

**GMA3**

**Adventure  
Accessory**

# **Adventure Accessory GMA3**

## **Classic Treasures: More Pouches**

by UnderCity Games

**ACCESSORY FOR CHARACTERS OF VARIOUS LEVELS**



Classic Treasures: More Pouches contains a table with one hundred pouches designed to be inserted anywhere into your campaign to provide quick generation of the contents of random pouches that characters may find in the course of an adventure. These do not replace the normal treasure tables for any given encounter, instead they serve to flush out those tables or to provide random contents when a particularly inquisitive character goes searching. The tables are designed to be fully adaptable to suit your needs. Drop them into your existing campaign as a way to add depth to the adventuring life of the characters.





Author  
John Hazen

Cover Art  
John Hazen

Interior Art  
John Hazen

Editor  
John Hazen

Graphic Design  
John Hazen

Producer  
John Hazen

Adventure Accessory GMA2 Classic Treasures: Pouches, Packs and Chests© Copyright 2013 by John P Hazen, All Rights Reserved

UnderCityGames© Copyright 2011 by John P Hazen, All Rights Reserved

UCG© Copyright 2011 by John P Hazen, All Rights Reserved



## Pouch Contents

Roll%	pp	gp	ep	sp	cp	Misc Item	Roll%	pp	gp	ep	sp	cp	Misc Item
1	3	2	13	6	28	Ribbon	51	0	13	19	14	17	None
2	1	4	4	21	8	Silver comb	52	5	0	8	24	46	Silver Key
3	1	2	4	15	26	None	53	3	9	15	1	16	Brass Key
4	3	10	3	12	2	Three beans	54	1	7	17	23	36	Twine
5	3	2	8	2	15	Metal comb	55	1	1	16	5	40	Monocle
6	5	9	3	29	22	Eyepatch	56	1	0	18	20	17	Silver comb
7	1	13	13	16	28	Signet ring	57	3	9	20	4	46	Arrowheads
8	1	1	15	16	5	Dead mouse	58	2	15	0	14	40	Wood comb
9	5	8	14	1	40	None	59	3	0	10	14	44	Metal comb
10	5	12	6	30	22	Dead mouse	60	5	10	5	15	5	Metal mirror
11	4	5	13	23	11	A tooth	61	0	3	5	17	17	Flint
12	3	12	3	15	46	Iron Key	62	2	11	13	13	35	None
13	3	7	1	19	18	Piece of chalk	63	3	1	17	2	21	Silver comb
14	0	4	18	23	8	Lint	64	5	2	17	1	48	Monocle
15	3	14	18	12	42	A tooth	65	1	1	2	4	16	Metal comb
16	4	14	4	12	5	Whetstone	66	3	14	20	8	26	Small pot of makeup
17	1	2	17	14	50	Eyepatch	67	1	5	19	0	41	Silver Holy Symbol
18	4	6	16	25	26	Three beans	68	2	13	10	13	41	Rabbit foot
19	0	2	16	11	6	Silver Holy Symbol	69	4	2	17	30	42	Eyepatch
20	3	11	8	16	7	None	70	1	9	19	17	7	None
21	4	4	15	17	30	Marbles	71	4	1	4	27	39	Wooden false teeth
22	2	11	9	17	12	Whistle	72	5	4	17	9	30	Whistle
23	1	12	2	2	38	Piece of hard tack	73	3	9	17	22	35	Small Note
24	5	13	9	30	48	Candle	74	4	4	6	1	46	Gold Key
25	4	5	7	24	0	Fishing weights	75	0	14	13	26	39	Arrowheads
26	3	12	8	4	48	Iron Holy Symbol	76	4	4	18	19	45	Monocle
27	4	6	0	18	46	Lock pick	77	4	13	10	15	3	None
28	0	14	10	3	48	None	78	0	9	19	5	38	Wooden false teeth
29	1	5	5	8	11	Brass Key	79	1	3	6	24	20	Iron Holy Symbol
30	3	4	15	15	1	None	80	0	2	16	11	10	Piece of hard tack
31	3	7	12	14	9	Small Note	81	4	0	3	28	30	Three beans
32	4	7	12	9	3	Whetstone	82	2	7	12	24	2	Piece of chalk
33	4	8	14	2	40	Whistle	83	4	10	14	6	31	Wooden Coin
34	5	3	18	2	42	Wooden Coin	84	1	7	1	29	29	Gold Key
35	5	1	7	7	44	Dried flower	85	1	12	10	1	36	A tooth
36	2	11	19	1	39	Metal comb	86	2	6	19	21	35	Tookpick
37	3	15	18	8	32	Iron Holy Symbol	87	5	12	14	16	13	Candle
38	4	8	12	14	18	Whistle	88	0	7	7	28	42	Rabbit foot
39	3	1	12	9	49	Fishhook	89	2	9	17	23	8	Hair pin
40	4	12	9	20	28	Silver Key	90	5	3	2	4	32	Plain ring
41	3	7	4	6	42	Silver Key	91	3	11	19	9	14	Piece of chalk
42	0	1	7	27	28	Silver Holy Symbol	92	1	9	6	18	32	Steel Holy Symbol
43	2	4	19	0	2	Bone comb	93	3	9	8	19	12	Marbles
44	0	9	1	20	43	Silver comb	94	0	10	3	21	21	Monocle
45	3	14	14	23	39	A tooth	95	4	4	17	24	46	Piece of hard tack
46	1	6	12	28	39	Metal mirror	96	2	9	11	29	35	Ribbon
47	4	12	19	24	36	Wooden false teeth	97	2	3	0	8	4	Pair of dice
48	2	11	11	13	33	Small pot of makeup	98	1	13	8	9	5	Silver comb
49	3	5	13	4	26	None	99	5	14	17	8	22	None
50	2	14	15	14	3	Wooden false teeth	100	3	14	13	29	50	Silver Holy Symbol

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this UnderCity Games product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. **Definitions:** (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

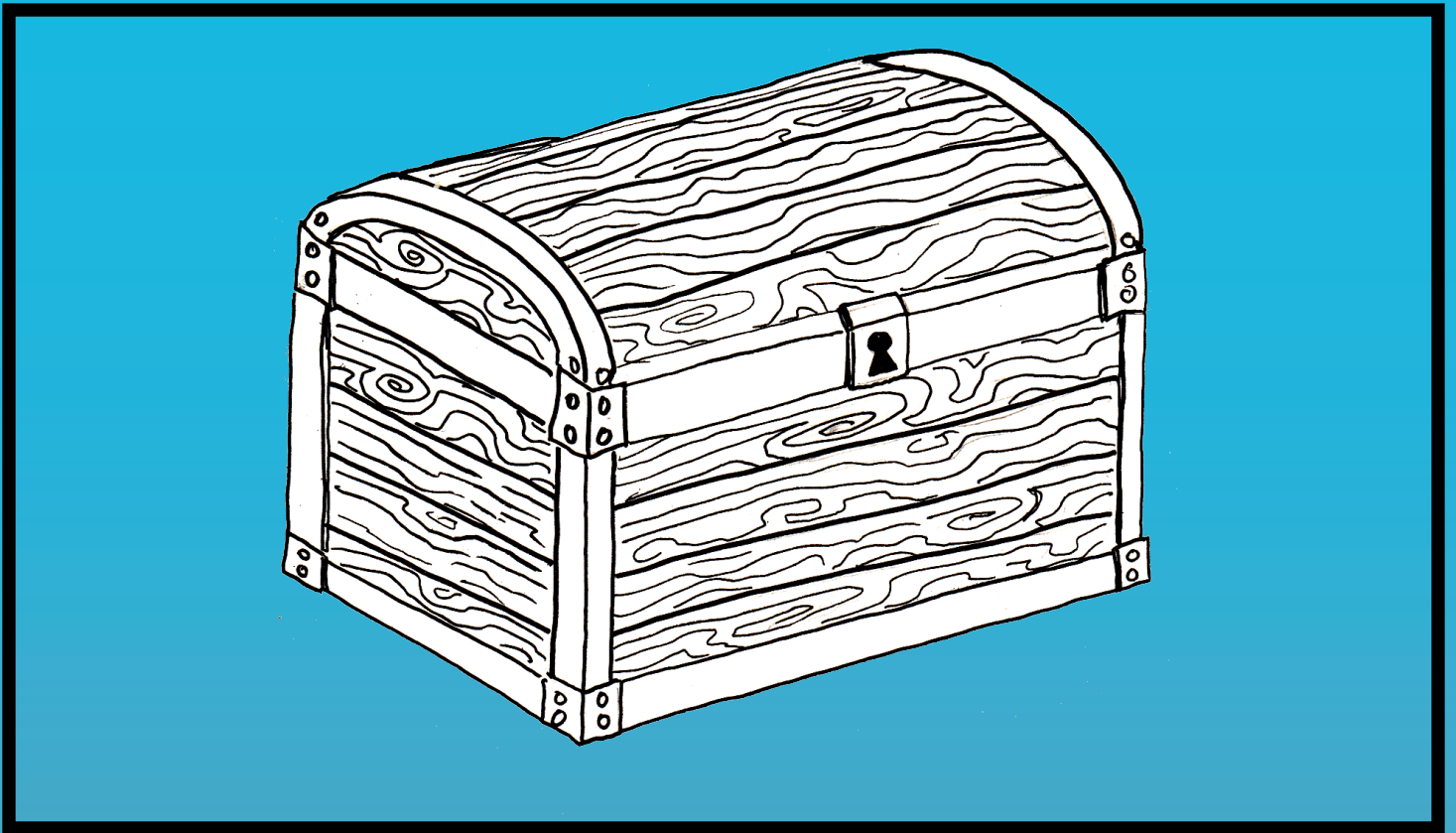
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

H1 The Nightmare of Tarring Hollow, Copyright 2012, UnderCity Games; Author John P. Hazen.

Dungeon Cartography Cards, Copyright 2012, UnderCity Games; Author John P. Hazen

GMA2 Classic Treasure: Pouches, Packs, and Chests, Copyright 2013, UnderCity Games; Author John P. Hazen



**THIS IS ONLY ONE OF THE MANY PLAYING AIDS PRODUCED BY UNDERCITY GAMES. OTHER AIDS INCLUDE:**

**DUNGEON MAP CLASSICS - MAP PACK 1**  
**DUNGEON CARTOGRAPHY CARDS - SET ONE: DUNGEONS**  
**DUNGEON CARTOGRAPHY CARDS - SET TWO: CAVERNS**  
**DUNGEON OF THE MONTH 2013 CALENDAR**  
**ADVENTURE MODULE H1 - NIGHTMARE OF TARRING HOLLOW**  
**CLASSIC CHARACTER SKETCH CARDS - SET ONE: PULP ADVENTURES**  
**CLASSIC CHARACTER SKETCH CARDS - SET TWO: SUPER HEROES**  
**CLASSIC CHARACTER SKETCH CARDS - SET THREE: MANGA**  
**CLASSIC CHARACTER SKETCH CARDS - SET FOUR: FANTASY**  
**ADVENTURE ACCESSORY GMA1 - CLASSIC LAIRS**  
**ADVENTURE ACCESSORY GMA2 - CLASSIC TREASURES**  
**ADVENTURE ACCESSORY GMAS - CLASSIC LAIRS SAMPLE**  
**CLASSIC CAMPAIGN MAPS**  
**ONE PAGE CLASSIC ADVENTURES: SHRINE OF THE SERPENT GOD**