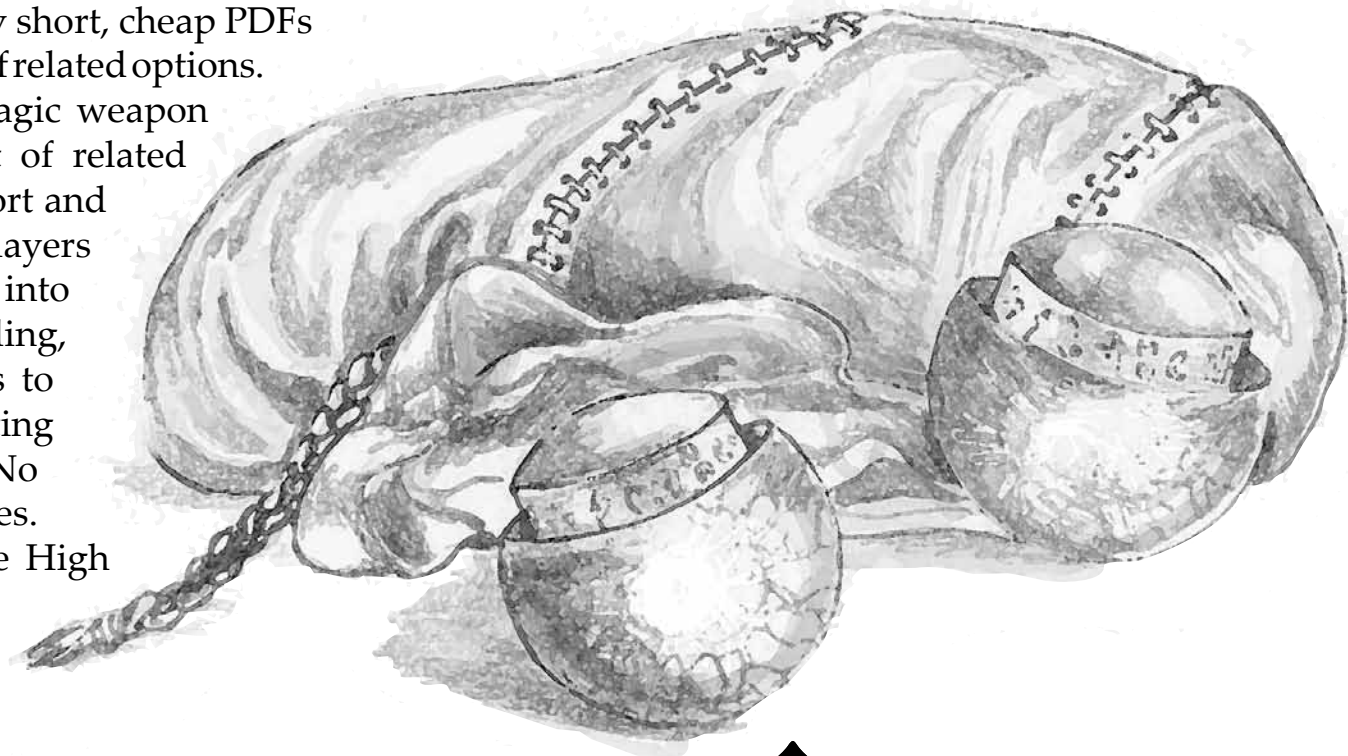


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR.

5 HANDY HAVERSACKS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



THE HIGH CONCEPT: Additional abilities that can be added to the classic *handy haversack* magic item (with the cost, weight, abilities and requirements added to the normal information for a *handy haversack*).

HANDY HOLSTER

PRICE: +2,000 gp

DESCRIPTION

Your *handy haversack* includes a weapon belt. A weapon can be sheathed as a swift action if its sheath is hung on this belt, and you have a base attack bonus to +1 or more.

CONSTRUCTION REQUIREMENTS

Quick Draw, Proficient with all martial weapons; **COST:** +1,000 gp

HASTY HAVERSACK

PRICE: +10,000 gp

DESCRIPTION

Rather than merely place desired items on top of its compartments, this haversack literally tosses desired items into your hands as you begin to reach for them. You may remove an item from the *hasty haversack* as a swift action.

CONSTRUCTION REQUIREMENTS

Quicken Spell, *haste*; **COST:** +5,000 gp

HAVERSACK OF HOLDING

PRICE: +2,000 gp (type I), + 4,500 gp (type II), +6,900 gp (type III), + 9,500gp (type IV); **WEIGHT:** +10 lbs. (type I), +20 lbs. (type II), +30 lbs. gp (type III), +55 lbs. (type IV)

DESCRIPTION

Your *handy haversack*'s main compartment holds as much as a *bag of holding*. The type of *bag of holding* it emulates determines the additional cost and weight added to the base *handy haversack*. The main compartment retains the other properties of a *handy haversack*.

CONSTRUCTION REQUIREMENTS

COST: +1,000 gp (type I), +2,250 gp (type II), +3,450 gp (type III), 4,750 gp (type IV).

HORRIFIC HAVERSACK

AURA: major conjuration; **CL:** 12th

PRICE: +20,000 gp **WEIGHT:** +20 lbs.

DESCRIPTION

A *horrific haversack* is larger and heavier than a typical haversack, because it's main compartment is actually a small wooden chest. A command word must be spoken for anyone other than its owner to put on the haversack safely, carry it, or to remove anything from it when it is not worn. A second command word makes a character the haversack's current owner. If a character other than its owner attempts to put on, move, or remove something from the *horrific haversack* without speaking the command word, it swells up to be a Medium humanoid form of wood and leather, and defends itself.

If it sees its owner in this form, it moves toward him and obeys his commands. This form of the haversack acts as a wood golem, though it also still contains storage (and can get items out of itself).

The owner can return the golem to its haversack state with a command word. If the golem is destroyed, it converts back to its haversack state and repairs itself in 30 days. (It cannot become a golem during this time.) If the haversack state is destroyed, the entire item is destroyed.

CONSTRUCTION REQUIREMENTS

Craft Construct, *alarm*, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, creator must be caster level 12th; Skill Craft (leatherworking) DC 17; **COST:** 10,000 gp

HOMOGENOUS HAVERSACKS

PRICE: +5,000 gp per additional sack; **CL:** 17th

DESCRIPTION

Homogenous haversacks are a set of *handy haversacks* that share a common set of extradimensional spaces. One haversack in each set is the primary haversack, and the true container of all items placed in any of the *homogenous haversacks* in a set. Every other haversack within the set can add item to or remove them from the primary haversack as long as they are within 10 miles and on the same plane of existence.

CONSTRUCTION REQUIREMENTS

teleportation circle; **COST:** +2,500 gp per additional sack

WE ERR ON THE SIDE OF AWESOME!

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