

Last Chance Crash Bag

Description: a classic doctor's handled bag from the 1920s. Currently it weighs just over twenty pounds, and can just barely be closed up. The bag itself does not register as magical.

The Last Chance Crash Bag is only a magic item by courtesy, as neither it nor its contents are actually enchanted. What it is instead is an ingredients and reagents repository of amazing depth and breadth. An arcane healer will find that the Bag will have whatever rare item they need to cast restoration magic, psychic healing, apply rejuvenation rays, or what have you. There's also a considerable number of texts available which can be used to teach basic psionic or sorcerous healing to anyone with the right power abilities, and an alchemical formulary that ought to be mass printed.

Unfortunately, that's what's in half of the bag. The other half of the bag is the same sort of thing, only for necromancy. Necromancy, neuro-manipulation, Abomination Science: if it can be used to turn a person into a mindless minion, the Bag has the tools needed to support that endeavor.

It's not immediately obvious where the Last Chance Crash Bag came from, nor how it somehow never runs out of key ingredients, or indeed why the item exists in the first place. It just tends to show up in situations where somebody needs it rather badly. Sometimes the person using it gives it somebody else, later. Sometimes it just disappears. The best guess is that there's some sort of weird collective wishing going on, and the Bag is merely the way the universe is rewarding sufficiently eager wishers.

Not everybody likes that theory, though. The amoral nature of the Bag implies a similar detachment on the part of the universe, and people don't actually like that sort of implied revelation. They prefer to believe that the cosmos fundamentally cares about *something*.

- © Moe Lane. All rights reserved.
- <http://www.moelane.com>
- <https://www.patreon.com/MoeLane?ty=h>