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# MAGICAL BAG OF MUNDANE ITEMS

*Magic Item, Summoning/Conjuration*

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Armor Class 6  
Hit Points 1  
Speed Oft.

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*Use stats for Bag of Holding, DM guide.*

**Only Mundane Items** \* Magical items cannot go in to the bag. Living things entering the bag immediately begin to suffocate. Food and drink taken from the bag provide no sustenance.

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## Actions

**Pull an item from the bag, roll a D20** \* If detect magic is cast on the bag, it glows with powerful conjuration/summoning magic. It is neither good nor evil. This bag has a mouth for an opening. When the PCs find the bag, its opening is drawn shut with a string. But when the PCs undo the string, the bag speaks to them. It is very annoying. "Thanks for letting me out! You won't regret it! Reach inside me and pull out a wonderful prize!" The bag has a very self important attitude, claiming that it can help in every situation. "I've got the perfect thing for that!" Let the bag chime in at random moments throughout the adventure. This should provide some comic relief. If the party is trying to sneak, the bag may call out at the worst moment. If the PCs tie the bag shut, it continues to yell with the muffled "Mrph!" from time to time. When you reach into this bag, you pull out something mundane and non-magical. If you put a mundane item into the bag, there is a 5% chance that you will draw that item again in the future. If a PC calls out what item he wants to find, there is always a 5% chance that the PC will indeed pull out the requested item (Roll of 20). Remember that Magic items will not go in to the bag, no matter how much force is applied. Treat this bag like a bag of holding, except that the PCs cannot choose what they draw from the bag – it is always determined randomly. 1 a stuffed monkey toy with clanging cymbals/sunglasses/a cassette tape 2 a candy bar/ an old shoe/ an acorn 3 a bouquet of flowers/ perfume bottle 4 a pencil/ a key 5 a glove/ a small sack/ a pine cone 6 a ball of yarn/ a cape 7 a wooden beaded necklace/ a hat 8 a blank sheet of parchment/ a wheel from a cart 9 a corked bottle of ink/ a quill 10 an abacus/ a ceramic doll 11 a dead armadillo/ a dead kitten 12 a whistle/ a very small harp 13 a pouch of sand/ bag of marbles 14 a shoe/ a cloak 15 a handkerchief/ kindling wood 16 a hot dog/ flint/ steel 17 a corked bottle of water/ steel wool 18 a small mirror/ soap/ stoppered whiskey jar 19 a random book/ a dagger/ a belt 20 YOU GET WHAT YOU ASKED FOR/ you get one random item that you've placed in the bag.

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