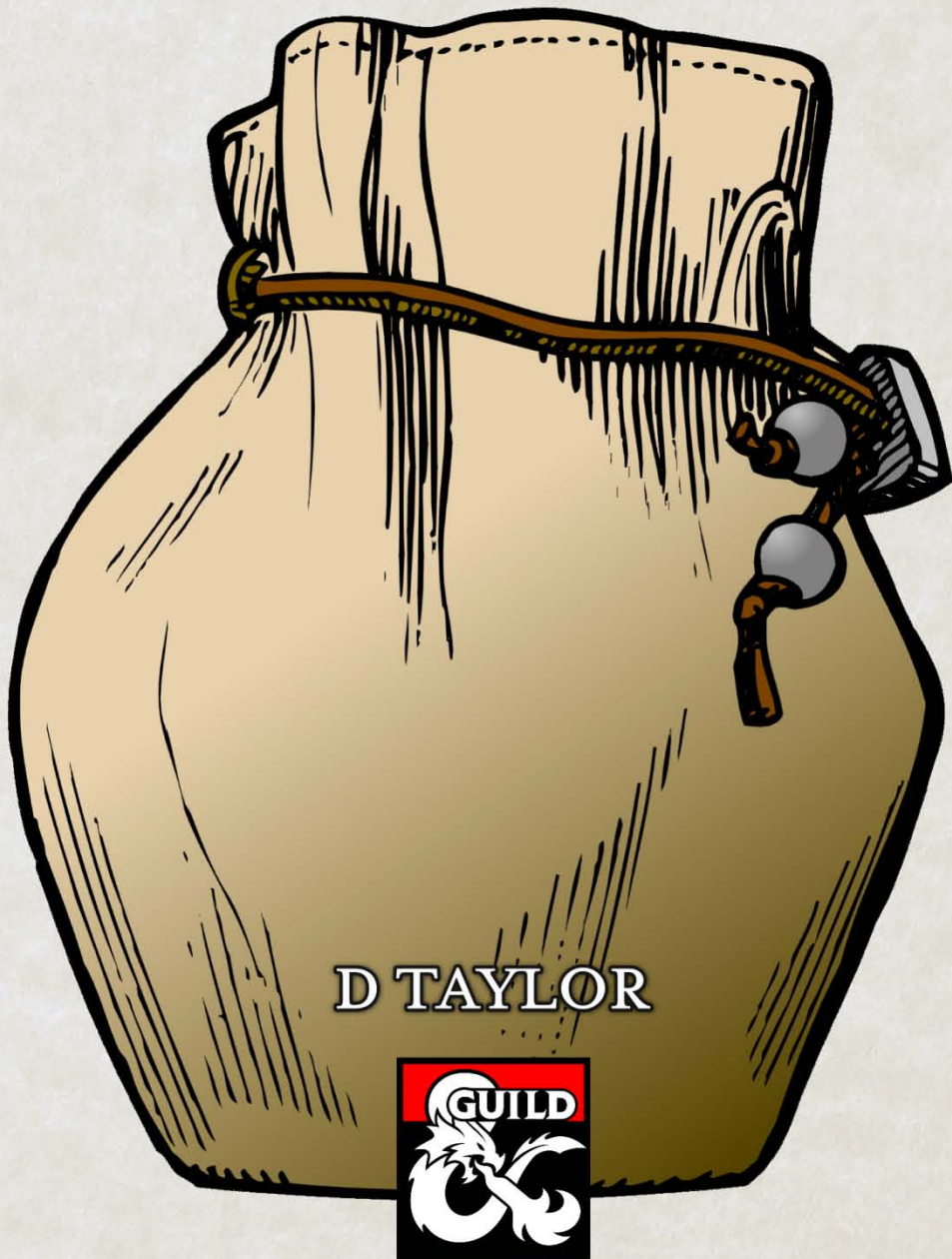


DO BETTER THAN JUST RANDOM D10 SILVER

DON'T SLOUCH ON THE POUCH!



D TAYLOR



Okay, Dungeon Masters. You know the drill. The party has just successfully defeated the band of goblinoid brigands that ambushed them while on the old abandoned King's Road. Now your players want to know what their characters find when they loot the pouches of the goblin and hobgoblin bandits. Besides the worse for wear weapons and tattered armor, the player characters recover a few pouches. But what do the pouches contain? You're not just going to roll a few ten-sided dice to randomly determine how many silver pieces are within each pouch—are you?

Of course not. That's what hackneyed Dungeon Masters would do. Where's the originality in a handful of silver pieces or a few gold coins? What's that going to get the player characters? A tankard of ale or goblet of mead at the same ol' run-of-the-mill tavern like the one they first

gathered in to start this adventure. (We'll shake up "tavern preludes" in another supplement.)

If pouches are found within the spoils of combat encounters, then maybe they should contain something more than just boring old coins of the realm. After all, perhaps the defeated antagonist or unknowing pickpocket victim had a reason to have a pouch to hold intriguing trinkets or small objects of value.



And, that is where *Don't Slouch On The Pouch* comes into play. This supplement is a means to allow Dungeon Masters to add a little more color to their game by means of discoveries within pouches, purses, and packs that just may be an actual loose thread from a seam keeping the leather enclosure together, or it may be the "thread" that unravels the tapestry that is the very campaign story itself.

DON'T SLOUCH ON THE POUCH

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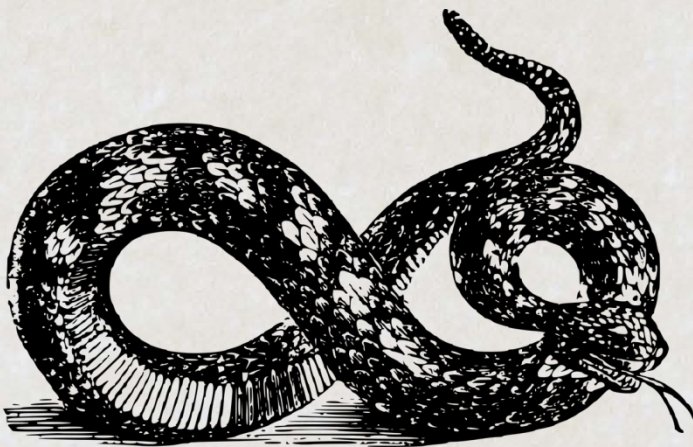


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1. A rabbit's foot that has been prepared by an expert taxidermist, complete with ornamental chain. This amulet will provide the possessor Inspiration that can be used once a day. *Or*, a small wood carving of a gremlin that will randomly (up to the DM) impose Disadvantage on the character once a day. The gremlin token immediately attunes itself with the character cannot be discarded without the use of a Remove Curse spell

2. A stale cookie that causes 1 hp of poison damage (no saving throw) if consumed. *Or*, a flavorful cookie, that if consumed, negates the need for food for three days. (The cookie is non-magical and its special trait is due to the secret mixture of unknown spices used during its baking.)

3. The carcass of a dead tiny snake with colorful bands that has been converted into a wraparound bracelet worth 9 gp. *Or*, A living very venomous tiny snake that will strike when the pouch is opened. (See Stat Block Appendix.)



4. A small vile labeled "Hot Sauce" in Draconian, that if consumed the drinker must make a DC 12 Constitution saving throw, taking 2 (1d4) fire damage on a failed save, or half as much damage on a successful save. *Or*, a small vile labeled "Hot Sauce" in Draconian, which if consumed

grants the drinker a minor fire breath weapon that can be used three times within one day of consumption. (10 ft. cone and Constitution save. Target takes 1d6 fire damage on a failed save, or have as much on a successful save.)

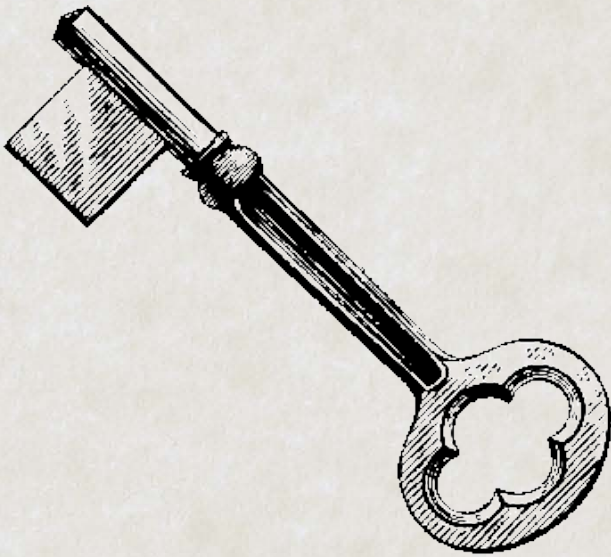
5. A single gold coin minted with an unfamiliar seal. *Or*, a single gold coin minted with an unfamiliar seal that, as long as it is left in the pouch, will produce a second identical coin that can be removed and spent as an actual gold piece. No more than one additional coin is produced as long as the original and duplicate coin or in the pouch. Each time the duplicate coin is attempted to be removed there's a 50/50 chance that the original magical coin will be removed. The gold coin radiates slight magic if detected.

6. A small single button carved from bone depicting an unknown coat of arms worth 5 sp. *Or*, a small single button carved from bone of a simple shield that radiates slight magic if detected. If sewn onto an article of clothing or light armor it will provide +1 to the wearer's armor class.

7. Upon opening the pouch, a Stinking Cloud is unleashed (per the 3rd level spell.) 1d10 silver pieces are also within the pouch. *Or*, a strong but pleasant burst of Jasmine scent is released that bestows Inspiration on the character for the very next attack roll, saving throw, or ability check.

8. The skull of a pixie that grants the possessor Magic Resistance (advantage on saving throws against spells and other magical effects) versus fey creatures. *Or*, The skull of a quasit that grants the possessor Magic Resistance (advantage on saving throws against spells and other magical effects) versus fiend creatures. Either skull radiates light magic if detected.

9. A small non-distinguishable skeleton key with no apparent key wards cut into the bit. The key may be inserted into any keyhole (door, gate, or padlock) and open any non-magical lock with a Pick Locks roll +5. *Or*, a small non-distinguishable fake skeleton key, that when inserted into any keyhole, instantly fuses itself with the lock making it inoperable and unable to open with even the proper key or lock picking. The later version radiates slight magic if detected.



10. A small jar with a metal lid sealed with wax. Within the jar appears to be swirling smoke. If the wax seal is broken and the lid removed a Smoke Mephit will billow forth from the jar and act in appropriate Smoke Mephit nature. *Or*, a small jar with a metal lid sealed with wax. Within the jar appears to be churning mud. If the wax seal is broken and the lid removed a Mud Mephit will ooze out from the jar and act in appropriate Mud Mephit nature. Both jars radiate slight magic since they contain their prisoners through magical means. (See Stat Block Appendix.)

11. A wooden drink token worth one free ale, mead, or wine at the *The Kicking Ass* tavern. The token features artwork of a donkey kicking

over and spilling a tankard burned into the wood. "Good at any tavern or inn" is inscribed on the back. The token will reappear in the character's possession the next day. *Or*, a cursed copper piece that will transmute up to twenty gold pieces a day that the character possesses into copper, and cannot be discarded without the use of a Remove Curse spell.

12. A small tin whistle that when blown into seems to not produce any sound. In fact, the sound produced an inaudible sound to humanoids. Once per day the whistle may be blown and it will summon a random affable woodland creature that will befriend and aid the character for one day. *Or*, a small tin whistle that when blown into seems to produce any sound that will summon a random hostile woodland creature from that will attack the character with much animosity.

13. A small military emblem of an unknown army made of iron. The emblem depicts an eight-pointed star behind a falcon. Among some historians or antique dealers it may be worth somewhere between 5 gp to 15 gp. *Or*, a small military emblem of an unknown army made of electrum. The emblem depicts a falcon in front of crisscrossing swords, and grants the wearer advantage during combat once a day.

14. Six arrowheads crafted from dragon scales. If fashioned with an arrow or bolt by a skilled fletcher, they enable a +1 to hit modifier to the projectile. *Or*, six arrowheads crafted from the bones of the undead that will enable a +1 to hit modifier, but will also only cause 1 hp of damage regardless of damage rolled or modifiers. Both types of arrowheads radiate slight magic if detected.

15. A nondescript small bar of soap wrapped in parchment. If used to wash or rubbed on skin will grant the user +1 to AC for 24 hours. The bar of soap has six uses and the bonuses do not stack. Or, a nondescript small bar of soap wrapped in parchment. The soap itself is nothing more than a flowery smelling bar of normal soap, but the parchment wrapper is actually a crudely drawn treasure map that may or may not lead to an actual treasure.

16. A simple ring made of silver that will adjust to fit any finger that it is slid on. The ring provides the wear to wield their finger as a weapon with a simple flick. When the wearer flicks their finger and makes a successful to hit roll, the wearer may cause 3 (1d6) hp of bludgeoning damage. Or, a simple ring made of silver that will adjust to fit any finger that it is slid on. Once on, it cannot be removed by any means other than a Curse or Wish spell, and it will negate any benefits of any other magical rings worn by the same wearer. Both rings radiate slight magic if detected.

17. A meerschaum pipe that when smoked allows the smoker to see invisible creatures and objects out to a range of 60 feet when peering through the exhaled smoke. The pipe radiates slight magic if detected. Or, an ordinary meerschaum pipe, though carved with an intricate design of the face of a treant that is worth 30 to 50 gp to a collector of such items.

18. A 10 foot length of string that is actually a wondrous item known as a String of Durability. The string can stretch to a length of 15' feet and can support weight as if it were a strong piece of rope. This strong string has an AC of 12 and 8 hp. Or, a 10 foot length of string that is actually a wondrous item known as a String of Strangulation. This corrupted cord will spring

from the pouch to wrap itself around the neck of the nearest creature. The target must succeed on a DC 15 Dexterity saving throw. On a failed saving throw, the target receives 4 (1d4 +2) bludgeoning damage and is grappled (escape DC 12). Until this grapple is broken, the target can't breathe, and any other attackers have advantage on attack rolls. Both strings radiate slight magic if detected.

19. A bird feather that upon close inspection, appears to have ink on the end of the shaft as if were used as a quill. Upon further inspection, it will become apparent that the quill appears to produce unlimited ink when pressed to parchment or other similar surfaces. Or, a bird feather hat appears to have fresh blood on the end of the shaft. If utilized as a quill, it will write in blood on parchment or similar surfaces. The blood quill has an endless supply of blood as well. Both quills radiate slight magic if detected.



20. A small clay jar that contains a translucent clear healing gel that when applied to a wound will heal 4 hp (1d8). There is enough gel for two applications, but the healing does not stack. Or, a small clay jar that contains a translucent clear PainJelly that will leap out of the jar upon being opened. The PainJelly is a tiny ooze that causes acid damage by contact and will attack if it feels threatened, which it always does. (See Stat Block Appendix.)

Very Venomous Snake

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful save.

Smoke Mephet

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14(+2)	12 (+1)	10(+0)	10 (+0)	11(+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

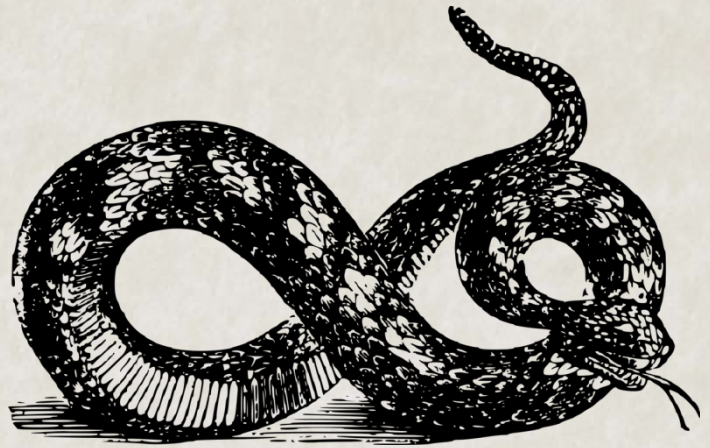
Innate Spellcasting (1/Day). The mephit can innately cast dancing lights, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 +2) slashing damage.

Cinder Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

Appendix: Creature Stat Blocks



Mud Mephet

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6+6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12(+1)	12 (+1)	9 (-1)	11 (+0)	7 (-4)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

Actions

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 +1) bludgeoning damage.

Mud Breath (Recharge 6). The mephit belches viscous mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pain Jelly

Tiny ooze, unaligned

Armor Class 13

Hit Points 7 (1d10)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-4)	12 (+1)	9 (+1)	2 (-4)	6 (+2)	1 (-5)

Damage Resistances Acid

Damage Immunities Lightning, Slashing

Condition

Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 10 ft. (blind beyond this radius),

Passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Amorphous. The jelly can move through a space as narrow as 1/2 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful save.

