

Deepockets



Alteration, Enchantment, Dimension

Level: 2

Range: Touch

Components: V, S, M

Duration: 12 hrs. + 1 hr./level

Casting Time: 1 turn

Area of Effect: 1 garment

Saving Throw: None

This spell enables the wizard to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The deepockets spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds ($\frac{1}{2}$ cubic foot volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one pound of weight and $\frac{1}{6}$ cubic foot volume each. Each special pocket is actually an extra-dimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or if a successful dispel magic is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Notes: Common spell (PHB).