



1d10 LOOT ITEMS:

OGRES



**10 ogre-themed pieces of loot to help you
unlock adventure and tell unforgettable
stories**

LOOT ITEMS: OGRES

The following 1d10 list of ogre-themed trinkets can be used to fill ogre pockets, camps, packs, or any other space occupied by ogres. Whatever the reason is you find yourself rolling on this table, we hope that the ideas listed below help you unlock adventure and tell unforgettable stories!

d10 LOOT ITEM

1. A blood-stained keg with two black dragons painted on the front of it. The ogre fills this keg with the blood of its enemies along with whatever ales or liquors it can find to create what it calls “yummy juice.”
2. A large shoulder bag filled with hundreds of the ogre’s warts which it slices off with its dagger or rips off with its fingers. The ogre enjoys snacking on these warts before bed or while walking through the forest.
3. A filthy cooking apron which the ogre wears while fixing up its supper. Several human faces are sewn across the waist area with their mouth and eye holes stretched open to hold the ogre’s cooking utensils.
4. A rotting scarf made from the tongues of several young dragon wyrmlings of various colors. The ogre received it from their grandmother as a gift and wears it every day, no matter the season or situation.
5. A burlap sack which the ogre wears as a mask while out destroying villages. They’ve painted a childish human face on the front of the mask, believing it to be a genius disguise that completely hides their identity.
6. The arm of an old treant which the ogre ripped off and now uses as a wooden leg. The ogre lost its original leg to the same treant while trying to pluck some of the colorful fruits growing on the treant’s branches.
7. A collection of wooden shields which the ogre has painted fun designs and pictures on with blood. The ogre wears these shields on their shirt like buttons and enjoys showing them off to anyone they meet.
8. A huge, cracked glass jar filled with hundreds of fireflies and other bioluminescent insects. The ogre carries this jar around with them wherever they go at night as they have a crippling fear of the dark.
9. A collection of cowbells, some dented and rusted, others new and polished, which the ogre has woven into its massive sideburns. The bells were taken from all of the cows the ogre has eaten over the years.
10. The skull of a demon lord with huge, curved fangs and dozens of horns sprouting out of its sides. The ogre stole it from some adventures they and their brothers mugged on the nearby road and wears it like a helmet.

UNLOCK ADVENTURE

We’re constantly releasing new 1d10 tables for you to use in your upcoming sessions, so don’t miss out! Click [here](#) to access even more random tables themed around different and specific monsters.