Dungeons & Dragons: with Poket Monsters

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The in game mechanics of D&D do allow for some interesting gameplay mechanics. Enter, of all things, the Pokeball. To create the Pokeball prototype, Oak the Alchemist took a "Bag of Stasis" (see note) and shaped it into a ball. The ball was then enchanted with a unique ability to enchant itself in the following way:

- "Arcane Lock" is cast on itself such that it cannot be opened from the outside. Due to the lock itself being inside the dimensional space it cannot be dispelled from the outside, and due to the interior being frozen in time it cannot be cast from the inside either.

- When thrown at a Monster it casts a variation of "Dominate Monster" on impact. The monster recieves a bonus to it's will saving throw equal to it's remaining hit points, making it much more difficult than a normal "Dominate Monster" spell, but if successful the spell is permanent (instead of one day/level). Like the "Dominate Monster" spell the range is 25 ft. + 5 ft. per 2 levels, but it's per two total levels of the current owner of the ball and the range is in relation to the ball itself. Regardless of success, the ball strikes for no damage.

  > Note: Monsters immune to mind affecting spells cannot be captured.

- If the "Dominate Monster" spell fails, the ball casts "Teleport" on itself putting itself in the hand that threw it. If the hand is holding an item, the item is dropped. If the hand is severed or otherwise missing the Teleport fails. Otherwise Teleport is 100% successful.

- If the "Dominate Monster" spell is successful the ball casts a variation of "Reduce Person" where the final size is always tiny regardless of original size. The ball then casts "Teleport" on the monster with 100% accuracy placing it within itself, freezing the monster in time.

- Pressing a circular seal on it's face when normal sized causes it to cast a variation of "Shrink Item" with "Permanency" on itself, which is always successful despite it being a Magical Item. Unlike a normal "Shrink Item" the size is reduced by ¼. Pressing it again causes it to be enlarged to original size.

- To summon a monster from the ball, it must be thrown (normal sized) while a command word is uttered. "I choose you" followed by either the name of the monster or the term "everyone" to indicate "all monsters". The type of monster can be used instead of name the first time summoned, but a name must be chosen before it can be returned.

- To return a summoned monster to the ball the command word "return" followed by the monsters name must be uttered.

- Each ball can hold a maximum # of monsters equal to the owner's charisma modifier. If sold to or stolen by someone with a lower charisma modifier than the ball currently holds, the ball becomes unusable until held by someone with the appropriate charisma modifier.

- The total number of monster HD which may be controlled at any one time is equal to your total HD + your charisma modifier. You may have more than this within the ball itself, but if you summon more than you can handle at one time all monsters you have summoned automatically become free willed and must be recaptured.

Important: Because time is frozen within the ball, the monster does not rest or recover while in the ball. Injuries are not healed, abilities per day are not recovered, etc. Monsters need to eat and sleep however they normally would in nature. For the sake of simplicity in time keeping, assume that if you release them often enough for them to eat and rest days pass normally for them. Of the course, if the DM decides otherwise it can be entertaining to roleplay.

Cost of Ball: 202,500 GP. It is treated as casting one spell due to the limitations in how it casts. Because the highest spell is 9th level with unlimited charges the table of intelligent item costs. An item capable of casting a 9th level spell at will costs 200,000 GP, which is combined with the cost of a Bag of Stasis for a total price of 202,500 GP.

> Note: A "Bag of Stasis" (Cost: 2,500 GP) is a modified "Bag of Holding". While the most common bag of holding is larger on the inside than it is on the outside, this variety warps time instead of space. While closed, time does not flow at all within the bag. Like the bag of holding, if it ruptures (from inside or outside) it is ruined. If a bag of stasis is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If a bag of stasis is placed within a portable hole a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole, bag of stasis, or bag of holding is placed within a bag of stasis or bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of stasis in the process.