

Traveler's Backpack

- An extremely well made back pack made of tanned leather (water resistant). This well made magical backpack can carry 50lbs of gear (normally). With an optional (must be purchased separately/see RWEL) backpack frame, the backpack can carry more (up to 85lbs). The backpack weighs 2.5lbs when it's empty.
- This item changes size depending on the size of the wearer. If a small wearer dons the backpack the weight of the backpack is reduced to one-quarter (0.625lbs) the normal weight, but the carrying capacity doesn't change. If donned by a large character, the weight increases to 5lbs. Ref PH page 129 (Note 1 regarding weights of equipment on table 7-8). If worn by creatures of other sizes consult your DM.
- The backpack has a main compartment, one easy access compartment, two side pouches, two straps on the bottom, two heavy duty shoulder straps, and a carrying handle on the top of the back pack.
- A single item (up to weight capacity of backpack) may be stored in the easy access compartment. That item may be obtained using a swift action (see CAd pages 137-138) by the person wearing the backpack, or any adjacent character familiar with the backpack's 'easy access compartment'.
- This backpack is a charged magical item which can be recharged. A charge may be expended to 'Lighten the load'. Doing so is a standard action that reduces the encumbrance of any one item placed in the back pack. If you place a 10lb padded, airtight, metal box into the backpack, then that box can be made to weigh 5lbs by expending a charge (expending the charge is a free action (triggered by conscious thought) which occurs when you store the item in the backpack. The contents of the box will still weigh the same, but the box itself will weigh 5lbs (half its normal weight) until it is removed from the backpack. Once an item is removed from the backpack, its original weight is 'restored'. Items which have their weight reduced in this manner should be annotated as such on any equipment listing.
- The charges of the backpack may be recharged by a properly equipped 'mages guild'. The cost to recharge the backpack is 25gp per charge. The maximum charges for the backpack are 50. If all charges are expended the backpack will become mundane. Restoring the magical properties might be possible, provided the item is undamaged. Consult a properly equipped 'mages guild'.

Item Level: 4th; Body Slot: -; Caster Level: 9th; Aura: Moderate Transmutation; Activation: Standard action (charged)

Weight(lb.): 2.5lbs (empty/medium sized)

Value(gp): 250gp+50gp/charge (1,500gp fully charged)