



100 DWARF TRINKETS

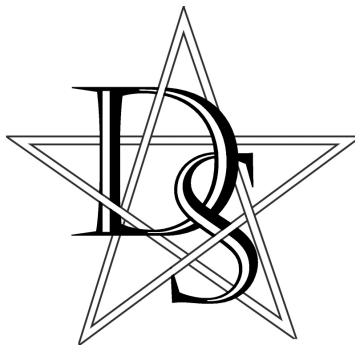


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100 Dwarf Trinkets

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DWARF TRINKETS

Trinkets are small items that are nearly worthless to a stranger, & yet have great sentimental, or possibly even financial, value to those in the know. The items on this table were written to imply story hooks or to hint at the personality or history of their owners.

As a player, you can use this table to inspire part of your character's story or give yourself something upon which to focus your roleplaying.

The DM might use this table to round out their own NPCs. Alternatively, you can use this table to provide more detail for the scenery in a mountain village, forge, or other Dwarven location.

TRINKETS

d100	Trinket
01	A lock of hair from the beard of a tribal hero
02	Scraps of the banner carried into battle at the last true stronghold
03	Bits of metal from a great forge
04	A lock of hair from your mother's beard. No one could out drink her!
05	A letter given to you by a friend only to open upon their death
06	Stone carving tools
07	A glass eye with a red iris
08	Several glowing pebbles from the Underdark
09	A mining report written in an old form of Dwarvish not commonly spoken today
10	A dowsing rod that once saved your uncle's life
11	A jar of sand
12	The shattered remains of a great war hammer
13	A metal slide star-chart (wildly inaccurate)
14	A quill pen, cockatrice feathered. The ink instantly hardens
15	A jar of tasty preserves made from an unknown fruit
16	A lucky goblin's foot
17	A tankard with false bottom
18	A puzzle of iron bars you've been unable to solve
19	Part of a gravestone
20	Metal figurines of demonic insects
21	A pair of dice with only one pip on each side
22	A preserved patch of skin bearing an elaborate tattoo
23	A bag of animal bones
24	Heirloom seeds of a strange insect eating plant
25	Your sister's heirloom tomato seeds
26	A baby rattle made from a rattlesnake's tail
27	The last will and testament of a nobleman
28	A sealed vial of poisoned wine that killed a local baron
29	Small tiles of stone carved with runes
30	A mummified hooked horror claw
31	A canary in a cage
32	An intricately carved letter opener of Drow origin (don't let the sun hit it!)
33	A collection of rocks from various locations in the Underdark
34	A pair of heavy leather gloves for the forge
35	A master locked book with no key
36	A small painting of a smiling Elf noble lady with her Dwarf husband
37	A pair of once-expensive spectacles that were warped in a fire
38	A hand mirror of blackened glass
39	A jar of seawater from a far off ocean
40	Sourdough bread starter
41	A stein you won in a drinking contest
42	A hill giant's marbles
43	A stone beard ring
44	A steel ring with two missing stones
45	A warrant for a bandit's arrest
46	A warrant for your arrest
47	A bag of animal bones
48	A jar of metal shavings
49	The last cask of the local tavern's winter brew
50	The deed to a renowned smithy in a long lost Dwarven stronghold

d100

Trinket

51	A book banned in your hometown, kingdom, or city
52	A worn copy of someone else's favorite book which you need to return
53	A holy symbol unknown to your local cleric or priest
54	The phrase in thieves' cant for 'Hester sent me'
55	<i>My First Lock and Key</i> , a "toy" lock with tools and instructions for picking the lock
56	Blueprints for your dream-forge (or dream house if you aren't into hammering hot iron)
57	A set of jacks carved from onyx. It's very hard to carve that glassy stone
58	Pebbles your dad claimed fell from the sky. Wait, when did dad leave the house / shop / forge?
59	Half of a horn trumpet
60	A sampler set of magical potions. There is not enough for any measurable effect, but which one tastes the best?
61	Several very small empty vials from a sampler set of magical potions
62	A bag of scales from a mix of animal and monstrous species
63	A bag of mixed species small animals (dead)
64	A pet cave squig. What the heck is a squig, and how long does that little thing live?
65	A former pet dog's collar
66	A former pet's ashes
67	A former pet, stuffed
68	An urn of ashes with a wish to be spread at sea. Always knew that he was weird. Who wants to be anywhere near the sea?
69	Magical cooking potion. Ok, it's just sea water
70	A set of exotic spices
71	1 small barrel of the finest hops, enough for one great brew!
72	A wooden ring your father gave you and asked to keep a secret
73	Several perfectly spherical metal balls
74	An empty sack smelling of sulfur and blasting powder
75	A metal tube about 4" long. Do you know what you can do with metal tubes?
76	A plank from an old beer barrel still stained and aromatic
77	A set of iron barrel bands
78	A hollow glass cube
79	A vial of liquid metal (1oz)
80	A huge stack of IOUs willed to you from a dead relative
81	A broken pool cue from a dead relative
82	A small pouch of counterfeit coins from a dead relative
83	A map of a local tavern's secret back exit willed to you from a dead relative
84	A boot with a hidden, and empty, razor slot
85	A wide brimmed, feathered hat from a dead relative
86	The goodwill and one favor from the madam of local tavern ("Cause I <i>knew</i> ya' uncle, I did")
87	A tiny sword of letter opening. Opens any paper envelope without tearing the letter inside. Is it magic or just extremely sharp?
88	Several letters sent to you by mistake, unopened
89	A bloodstained rock used to prop open the exhaust vent at the family forge / shop / kitchen
90	A coin of blood red gold
91	A storm giant's eye patch
92	A preserved storm giant eye
93	A storm giant's glass eye
94	A fictional short story of your dumb cousin's so-called decade-long "duel to the death" with a storm giant
95	A flag carried to the summit of the mountain of your hometown
96	One fingerless glove, bad-ass
97	Skeletal Dwarven fingertip bones
98	A map of the mountain's climbing routes, just a little bit off
99	An ember carrying box
100	Flint and steel said to never miss starting a fire, except that one time