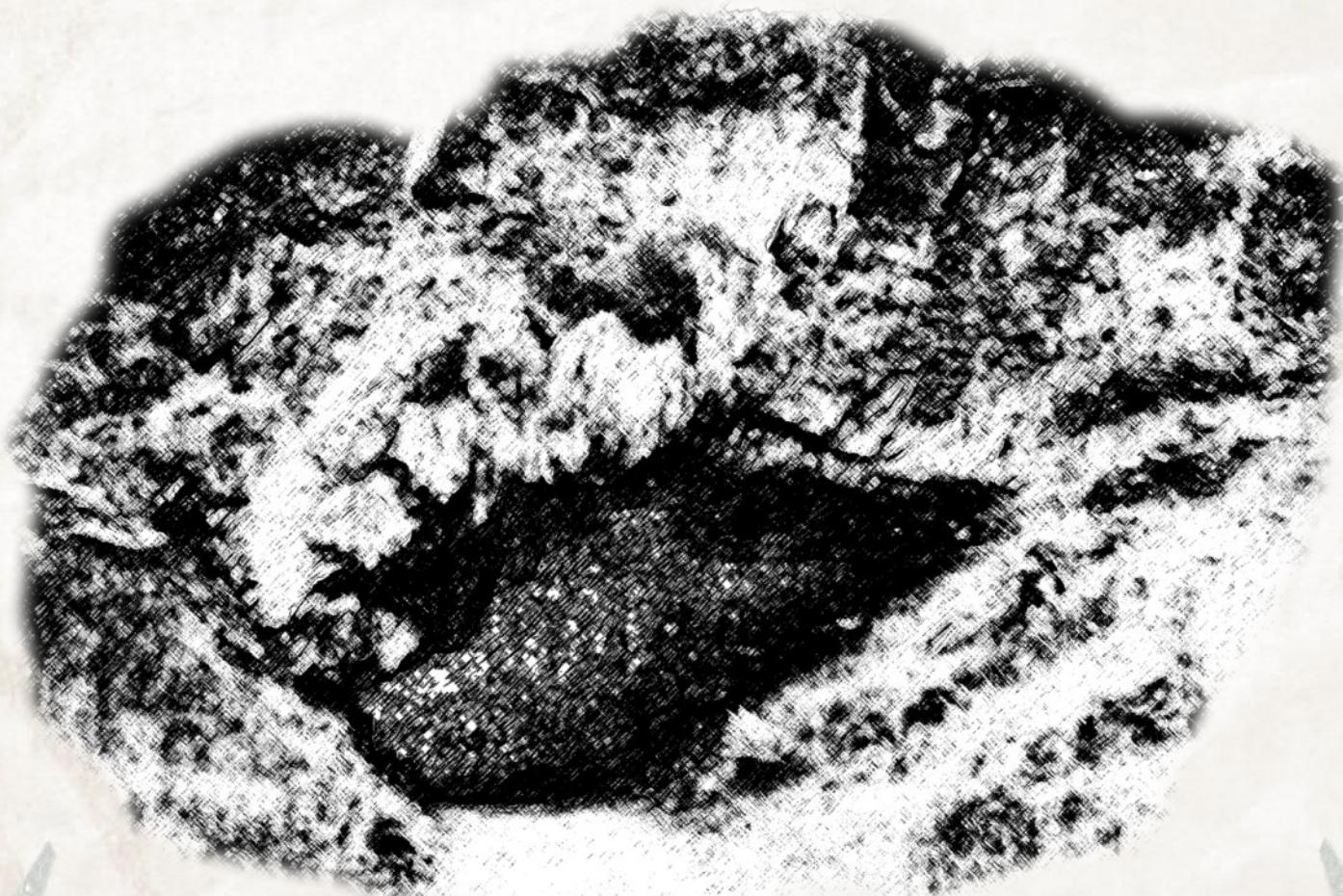
INTRODUCTION

Dungeons are a mainstay of fantasy gaming, and any decent dungeon needs to contain lots of different details to interest and boggle players. GameMasters may not always have time to create these features themselves, or commercial modules may simply not have the space to list all the potential features, so here are 100 random things that can be found in a dungeon.

Items that are described in detail are often thought by players to have relevance, so this list will help muddy the situation by having lots of things to describe, either to help hide those items that are important, or to confuse the players by thinking some has relevance when it doesn't. None of the items described are intended to be relevant or useful, but that, of course, is always up to the GM personally. Here, then, are 100 strange, weird and occasionally magical, but typically irrelevant, things for players to stumble across during their dungeon expeditions

USING THE LIST

Either roll d100 for a random result or select appropriate ones manually.



- 1. Animal Skin** - The expertly preserved skin of a large bear, which still has its head, is on the floor. The mouth is open and, if any player is foolish enough to reach inside, it will snap shut on their arm, potentially damaging them with the teeth. Fast enough reactions will allow the character to remove their hand in time.
- 2. Backpack** - A bloodstained backpack lies on the floor here, torn to shreds. Alongside it are a crushed water bottle and what remains of some rations, as well as three empty but intact steel vials.
- 3. Basket** - A wicker basket with a handle holds half a dozen freshly picked green apples.
- 4. Bedrolls** - Three bedrolls are unrolled neatly on the floor, surrounding the ashen remains of a fire. There are no traces of whoever they belong to, nor are there any other possessions, although each bedroll is still fastened as it would be when occupied. The fire is cold and has been dead for some time.
- 5. Bee** - A lone honey bee is buzzing aimlessly around the room, with no indication as to how it got here.
- 6. Bell** - A large, cracked bronze bell, around 4' long and 3' in diameter at the mouth, rests on its side. The bell is missing its clapper, and there's nothing nearby to suggest where it came from. There is enough bronze in the bell to be valuable, but shifting it will not be easy.
- 7. Belt** - A brown leather belt with a broken bronze buckle from which depend six black leather drawstring pouches. Each pouch contains 2-4 ounces of dried herbs, but they aren't labelled. Some may be useful, others poisonous, at the GM's choice. An appropriate skill check will be needed to determine what they are.
- 8. Blood** - Dried blood covers a substantial chunk of the floor, wall and ceiling in this room. There is far more blood than could have come from a single

person, nor do the patterns resemble those caused by normal injuries.

- 9. Bones** - Six bones are arranged in a hexagon on the floor. These all appear to have been gnawed upon and bear teeth marks. They would seem to be from a human, perhaps leg bones.
- 10. Book** - A glowing book with its pages open hovers in the air. If read, it seems to be completely blank.
- 11. Boot** - A single leather boot rests on the floor. If a player tries to pick it up, they discover that it isn't just on the floor, it's firmly stuck to it somehow. Attempting to remove it will simply damage the boot.
- 12. Bottles** - Six empty green glass bottles dangle from the ceiling on the end of separate ropes. They are not that close to each other, but they can be swung so that they ring off each other.
- 13. Box** - A small iron box with an integral lock with is moderately difficult to pick. There is no key with it. If the box is opened, it has a velvet interior and a single silver ring.
- 14. Branch** - A freshly cut branch from a tree that is still oozing sap lies on the floor, even though there aren't any trees anywhere near.
- 15. Bricks** - A pile of unused bricks stands in one corner, of a type similar to others used in the dungeon.
- 16. Brush** - A large paintbrush, covered in still wet whitewash.
- 17. Bucket** - A wooden bucket containing a green, slimy fluid. If emptied or tested, it proves to just be extremely stagnant water, which may make anyone foolish enough to drink it ill.
- 18. Butterfly** - A large iridescent butterfly has been pinned to the floor by iron nails through its wings. It is still flapping weakly, attempting to break free.
- 19. Caltrops** - The floor is scattered with dozens of caltrops. These are all quite easy to see, because, for some reason, they have all been painted a bright red

colour.

20. **Canvas** - A piece of canvas has been unfurled and used to cover the majority of the floor of a room. Any furniture in the room has been placed on top of the canvas.

21. **Card** - A single card from a deck has been pinned to a wooden door with an iron dagger. The card is a face card of the GM's choice.

22. **Centipede** - A creature that looks like a huge centipede, over 4' long, is crouched on something. The centipede has fangs, which glisten in the light, suggesting poison. It is, in fact, a fake, made from fabric and stuffing. If it is examined closely, there is a label on the underneath reading "Biffo's Quality Supplies, For All Your Occult Needs, #5 Giant Centipede."

23. **Chain** - Six links from a sturdy iron chain. The link at each end has been snapped open, suggesting that this was once part of a much larger chain.

24. **Chalk** - Bags of chalk powder, in red, green, blue, black and white, have been thrown onto the ground hard enough that they have burst and the contents have coated the floor and intermingled. Walking through the chalk will cause some of it to mist the air, as well as stick to feet.

25. **Chimes** - A set of what look like wind chimes dangle from the ceiling, but the chimes themselves are made from the tiny skulls of mice, bats and rats and the cords are made from sinew.

26. **Cloak** - A black woollen cloak lies on the floor. If a player attempts to pick it up, the find that the bottom hem has been tightly, and apparently immovably, trapped between two of the floor's flagstones.

27. **Coin** - A single gold coin lies on the floor, placed in such a way that it is extremely obvious. If it is examined, the face on the head side of the coin has been defaced with a blade so that it can

no longer be made out.

28. **Cooking Pot** - A cast iron cooking pot is half filled with a disgusting congealed mess made from heating together water and iron rations. It tastes fully as bad as it looks, and may well provoke nausea or worse to any who decide to consume it.

29. **Crowbar** - A crowbar made from strong iron that is in good condition except for the fact that it has bent into a U-shape.

30. **Ear Trumpet** - A brass ear trumpet is pressed completely flat on the floor, as if it has been crushed by a substantial weight.

31. **Eggshell** - The pieces of a very large, and empty, silver-coloured eggshell lie on the floor.

32. **Fang** - A single, snapped off fang about 2' in length lies on the floor, discoloured slightly with what appears to be blood.

33. **Feathers** - Several multicoloured feathers, each over 2 feet long, lay scattered on the floor. They would appear to have been forcibly removed from their owner judging by the bloodstains on them.

34. **Feet** - A pair of skeletal humanoid feet stand here. Each has been cleanly separated at the ankle from the rest of whatever individual they were once attached to.

35. **Fishing Line** - A fishing line dangles from the ceiling, terminating in a hook onto which is attached a stuffed fish.

36. **Flour** - A bag of flour has burst on the floor, spreading the contents all over the area. Some of the flour is in sticky black clumps; if examined, they are formed around bits of treacle.

37. **Gem** - A small ruby, worth 100 gp, is in a corner of a room. It radiates a faint magical aura. If it is picked up, it starts shouting "Unhand me, varlet! Help! Help! Thief!" which may attract the attention of any nearby creatures.

38. **Glass** - A piece of glass in an irregular, branching shape that resembles that of a tree. The glass is hollow and a PC can recognise it as a fulgurite, formed when lightning strikes sand, with an appropriate knowledge check.

39. **Glove** - A single black leather glove lies on the floor with a circle drawn in dried blood around it.

40. **Gong** - A large brass gong, around 3' in diameter, is sits in the room in a wooden frame. The brass is undoubtedly worth a bit, but the gong is large, heavy and difficult to move. There is a striker next to the gong, and the gong itself radiates a faint magical aura. If the gong is struck, it is louder than expected, although not deafening, and the noise goes on for several minutes, which is longer than expected, potentially attracting nearby creatures.

41. **Hand** - A skeletal human hand lies in the middle of the floor, palm up, with the fingers slightly curled. In the centre of the hand rests a single copper piece.

42. **Handkerchief** - A linen handkerchief with black oily stains on it and the letter "Q" embroidered in blue in one corner.

43. **Head** - A recently severed head has been placed in the exact centre of the floor. The mouth has been sewn shut and the eyes gouged out and replaced with copper pieces. If the head is lifted up, the neck is found to be sewn shut as well. Opening either the mouth or neck causes hundreds of tiny green spiders to come pouring out.

44. **Helmet** - A plate mail helmet with claw marks that have pierced the metal in several places. Unsurprisingly, it also has bloodstains on it.

45. **Helmet Candle** - A partially crushed helmet with a spike on the top for a candle lies on the floor. There is a candle on the spike, and it gutters and goes out as the players spot it, having just burned down to the end. There is some blood inside the helmet.

46. **Hook** - A rusted hook, with a rotten leather cup where it would have fitted over the forearm stump of its owner, is deeply embedded in a wooden door.

47. **Hourglass** - A large wooden hourglass sits on a table and the last few grains of sand trickle into the bottom glass as the players enter the room. The glass radiates a faint magical aura.

48. **Ingot** - An ingot of iron around one foot in length, with one end melted and stuck to the floor.

49. **Ink** - A pot of black ink has been knocked over on the floor here, with a quill pen next to it. There are some small animal tracks in the ink, pointing towards one of the room's exits.

50. **Journal** - A sodden journal bound in brown leather. The pages are stuck together and all the ink has run. All that can be made out from the ruin are "Watch out for" and "ahead."

51. **Key** - An ornate brass key, 6" long. The head, or bow, of the key is in the shape of a fanged skull, and the shaft has been shaped into the form of a bone. What it unlocks is not clear.

52. **Knight** - A single knight piece from a chess set. The knight is made from black painted wood and has some chunks missing from it.

53. **Lamp** - An extinguished lamp has been placed on a surface. The lamp is half full of oil and, if checked, is still warm, suggesting that it has only recently been put out.

54. **Lockpicks** - Several snapped lockpicks lie on the floor in front of a door which is lacking a lock to pick.

55. **Lute** - A loot that appears to have once been of superior craftsmanship has been violently smashed against the floor. It is now simply splinters.

56. **Manacles** - A pair of iron manacles lie on the floor, broken from where the cuffs have been snapped.

57. **Mannequins** - Six life-size mannequins have been positioned in a

circle. Their hands have all been joined together and faces have been crudely painted on their heads, all with their eyes staring upwards.

58. **Map** - A map has been sketched onto the floor in charcoal, apparently showing the surrounding area. The map is mostly accurate, but no traps are marked and some rooms are missing.

59. **Meat** - A haunch of meat from some animal lies on the floor. It is maggot ridden and decaying, and there is a large bite mark from a very big mouth in it.

60. **Mirror** - A metal mirror on a stick is by the edge of a corridor so that someone would be able to use it to peer around the corner without showing their head. The mirror is slightly melted and shows signs of intense heat, and scorch marks cover the surrounding area.

61. **Nails** - Twenty three iron nails have been bent and looped together, to make what appears to be a crude necklace.

62. **Necklace** - A necklace made from glass beads of different colours has been broken and the beads are scattered all over the floor, possibly being a trip hazard.

63. **Pages** - Half a dozen pages that have been roughly torn out of a book. Both sides of each page are covered in strange symbols.

64. **Paper** - This is a charcoal sketch of a snake with the upper torso and head of a woman. The creature drawn appears to have posed for the sketch, and it is well executed.

65. **Pentagram** - A pentagram has been drawn on the floor in coloured chalks, with black candles at each of the points. All of the candles have been

extinguished, but one of them has also fallen over, erasing part of the drawing.

66. **Pickaxe** - A large, sturdy pickaxe is for some reason deeply embedded in the flagstones here. Removing it will require a Strength test.

67. **Plant** - A small rose in a plant pot

stands in one corner of the room. It is in unusually good condition and well cared for, given the absence of natural light.

68. **Pole** - A wooden pole with a splintered end, which is now around eight feet long.

69. **Pot** - An earthenware pot with a tightly-fitting stopper. If opened, a strong smell of vinegar comes from the pot. Inside are a couple of dozen eyeballs pickled in vinegar. The eyeballs are of different sizes and types, and a couple of the larger ones have pieces bitten from them.

70. **Pouch** - A small black leather pouch, fastened shut with a leather drawstring. If it is opened, it contains a collection of dried ears. If they are sorted, there are three elven, four dwarven, five human, three orc and two halfling ears, all of them right ears.

71. **Rats** - A dozen eviscerated rats have been tied together by their tails, making a star shape with all the rats pointing outwards.

72. **Rose** - A single red rose lies on the floor. Its petals have been ripped off and scattered around it.

73. **Sand** - One of the flagstones on the floor has disintegrated into sand. The sand radiates a faint magical aura.

74. **Scroll Case** - An open scroll case that appears to radiate a faint magical aura. One of the end caps is missing, and if examined the case simply contains some shreds of parchment, from which the magical aura is emanating.

75. **Shells** - The shells from half a dozen open clams lie on the floor, their contents removed.

76. **Shield** - A heavy steel shield is on the floor. It bears the marks of multiple impacts which have hammered it flat, and whatever emblem was on the front has been defaced. Ten iron spikes have been hammered through the shield at the edges to fix it to the ground.

77. **Sign** - A wooden sign with the words

"Keep Out" crudely painted on it has been ripped off a door and thrown onto the floor in front of it.

78. **Skeleton** - What appears to be a humanoid skeleton lies on the floor. If examined, all the bones have been wired together, but they have all come from different creatures, although all of them would seem to have been humanoid in shape.

79. **Skull** - A human skull bobs gently in the air here, its eye sockets appearing to turn and gaze at the players.

80. **Snail** - A large, partially crushed snail is slowly moving across the floor, leaving a trail of ichor and parts of its shell behind it.

81. **Spear** - The head of a spear is deeply embedded in a wooden door, requiring a strength check to remove. The shaft of the spear has been snapped off a few inches behind the head.

82. **Spiders** - Several small spiders have got trapped in a sticky substance on the floor.

83. **Spike** - A rusty spike has been jammed between the paving slabs of the room. A small, frayed piece of rope is attached to it, but there is nothing nearby that would suggest a need for a secured rope.

84. **Spur** - A single metal spur lies in a twisted mess on the floor, apparently wrenched off whatever it was attached to.

85. **Stakes** - Half a dozen 3' high wooden stakes are stuck into the floor here. On the top of each stake has been impaled a carved pumpkin head.

86. **Sticks** - 12 1' long sticks have been arranged on the floor spelling out the word "HELP"

87. **Stilts** - A pair of wooden stilts that have been cut down so that the stilt end is only one foot below the footrest.

88. **Stones** - A small cairn has been built from smoothed and whitewashed stones. If the cairn is removed, there is a single

silver piece underneath it.

89. **Table** - A sturdy wooden table lies in broken pieces on the floor. It doesn't appear to have been crushed by anything, or broken by a creature, but instead appears to have been broken as a result of being dropped from a great height, despite the fact that the ceiling is of normal height here.

90. **Tablet** - A fragment from what would appear to have originally been a large granite tablet. There are some fragmentary runes inscribed on the piece, but they are too damaged and are missing too many parts to tell what they say.

91. **Torches** - Three dead torches have been formed into a tripod. They fall to the floor if touched.

92. **Trap** - A large, obvious trap of the type used for catching mice and rats is here. It hasn't been triggered and it still has a lump of cheese. The trap is, however, 3' long, suggesting that it's designed for very big rats.

93. **Tuning Fork** - A tuning fork is stuck into the ground here. It is vibrating slightly.

94. **Twine** - A piece of twine has been tied to a door handle. It leads for only 4' before terminating in a cleanly cut end.

95. **Stick** - A tapered wooden stick, around a foot in length, rests on the floor. It is made from an unidentifiable wood, and has a slight magical aura.

96. **Sword** - The hilt of the sword sticks out of the floor here, with the rest presumably stuck into the stone somehow. If a player attempts to remove the sword, they discover that the hilt is all that there is of it, which has been lightly glued to the floor. A player attempting to do such as a Strength check to free the sword will most likely fall over.

97. **Urn** - Pieces of a broken terracotta urn lie on the floor here. Some of the pieces have a strange, clear sticky

substance on them, and a trail of this substance appears to lead away from the urn before disappearing.

98. **Vial** - A small blue glass vial with a stopper. On the side of it is a label written in an unknown tongue that says "Essence of Aniseed" if it is translated. If it is opened, it is empty apart from a couple of drops of a pale pink liquid that has a slight smell of aniseed.

99. **Wax Tablet** - A sheet of wax in a

wooden frame, used for writing on, with a stylus still attached. Whatever was written on the tablet appears to have been hastily erased.

100. **Wineskin** - A wineskin has been left in the corner of the room. It is made from a leather that cannot be readily identified, and it gurgles when shaken, although it is more than half empty. The liquid inside tastes of vinegar.