

Boundless Magic II

Bigger on the Inside



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Boundless Magic: BM002 - Bigger on the Inside

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Special thanks to anyone who has been a part of the PPRPGS, Team Duffle, and The Captain's Crew

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EXTRA-DIMENSIONAL ITEMS

Belt of Pouches

CL: 9th	Weight: 2 lbs	Price: 4,000 GP
Aura: moderate conjuration		
Slot: belt		

This large belt is covered in small pouches and is a variation of the Handy Haversack. The belt has 24 of these pouches. Each pouch opens into individual extra-dimensional spaces. Each of these spaces can hold up to 1 cubic foot of material or 10 pounds in weight.

While such storage is useful enough, the belt has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a pouch contains. Retrieving any specific item from a belt of pouches is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction Requirements	Cost
Craft Wondrous Item, secret chest	2,000 gp

Book of Lodging

CL: 13th	Weight: 2 lbs	Price: 110,000 GP
Aura: moderate conjuration and transmutation		
Slot: none		

This heavy traveling spell-book functions in all ways as a standard Blessed Book, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A spellcaster that uses a spellbook can fill the 1,000 pages of a blessed book with spells without paying the material cost.

The book of lodging has two additional functions.

Upon command the book will assume a small, innocuous, form such as a cloak-pin, glass-marble, or similar. A second command will return it to book form.

Hidden inside is an extra page. Bringing the total pages to 1001. Activating the incantation on this page opens a doorway to a permanent Mage's Magnificent Mansion.

At the time of its construction the creator sets what the door looks like, although it can adjust in size up to 4 feet wide and 8 feet high as needed. The creator also sets the look of the mansion and the layout of the space on the inside. The mansion fills space equal to 39 10ft. cubes

Only those designated by the wielder may enter the mansion, and the portal is shut and made invisible when the wielder enters. The wielder may open it again from the inside at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

The extra-dimensional mansion is furnished and contains sufficient foodstuffs for all residents to eat extremely well for the duration of their stay. A large staff of near-transparent servants, liveried and obedient, wait upon all who enter. These servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Construction Requirements	Cost
Craft Wondrous Item, alter self, mage's magnificent mansion, secret page	55,000 gp

Cloak of Hidden Spaces

CL: 9th	Weight: 2 lbs	Price: 3,000 GP
Aura: moderate conjuration		
Slot: shoulders		

This sturdy travelling cloak is a boon to spellcasters that use material components. The cloak's many tiny magic pockets function as a spell component pouch that never seems to run out of components.

There are also several larger pockets used for storing whatever the wearer needs. The 10 larger pockets can each hold 1 cubic foot of material or up to 10 lbs of weight. These pockets function just like a handy haversack. When the wearer reaches into it for a specific item, that item is always on top. Retrieving any specific item from a cloak of hidden spaces is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Finally, there is a single special pocket that will store a single magic staff, or an object no bigger than a staff. Thus, this pocket could store a wand, rod, sword. Or similar item.

Construction Requirements	Cost
Craft Wondrous Item, minor creation, secret chest	1,500 GP

Companion Ring

CL: 9th	Weight: --	Price: 15,000 GP
Aura: moderate conjuration		
Slot: ring		

The carved azurite stone of this ring changes based on the creature contained within. It is used to store one creature inside a special extra-dimensional space in order to keep it safe. The wearer can speak a command word to magically store a creature to which he is bonded, such as an animal companion, a familiar, or mount.

While stored, the animal is sleeping and provides the wearer no benefit (such as a familiar's skill bonus). The size of animal that can be stored does not matter. A second command word releases the stored animal from the ring's extra-dimensional space. A released animal immediately awakens, appears in a space adjacent to the wearer, and can take actions on the round it appears.

Because the stored animal is sleeping rather than in suspended animation (or even hibernating), it ages and gets hungry at the normal rate while stored. The ring automatically releases a stored animal 24 hours after it was stored inside.

Construction Requirements	Cost
Craft Wondrous Item, secret chest, sleep	7,500 GP

Dimensional Belt-Pouch

CL: 9th	Weight: 2 lbs	Price: 4,000 GP
Aura: moderate conjuration		
Slot: none		

This large belt pouch is another variation of the Handy Haversack. When opened it appears empty, but this pouch actually contains twelve individual extra-dimensional spaces. Each of these spaces can hold up to 1 cubic foot of material or 10 pounds in weight.

The dimensional belt-pouch functions in all other ways like a Handy Haversack. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a pouch contains. Retrieving any specific item from a dimensional belt-pouch is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction Requirements	Cost
Craft Wondrous Item, secret chest	2,000 gp

Duelist's Bandoleer

CL: 11th	Weight: 2 lbs	Price: 6,000 GP
Aura: moderate conjuration		
Slot: chest		

This black leather bandoleer has four pockets on it. Each of which is a small extradimensional space that can store a single wand. When retrieving a wand from one of the pockets the wearer does not draw an attack of opportunity.

If the wearer has the Quick Draw feat he may draw a wand from the bandoleer as a free action.

Furthermore, if the wearer is a spellcaster with the Quick Draw feat, and has both hands free, he may spend a full-round action to draw two wands from the bandoleer and fire both wands. Each of the wands must have the same target. This action burns up 2 charges from each wand.

Construction Requirements	Cost
Craft Wondrous Item, Quicken Spell, secret chest	3,000 GP

Lesser Portable Hole

CL: 7th	Weight: --	Price: 10,000 GP
Aura: moderate conjuration		
Slot: none		

A lesser portable hole is a small circle of black cloth. When opened fully, a lesser portable hole is 3 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 3 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains, traveling with the item.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Small creature or two Tiny creatures for 2 minutes.

The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the portable hole and bag of holding being destroyed in the process.

Construction Requirements	Cost
Craft Wondrous Item, rope trick	5,000 GP

Mage's Bracers

CL: 12th	Weight: 2 lbs	Price: 10,000 GP
Aura: strong conjuration		
Slot: wrists		

This pair of ornate silver bracers are studded with a variety of gemstones. Only working when both are worn, they have two functions.

First, each is linked to a small extradimensional space. Each of these spaces will hold a single object up to the size of a magic staff.

Second, the bracers give the wearer the constant effect of the Quickdraw feat. In addition to the normal function of the quickdraw feat the wearer can use its effects on the contents of the bracers, no matter what type of item is contained within.

Construction Requirements	Cost
Craft Wondrous Item, cat's grace	5,000 GP

Orb of Escape

CL: 7th	Weight: --	Price: 6,000 GP
Aura: moderate conjuration		
Slot: none		

This item is a small sphere of crystal. It is often tinted blue, green, purple, or some combination. On command this magic orb will transport its user and up to 3 other, willing, medium-size or smaller creatures into a temporary extra-dimensional refuge. This refuge is a roughly 10 feet in diameter cylinder about 6 feet tall. The atmosphere inside the refuge is breathable and the temperature is comfortable. While inside the occupants can see the outside world around them but cannot interact with it. This refuge will last for up to four hours or until the user commands the orb to return them to normal space.

Construction Requirements	Cost
Craft Wondrous Item, rope trick	3,000 GP

Portable Bolt-Hole

CL: 14th	Weight: 1 lb	Price: 40,000 GP
Aura: strong conjuration and transmutation		
Slot: none		

A variation on the standard portable hole. This item's normal appearance is that of an unremarkable metal disk about four inches in diameter. When the disk is pressed against a wall or other relatively flat vertical surface it stays in place and a handle or knob sprouts from it. When this handle is grasped a circular, iron-bound, wooden door appears with the disk and handle at its center. The door is usually 3 to 4 feet in diameter.

The door opens into an extra-dimensional space that appears to be a standard portable hole laid on its side. A 10 foot deep cylinder that is 6 feet in diameter. The door opens on one of the flat, circular walls and many owners of this item cover the curved floor with a flat surface. Some have been known to build beds, desks, and other furniture inside.

When the door is closed from the inside all trace of it disappears on the outside.

The temperature inside is always comfortable and there is a constant fresh breathable atmosphere.

Construction Requirements	Cost
Craft Wondrous Item, air bubble, endure elements, plane shift, shrink item	20,000

Spellcaster's Mantle

CL: 9th	Weight: 2 lbs	Price: 1,500 GP
Aura: moderate conjuration		
Slot: chest		

A variation of the Efficient Quiver designed with spell-slinging individuals in mind.

This light-weight mantle is studded with small pouches. These 30 tiny extra-dimensional spaces will each hold a single scroll or sheet of paper.

Additionally, there are six larger pouches. These are extradimensional spaces meant to hold other useful items. Four of these can each hold a wand or similarly sized object. Two larger pouches are big enough to hold a rod, staff, or similar object.

The wearer can retrieve an item stored in the mantle as a move action. The mantle weighs the same no matter what is placed inside it.

Construction Requirements	Cost
Craft Wondrous Item, secret chest	750 GP

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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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