

Call to Arms

The Magic Satchel



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Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. **Call to Arms: The Magic Satchel** offers new and old methods to help characters with inventory management by introducing a new mechanic to simplify the process for characters as well as new magic items that help provide a player with just the right thing at the right time, or at least make it easier to be sure they have the space to have it on hand. This is in addition to the usual cursed, mythic, and artifact items you can expect to see in a **Call to Arms** book.

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The pile of junk at the halfling's feet began to almost form a mound he could stand on.

"Look if you don't have any, we can figure something else out." Reginald called over to the halfling, who never seemed to even break stride in his rooting around.

"I have some, I know I do – just give me a... -- HERE! See, I told you had some!" Thomas the Stout, adventurer-halfling balanced a half dozen or more wooden stakes in one hand towards Reginald as he began tossing an assortment of items back into the backpack.

The human was hesitant as he responded, taking the small stakes in his hands "Are these tent stakes? Were hunting vampires here, not pitching a tent."

"Do you think the vampire's heart will know the difference when we drive these straight through it and into the ground?" was Thomas smart-aleck response as he lifted a wooden mallet as tall as he was from out of a different pocket of his rucksack. "Here, this is more your-sized I'd say than mine."

"Where do you get this stuff, Tommy-boy?"

"I like to be well-prepared Reggie, I like to be well-prepared. Now help me get this stuff back in here."

A Brief History of the Magic Satchel

While the epitomous *bag of holding* would be any gamers go-to item for the concept of a container that can hold more than it should, the more generic term of "magic satchel" has been applied to numerous objects, examples, and ideas from classical literature and mythology to video and tabletop gaming. Numerous examples exist of characters being able to pull oversized objects out of too-tiny spaces exist, a premise so common in animation that people christened such objects as existing in "hammerspace" – as in the extra-dimensional realm where that giant mallet was moments before the cartoon monkey pulled it out of its pants pocket.

The idea of a bag that is bigger-on-the-inside can be seen in the Santa Claus story, as how he can carry all those toys in his bag for all the good boys and girls of the world. Likewise, people love the idea of fitting more than should be possible into a space so much, that we have come up with a specific term/metaphor for a endless seeming stream of painted-faces coming out of a car.

While previous examples are common ones anyone should be able to appreciate, the real motive behind the magic satchel is something any gamer, video or otherwise, can appreciate. Inherently while playing a game, you come across moments that just the right tool may be needed and so it is best if you could look into your backpack and pull whatever it is you need from there. Be it lockpicks for a door, that ten-foot pole to search for traps, fifty feet of rope to climb down a cliff, or even a little chalk to mark your path in the labyrinth, your character constantly faces challenges that are beaten by having the right tool for the situation.

Often too, the *bag of holding* is considered to have been introduced into the game because of a broken set of rules. The weight of treasure, coins especially, can become overburdening. What's the good of finding the 100,000 gp dragon's horde, if it weighs over 2,000 lbs. and character would have to carry it out a few thousand coins at a time. This problem becomes even more difficult as you include other items in the horde, and the characters need to add every master-work-this and piece-of-art-that to the lists they started the adventure with.

But writing those lists, tracking every copper piece, keeping the weights just under your carrying capacity, and then even consulting the laundry list of items you claim your character is carrying can all be terribly tedious to both players and gamemasters. The **Practical Pack** mechanic provided in this book offers an in-game method and rationale for why your character could and would be able to pull out that item, and likewise saves you from failing to accomplish a goal because no one thought to spend the two copper and write down they had a candle and chalk that the cleric can borrow to complete the incantation.

A New Mundane Mechanic: The Practical Pack

A common in-game versus real-world conflict is that in our day-to-day lives, we commonly acquire and collect the kinds of tools and items we need for the kinds of challenges we might someday face. Be it always having a well-stocked tool box, keeping a roll of duct tape and multi-tool around, or even just having a junk drawer of useful odds and ends, we normally know what kinds of things we might need for some practical challenge we will face, and try to collect them and keep them handy.

While working with a character however, that lives and breathes in a world imagined by our gamemasters and players alike, we have a disconnect. In such a world where monsters and magic exist, the list of “important items to keep on hand” may well change. But it also can be exhausting to either let a player spend an entire gaming session just doing some “shopping” so that they always have the right tool for the right job, or worse, to have players realize that some simple item (a bit of string, some chalk dust, a simple cutting implement, etc.) that they SHOULD have had practically speaking isn’t listed on their character sheet so they can’t pull it out in-game. And while the pre-made “kits” introduced in Paizo Publishing’s *Pathfinder Ro-*

leplaying Game: Ultimate Equipment are great starting points, a few additions never hurt.

The following mechanic, referred to here as The **Practical Pack** mechanic, allows for gamemasters and players to use a simple system to at least have a chance of having “just the right tool” on hand, or at least something to help them get by. A character needs only to specify what container they intend to keep their things in, how much they’re willing to have it weigh, and how much in gold pieces they are will to “invest” into their **Practical Pack** to set off for adventure fairly certain they’ll be able to manage most situations (all the pesky math becomes the gamemaster’s problem).

The premise of the **Practical Pack** is that your character would be clever enough to have purchased a specific item in their travels and should have it accessible to them now. A precedence for this can be found under the **Cost of Living** section in the **Gamemastering** chapter of the *Pathfinder Roleplaying Game Core Rulebook*. There, in addition to having suggested costs of maintaining a destitute to average to even extravagant lifestyle being given, it is stated that a character can retrieve an item worth less than a given amount in 1d10 minutes from their home. It would only make sense that a person going adventuring would pack wisely and being along tools they may need.

Drawing an Item from the Practical Pack

In simple terms, the chance that a character has an item stowed away in their **Practical Pack** is a skill check against the cost and rarity of the item, assuming it is under a set weight and cost. If no skill is applicable, or the character has no ranks in the skill, they instead make a Wisdom or Intelligence check (player’s choice) against the same DC. Which skill is used depends on the nature of the item desired. It is assumed that a character that is proficient in Climb would be more likely

Pulling Weapons and Armor out of the Practical Pack

While the basic mechanics and write up of the **Practical Pack** focuses strongly on mundane and masterwork gear like the tools and items a player may need to adventure, there is no reason that weapons and armor can't be included. Especially at the point that players are dragging around magical items like the *bag of holding*, there's good reason to believe that they might be grabbing every dagger, sword, crossbow, helmet, gauntlet, shield and set of armor that isn't too badly damaged and throwing it into their pack that they come across.

In these cases, if a character would like to pull out a particular weapon they are proficient with, or a set of armor they could wear, you could supplement the skill check with the character's Base Attack Bonus instead. This would lead to characters like the fighter, who is proficient with most weapons, being more likely to have kept that masterwork bastard sword than the wizards, etc.

to carry tools and items needed for scaling a wall, while a character with ranks in the Survival skill is more likely to pack extra emergency tools along in case they become lost. A suggested list of items and skills is provided below, but it is only a guideline --- players and gamemasters should work together to decide which skill that a character has would be most likely to influence whether they would have a desired item on-hand.

How to Choose the Right Skill

Choosing the right skill for an item is about coming to an agreement between the player and the gamemaster. A character that wishes they had paper, pen and ink could claim they have it for writing Linguistics, from their Profession (scribe), to copy

magic using Spellcraft, or even as merchants with Appraise. All of these are viable, and the player would likely want to use the skill they have the highest points in. Comparatively, certain items like a torch or a bedroll don't clearly fall under any skill, they're more just common sense items to have. While a lenient gamemaster might say that a Perception check could include a light source (you need light to see right!), often the cost of these items is so low that it shouldn't be a major concern to make a Wisdom or Intelligence check against the DC.

Ingenious players will try to think outside of the box if faced with a problem, they may want a way to write on a stone wall and having failed a check for chalk, say they believe they should have charcoal because of their high Disguise (for makeup purposes), Stealth (to darken their skin), Spellcraft (as a common spell component), or Craft (weapon) (used to fire their furnace) skills --- it is left to the gamemaster to decide how plausible their rationale really is.

Situational Bonuses

Gamemasters should give players situational bonuses to their **Practical Pack** check, depending on factors like the character's background, their prior experiences, where they have travelled and what they know of where they are headed. A character that was a locksmith by trade should receive a substantial bonus to have any number of locks on hand. Alternately, a character who once would have traded anything for a vial of holy water while facing undead once before, would be twice as likely to have bought extra vials the next time they could. Finally, any adventurer worth their salt would know to pack along candles, torches, sunrods and anything else for illumination before descending into the underdark.

Skill and Example Item List

Skill	Example Items
Acrobatics	Rope, balancing poles, stilts, flexible clothing for tumbling, etc.
Appraise	Magnifying lens, merchant's scale and weights, book about metals, accounting ledger, etc.
Bluff	Mock armor, fake identification, false certificates, a blue book, book of letters, etc.
Climb	Rope, climbing harness, folding pole, a mallet and iron spikes or pitons, climber's kit, etc.
Craft	Raw materials or artisan tools necessary to craft a related item, portable labs and kits, etc.
Diplomacy	Blue book or book of letters, badge of station or rank, heraldry or banner, etc.
Disable Device	Locks, manacles, lockpicks, thieves' tools, skeleton key, artisan tools, etc.
Disguise	Disguise kit, mock armor, symptom kit, makeup, fake mustache, wigs, etc.
Escape Artist	Manacles, locks, marbles, caltrops, strait-jacket, rope, chains, etc.
Fly	Material components for a flying spell, nets, ropes, lightweight clothing or gear, etc.
Handle Animal	Harness, barding, bit and bridle, cage, falconer's gauntlet, veterinarian's kit, etc.
Heal	Healer's kit, antidote kit, leeching kit, midwife's kit, surgeon's tools, veterinarian's kit, loose bandages, medicinal herbs, etc.
Intimidate	War paint, scary masks, fake scar kit, imposing weapon, torturer's tools, etc.
Knowledge	Items, raw materials, tools or clothing associated with specific field of knowledge, etc.
Linguistics	Book of letters, forger's kit, blank books, paper, ink, pens, language dictionary, cypher book, etc.
Perception	Periscope, spyglass, signal horn or whistle, smoked goggles, lamps, torch, etc.
Perform	An instrument related to your ability to perform, tools to maintain the item, etc.
Profession	Raw materials, artisan tool or other item related to the specific profession, etc.
Ride	Harness, barding, bit and bridle, saddle, saddlebags, veterinarian's kit, riding boots, etc.
Sense Motive	Decoder ring, alcohol, book of letters, blue book, cypher book, etc.
Sleight of Hand	Glass cutter, poison pill ring, wax key blank, magic tricks, cards for tricks, etc.
Spellcraft	Spell components, rare herbs, magic scroll, magic potion, blank paper, etc.
Stealth	Weapon black, dark clothes, soft-soled shoes, camouflage netting, etc.
Survival	Survival kit, astrolabe, camouflage, compass, sextant, other survival gear, etc.
Swim	Air bladder, snorkel, floatation device, water-proof containers, etc.
Use Magic Device	Minor magic items to use like scrolls, wands, potions, etc.

Choosing a Container

The first choice that matters in-game that a character must make to use the **Practical Pack** mechanic is how they will carry their items. While it doesn't directly influence the DCs of any checks, it is an important matter-of-fact issue because it helps a gamemaster know how easy it would be to carry all this stuff around. If you're relying on a single, mundane belt pouch's worth of volume and space, even a huge investment of gold pieces won't allow your character to just happen to have a ten-foot pole on them. Comparatively, if your container of choice is a *portable hole*, then it's not impossible for your character to have an entire horse-drawn wagon tucked away in there.

Following are a number of example containers. These do not need to be the only ones turned into a **Practical Pack**, they're just the most common ones characters may have. If their game allows it, there is no reason to not have a character's **Practical Pack** be an overburdened mule, the back of a covered wagon, or even a house they own. In those situations, factors like weight and volume don't need to matter as much, since a character could conceivably have a 1,000 pound stone statue tucked away in their castle if they were into that kind of thing (i.e. had a high Knowledge (religion)).

A Note about Capacity

While most containers in the *Pathfinder Roleplaying Game Core Rulebook* list capacities as a volume, items are only given a weight. This is because

encumbrance and related carrying capacity rules are solely concerned with the weight of gear a character can comfortably carry with them, not its size. Added to this is the fact that a backpack or belt could easily have additional items strapped on to its exterior and thus circumvent some capacity issues. Magic container items simplify this by including both maximum weights and volumes, but their ratio doesn't translate well so that 1 cubic foot of space equals a specific weight, etc. Instead, players and gamemasters need to use common sense to dictate if a container could include an item, even if the **Practical Pack** rules might say it would be allowable. Pulling a portable ram out of a *bag of holding* may make perfect sense (since the weight and dimensions of such a tool aren't as big a concern when you have as much capacity as a *bag of holding* does), but trying to argue you have one slung under your backpack like a bedroll may be harder to manage.

On the charts below, volumetric capacity is abbreviated, so that an entry like "1x (2 ft³) + 2x (1 ft³)" should be read as "one larger space that can hold 2 cubic feet of material, with two additional spaces capable of holding 1 cubic foot each."



Additional Rules for Containers

While buckets, barrels and other containers could be used to carry a character's personal effects, they are variously impractical and so not included here.

Containers typically weigh one-quarter the listed amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount listed. Containers typically weigh four times the listed amount when made for Large characters. Containers for Large characters also carry four times the normal amount listed.

Example Containers

Mundane Container	Price	Weight (Empty)	Capacity*
Backpack (common)	2 gp	2 lbs.	1x (2 ft ³) + 2x (1 ft ³)
Backpack (masterwork)+	50 gp	4 lbs.	1x (2 ft ³) + 2x (1 ft ³)
Bandolier	5 sp	--	8x (¼ ft ³)
Basket	4 sp	1 lb.	1x (2 ft ³)
Belt pouch	1 gp	½ lb.	1x (½ ft ³)
Chest (small)	2 gp	25 lbs.	1x (2 ft ³)
Chest (medium)	5 gp	50 lbs.	1x (4 ft ³)
Chest (large)	10 gp	100 lbs.	1x (6 ft ³)
Chest (huge)	25 gp	250 lbs.	1x (8 ft ³)
Sack (small)	1 cp	¼ lb.	1x (2 ft ³)
Sack (medium)	1 sp	½ lb.	1x (4 ft ³)
Sack (large)	5 sp	1 lb.	1x (6 ft ³)
Saddlebags (common)	4 gp	8 lbs.	2x (2 ft ³)
Saddlebags (masterwork)+	100 gp	12 lbs.	2 x (2 ft ³)

* Listed capacities are for the main volumes of the container, additional pockets can exist (with normally ½ to ¼ the listed capacities) as can tie-ons and straps to hold additional item externally.

+ Treat your Strength score as +1 higher than normal when calculating your carrying capacity for this item.

Magic Container	Price	Weight (Constant)	Capacity*
Bag of holding (minor)	1,000 gp	3 lbs.	1x (6 ft ³ or 50 lbs.)
Bag of holding (Type I)	2,500 gp	15 lbs.	1x (30 ft ³ or 250 lbs.)
Bag of holding (Type II)	5,000 gp	25 lbs.	1x (70 ft ³ or 500 lbs.)
Bag of holding (Type III)	7,400 gp	35 lbs.	1x (150 ft ³ or 1,000 lbs.)
Bag of holding (Type IV)	10,000 gp	60 lbs.	1x (250 ft ³ or 1,500 lbs.)
Handy haversack	2,000 gp	5 lbs.	1x (8 ft ³ or 80 lbs.) + 2x (2 ft ³ or 20 lbs.)
Pathfinder pouch	1,000 gp	1 lb.	1x (2 ft ³ or 10 lbs.)
Polymorphic pouch	5,000 gp	1 lb.	1x (4 ft ³ or 40 lbs.)
Portable hole	10,000 gp	--	1x (~283 ft ³ of any weight)

Setting a Value for a Practical Pack

Once a suitable container is chosen for a **Practical Pack**, the next step is for the character to set the value they will invest into the Pack. Any amount of wealth can be invested into the Pack, though characters with mundane containers should be hesitant to add more than a few hundred gold pieces of wealth as the weight limits will strongly control what they could possibly pull from the bag.

Once a value is set, assume the character spends 1d4 hours shopping filling their bag with useful items. Any time the character is in an adequate market area (be it a single storefront in a small hamlet or the Grand Bazaar of a metropolis), they can choose to invest again into their **Practical Pack**, refilling items they used while adding new ones.

The value of their Pack is important in three ways. Firstly, once an item is “found” with a check in their **Practical Pack**, the value of that item is reduced from the overall value of the **Practical Pack**. Secondly, and often more importantly, the DC to find an item in the character’s Pack is decided by the cost of the item compared to the value of the Pack, so that Packs that are worth more overall are more likely to have items that cost a lot in them. Finally, the value of any single item drawn from the pack can never be worth more than ¼ of the overall value of the Pack at the time the check was made.

Setting a Weight for a Practical Pack

After choosing a container and setting a value for their **Practical Pack**, a character must decide how heavy of a **Practical Pack** they are willing to carry. No single object retrieved from the Pack can weigh more than one-quarter of the total weight of the Pack, so it is a limiting factor when deciding what can and

can’t be pulled from the Pack. Additionally, once an item is pulled from the Pack, reduce the overall weight of the Pack by the item’s weight, even if the item will technically be going back into the container for the **Practical Pack**. Once an item has been found in a **Practical Pack**, it should be recorded on the characters inventory normally, locking its weight in and getting added to the character’s normal capacity.

The exact weight of the Pack matters significantly more when using mundane containers, since most magical containers like the *bag of holding* have a constant weight for the container itself (though they also normally list a maximum weight capacity for the container). It is recommended characters not overburden themselves with heavy Packs, as this can negatively influence their mobility (see **Carrying Capacity** in the **Additional Rules** chapter of the *Pathfinder Roleplaying Game Core Rulebook* for more details).

The Practical Pack Mechanics

The base DC to find an item in your **Practical Pack** is 10 + the cost in gold pieces of the item. Use the base DC (10) for items that cost less than 10 copper pieces, and round up to 1 gp for items costing 1 silver piece or more. The base DC of 10 can be adjusted depending on the rarity of the item being requested. If it is a common item, reduce that DC to 5. For uncommon items, increase the base DC to 15 or to 20 for rare items. The rarity of an item fluctuates on what markets a player has been in when they fill their Pack. If characters recently passed through a mountainous town plagued by undead vampires, the chance the character could find holy water and wooden stakes should be much easier than if they were coming out of a small hamlet that has never had an undead attack. Likewise, pulling a set of snowshoes out of their pack when they’ve only ever lived in desert regions is equally unlikely.

Characters that have invested heavily into their **Practical Pack** also gain a substantial bonus. Compare the cost of an item in gold pieces versus the value

of the Pack. Reduce the cost in gold pieces added to the base DC for each factor of 10 the item is less than the value of the bag. For instance, while a 40 gp alchemist's kit would normally be a DC 50 (base 10 + 40 gp), if the value of the character's **Practical Pack** were 400 gp or more (so 40/400 or 1/10th), then the DC to have an alchemist's kit in the bag would only be DC 14 (base 10 + 4 gp). If instead the value of the Pack were 4,000 gp (so 40/4,000 or 1/100th), the cost would be reduced to 4 sp, and the DC would be 11 (base 10 + 1 for being greater than 1 sp).

Once an item is found (with a successful check) to be in a character's **Practical Pack**, it becomes a real, listed item. Add it to the character's normal inventory, and reduce the item's value and weight from the **Practical Pack's** value and weight. This reduction in value and weight for the Pack reduces future checks to find items.

Assuming a successful check is made, it takes 1d10 rounds typically for a character to find the item they wanted in their **Practical Pack**, or about a minute if exact time doesn't matter. This amount of time may be heavily extended or shortened depending on the nature of the container, the size of the object being searched for, and whether magical assistance is being used (for instance, in the case of a *handy haversack*).

Multiples of the Same Item

There are two situations that arise when a character may want more than one of an item from their **Practical Pack**. If it is because it is an item that you normally use multiples of, finding one additional item of the same type only increases the DC by +1 for each additional item. So looking for wooden stakes to stake down a tent, you normally need more than one, so the DC would increase by +1 per additional stake you were hoping to pull out. At gamemaster discretion, some items that come in especially large lots may only increase the DC by +1 per 5, 10 or 20 items, etc.

Good Enough Substitutes and Near Misses

Occasionally a character will want to retrieve a particular item from their bag, fail the check and still really need something to help. In these cases there are two alternatives, one is to allow them to look for a similar item (see **Rechecking for a Similar Item** below), or to compare how badly they missed their check. At gamemaster discretion, any check to see if they have a specific item that fails the DC by 5 or less (for instance, a check of a 15, 16, 17, 18, or 19 for a DC 20), can find a similar but not the same substitute. If the character were going after a bullseye lantern, then perhaps they found a standard oil lamp instead, or a bullseye-style torch that projects light only half as far as the lantern would. Similarly, a character hoping to find chalk dust to throw at an invisible assailant may not have chalk powder, but does have a pound of flour to use instead.

If it is an item you wouldn't normally carry more than one of, increase the DC by +5 per item added. This would be applicable for why a character would bother carrying three bedrolls or five oil lamps, when all they should ever need for themselves is one.

An alternative blending of these two ideas together works best when dealing with items a character may carry a number of, but not an infinite supply. Its reasonable to assume a character might have three to five vials of holy water, for instance, allowing a character to only add +1 to the DC for each of the first three vials they look for, but finding more than that would increase the DC by the normal +5.

These checks are to find multiples at the same time with a single check; so to find more than one vial of holy water then the character first looks. If instead the character previously (but

before having gone to a marketplace to restock their **Practical Pack**) wants to pull out the same item they did previously, increase the base DC instead by +5. So if the character was able to make a DC 25 check to find a vial of holy water an hour before in their bag and goes to reach in for another now, the new check should be at a DC 30.

Rechecking for a Similar Item

Generally speaking, a character that failed a check to see if they had a specific item on hand should not be able to recheck for that same item until they've been to a marketplace and reinvested some wealth into their **Practical Pack**. That said, a character that failed a check for one type of item should be allowed to look for a similar but not the same item using either the same skill or a different one, depending on circumstance. A player failing to find a bullseye lantern, should be allowed the chance to check for a torch or candle as alternative sources of light for instance. Creative gamemasters may even point to unorthodox alternatives, for instance, a character fails to find that portable ram (a Knowledge (engineering) check) but the gamemaster points out that they may have grabbed that 100 lbs. stone idol of a demon that two characters could use to bash down the door (a Knowledge (religion or planes) check).

Always Available Items

There are certain items a character should always be assumed to be able pull out of their **Practical Pack**. A short list is provided here, though gamemasters should add or subtract from it depending on the nature of their adventures. An additional easy go-to rule is that a character can pull from a **Practical Pack** any item that is 1/100th the value of the Pack and weighs less than 1/20th the overall weight of the pack. The value of such items should never reduce the value of the Pack, though items weighing 1 lb. or more should be treated normally in that regard.

Always Available Items:

- One meals worth of food and drink for one person three times per day
- A simple means of lighting fires (flint and steel, tinder box, etc.)
- A small blade or knife (useful for cooking or as a tool, not as a weapon)
- One candle or torch per day
- An empty liquid container (flask, bottle, canteen, waterskin, etc.)
- A whetstone for sharpening weapons and tools

Magic Items and the Practical Pack

While the nature of the **Practical Pack** is to focus solely on mundane or masterwork items and gear, there is no reason to exclude magical items except player and/or gamemaster preference. If the character exists in a world where magical potions, scrolls, wands and wondrous items are common place and able to be purchased in any significant market, gamemasters should feel free to allow characters to potentially pull such magic items out of their **Practical Packs**, assuming they have adequate value invested into them. This is a fun and easy way for characters to "just happen to have" one of those *potion of endure elements* or the odd-ball bottle of *universal solvent* that would really help out in high-fantasy, high-magic settings. A simple limitation for this system is never allow a character to pull a magical item of the bag that can't be found on the minor (lesser and/or greater) lists, regardless of the value of the **Practical Pack**.

Magic Satchel Items

Taking the basic idea behind the mundane mechanism introduced above to new magical heights, rather than just rehash the *bag of holding* for the umpteenth time (a clever gamemaster should be able to easily

The Simplified Practical Pack

While the primary **Practical Pack** mechanic shouldn't be considered too complicated for most gamers, occasionally people just want to dive right in and not even track as much information as is needed above. In these cases, we recommend using the following "simplified rules."

Quality of Backpack	Price/Value	Standard Weight	Base DC
Simple	25 gp	25 lbs.	20
Average	50 gp	30 lbs.	15
Good	100 gp	40 lbs. 10	
Superior	200 gp	5	

A character can pull any mundane item weighing less than $\frac{1}{4}$ the pack's total weight and costing less than $\frac{1}{5}$ th the current value of the backpack out of their pack using an Intelligence or Wisdom (player's choice) check equal to the base DC of the quality of pack they purchased + the cost of the item in gold pieces. Once an item has been pulled, add that item to the character's inventory and reduce the value of the pack by the value of the item removed.

Assume a superior quality backpack includes a masterwork backpack.

create rules for any type of extradimensional, "bigger-on-the-inside" tool from a pocket in a pair of pants or a cloak to a purse or fanny pack to even a blue callbox using either *secret chest* or *create demiplane* spells), a simple in-game rationale and costly mechanic to the player can provide a magical means to have "just the right item" on hand, as well as give laissez-faire players and gamemasters a means to sell all the loot that isn't nailed down.

BAG OF CORRESPONDENCE

(also known as a **Merchant's Bag** or **Mercane's Bag**)

Price 25,000 gp; **Slot** none; **Aura** strong conjuration; **CL** 13th; **Weight** 10 lbs.

While the exact design and style of this bag varies depending on who crafted it, it always bears their personal mark. Unlike a standard *bag of holding*, which most people mistake it to be, this bag instead connects to a corresponding one, normally kept by the crafter. Any object placed within the bag instantly teleports to the other bag and vice versa. Living creatures never teleport when placed in the bag. Normally the bags don't function across planes, though certain

merchants like the mercane seem to be able to ignore this limitation.

Mercane, the merchants of the multiverse, generally take advantage of this item to make an arrangement with the buyer --- an owner of the bag can place any number of items, coins or other treasure which will be collected and used by the mercane toward "future purchases." In turn, an owner can reach their hand into the bag and make a request for any item up to the value previously given over to the mercane as a full-round action. Assuming the character can afford the item requested, it is not too rare that the mercane couldn't find the item, or otherwise be an item impossible to be collected (the exact key needed to open the king's treasure chamber is something impossible for the mercane to have on hand), the item will appear in the bag in 1d6 rounds.

This deal of course is always favorable to the mercane: while the value of trade goods and coins are always added to owner's ledger at

a rate of one-for-one, objects like gems, jewelry, and magic items placed in the bag are typically valued at only one-third their market value, if not less. Additionally, all items are sold by the mercane at a premium mark up of 125% the normal market value of the item, which the mercane will adjust as they see fit. If the owner doesn't have enough value on their ledger, the item can't be obtained by the mercane, or any number of other situations come up – the mercane will normally send a friendly note explaining the situation.

While mercane traditionally prefer to sell these items to people directly and get the deal in writing, once a bag is “out in the wild” they rarely care who the current owner of the bag is. Instead, ledgers of value are bag-specific – so that a new “owner” inherits the value of the previous owner. There is no automatic means of a mercane knowing the owner of the bag has changed, nor is it likely the mercane will volunteer the information that they are indebted to a new owner.

CONSTRUCTION

Requirements

Cost 13,500 gp

Craft Wondrous Item, *teleport object*



Cursed Magic Satchels

BAG OF DEVOURING

Slot none; **Aura** strong conjuration; **CL** 17th;

Weight 15 lbs.

This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack, however, is something entirely different and more insidious—one of the feeding orifices of an extradimensional creature.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but anytime thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending appendage and attempt to draw the whole victim in. The bag has a +8 bonus on combat maneuver checks made to grapple. If it pins a creature, it pulls the victim inside as a free action. The bag has a CMD of 18 for those attempting to break free.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

INTENDED MAGIC ITEM

bag of holding (any type)

BAG OF WORTHLESS TRANSMUTATION

Slot none; **Aura** strong transmutation; **CL** 17th;
Weight 15 lbs.

This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding* and it functions normally as one. The bag can hold up to 30 cubic feet of matter.

After remaining in the *bag of worthless transmutation* for one hour, items within the bag undergo a transmutation effect becoming worthless versions of themselves. Precious metal and coins become delicate clay or stone copies, jewels and gems become fragile glass, and other items become mocking and weak wooden, cloth, stone or glass versions of themselves. All transmuted item gain the fragile condition and have their hardness reduced to 0. Living creatures placed in the bag are unaffected by the transmutation effect, though any items they are wearing are affected normally.

Magic items placed in the bag are likewise affected, though they may make a Will Save DC 15 to resist transmutation into a worthless copy. They must remake this check every hour they remain in the bag. Artifacts and similarly powerful items are immune to the *bag of worthless transmutation's* effects.

Mundane objects can be restored to their previous state with a *limited wish*, *wish* or *miracle* spell. Magic items can only be restored with a *wish* or *miracle* spell, or similar powerful magic.

INTENDED MAGIC ITEM

bag of holding (any type)

Intelligent Magic Satchels

CHOMPER

Slot none; **Aura** strong conjuration; **CL** 17th;
Weight 15 lbs.

Alignment chaotic evil; **Senses** 30 ft., blind-sense

Intelligence 10; **Wisdom** 14; **Charisma** 13;
Ego 17

Language speech (Abyssal)

Most *bags of devouring* appear to be normal sacks, but *Chomper* is unlike most bags of devouring. Sporting rows of vicious teeth, a bad attitude, and a thirst to devour all things, this intelligent cursed item believes that it is the favored maw and most important appendage of a creature it mysteriously refers to as the Eater of All. *Chomper* hates all creatures except for demons, whom it considers kindred spirits of destruction.

Chomper has all of the magical abilities of a regular *bag of devouring*, along with the following additional powers.

As a standard action, *Chomper's* possessor can swing the bag by its straps in an attempt to strike any single creature or unattended item within a 5-foot radius. *Chomper* (not the wielder) can then make a single bite attack against the target. This bite has a +14 attack bonus and deals 1d10+5 points of damage plus 2 points of bleed damage. This action does not provoke attacks of opportunity. Attacks made in this way are never modified by the wielder's abilities.

When a non-demon is in possession of *Chomper*, the bag's cursed aura imparts a -1 penalty on all of its wielder's attack rolls, saving throws, skill checks, and ability checks. If *Chomper* manages to gain dominance over a non-demon wielder through a personality conflict, it directs its bearer to seek out victims to feed to it.

INTENDED MAGIC ITEM

bag of holding type III

HELPFUL STEWARD OF THE BAG

Price 15,000 gp; **Slot** none; **Aura** strong conjuration; **CL** 9th; **Weight** 35 lbs.

Alignment neutral; **Senses** 30 ft.

Intelligence 10; **Wisdom** 10; **Charisma** 10; **Ego** 12

Language speech (Common), read any language, *read magic* at will

In addition to functioning as a normal *bag of holding* (type III), the *helpful steward of the bag* possess a minor form of intelligence that it uses to better serve its current owners needs and desires. Upon request, a *helpful steward* can list all current contents of its bag (including names of books or writing on items and names of scrolls, etc.), inform the user of the remaining space available inside its extradimensional space, automatically prevent sharp objects from accidentally puncturing the interior space of the bag, report on the condition and remaining air supply of any living creatures in their extradimensional space, or retrieve any requested item currently contained within it. This last ability functions as a *handy haversack* would.

The steward is frank and bookish in their approach, most commonly coming off as friendly as your average accountant. While boorish in general, most *helpful steward of the bag* will become quite agitated when mistreated as a servant or if their bag is ever turned inside out to dump all of their contents at once. Likewise, bags that are at or near capacity may complain of being too full and warn owners of the dangers of including certain items inside their space (like recommending against carrying hot lava or jagged edged items that can tear their interior). Finally, the *helpful steward* will loudly protest and become extremely agitated at the prospect of being merged with a *portable hole* or other extradimensional item that would lead to its annihilation, often explaining gruesome detail what happens to the bag in the process.

CONSTRUCTION

Requirements

Cost 7,500 gp

Craft Wondrous Item, *secret chest*, *unseen servant*

Mythic Magic Satchel

BAG OF NEEDFUL THINGS

Price 27,500 gp; **Slot** none; **Aura** strong conjuration; **CL** 15th; **Weight** 35 lbs.

While for most users this item functions as a normal *bag of holding* (type III), in the hands of a mythic character its true power becomes apparent. As a full-round action, the owner of the *bag of needful things* can expend one use of mythic power to create any object as if using the *major creation* spell (caster level 15, automatic success on related Craft checks needed to fashion the item). Unlike normal castings of this spell, objects created by this effect only last for a number of minutes equal to the owner's mythic tier.

CONSTRUCTION

Requirements

Cost 13,750 gp

Craft Wondrous Item, Mythic Crafter, *secret chest*, *major creation*

New Minor Artifact Magic Satchel

DOORKNOCKER TO A PRIVATE SANCTUM

Slot none; **Aura** strong conjuration; **CL** 20th; **Weight** 1 lb.

Likely first created by a now long-dead wizard as the key to access his own private demiplane, the *doorknocker to a private sanctum* when disconnected from any door appears as if a simple, brass doorknocker in the shape of a fist. The doorknocker can be affixed to any mundane or magical doorway as a full-round action. A doorknocker attached to a door always alters its appearance to match the style and size of the door it was attached to. Once affixed, using the doorknocker to produce a simple rhythm opens a portal to a small, private but permanent demiplane. The portal remains open for as long as the doorway itself remains open, and once closed the portal either reforms if opened from within the demiplane or if the rhythm



is knocked out again. The doorknocker can only be removed by the person whom placed it as a standard action when standing outside of the demiplane, but destroying the door that the knocker was attached to does remove the item and destroy the active portal, trapping creatures inside the demiplane there.

The exact nature of the initial demiplane found beyond the portal is left to gamemaster discretion, though it should typically reflect any previous owners of the doorknocker. Once per day as an action that takes one minute to perform, the creature whom most recently affixed the doorknocker can alter the demiplane as if casting the spell *greater create demiplane*. The demiplane can be further altered by normal castings of related spells, and any alteration or objects brought into the realm remain depending on the nature of the demiplane.

DESTRUCTION

The *doorknocker to a private sanctum* is destroyed if its bearer attaches it to a closed portal to another plane of reality and uses it to open a doorway. It is unknown if the connected demiplane is likewise destroyed by this process or even if the doorknocker is truly destroyed, or just merely lost across the Planes.

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