

BUCKET OF PUPPIES

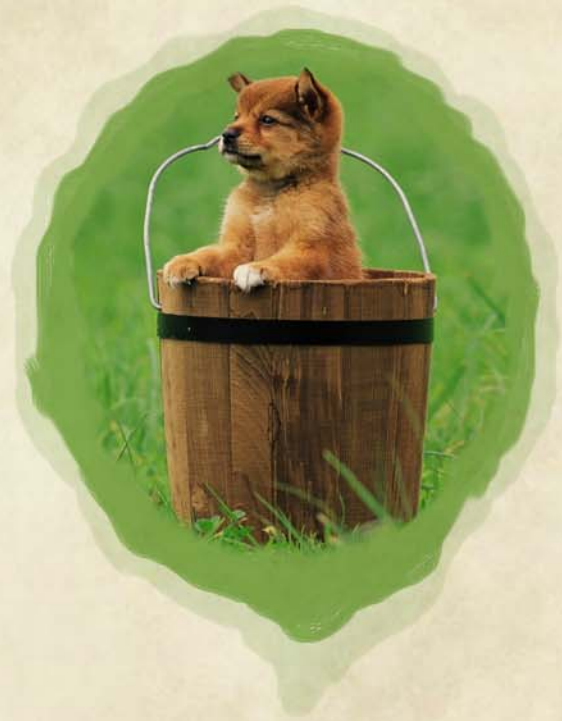
Wondrous item, uncommon, rare, very rare

This unassuming wooden bucket seems mundane at first, but it can produce an adorable surprise. Once per day, it can be used to spawn 1d10 puppies of a random type inside the bucket. The puppies are friendly towards the bucket's user.

The Wisdom saving throw DC of the puppies' *Adorable* feature is determined by the bucket's rarity: DC 10 for *uncommon*, DC 12 for *rare*, and DC 15 for *very rare*.

TYPE OF PUPPY

d20	Breed
1	No puppies appear. 1d6 dire wolves appear and attack the user.
2	Labrador
3	Pit Bull
4	Shih Tzu
5	Corgi
6	Shiba Inu
7	Spaniel
8	Dachshund
9	Chow Chow
10	Chihuahua
11	Pug
12	Poodle
13	Beagle
14	Basset Hound
15	Golden Retriever
16	Bulldog
17	Collie
18	Husky
19	Pyrenees
20	Roll the d20 again to select a breed and add an additional 1d10 puppies.



PUPPY

Tiny beast, unaligned

Armour Class 10 (natural armor)

Hit Points 1 (1d4-1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 20 ft., passive Perception 10

Languages -

Challenge 0 (10 XP)

Adorable. The first time an enemy creature attempts to attack the puppy, it must make a Wisdom saving throw or be Charmed for 1d6 turns. The creature does not have to make the saving throw on subsequent attacks against the puppy. The DC for this feature is determined by the rarity of the Bucket of Puppies.

Keen Smell. The puppy has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack.* +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.