

# Enchanted Items, Explanation of: Saddle Bags, Storing

Area of Effect: Storing Saddle only.

Avoidance-roll: None.

Charges: None.

Command word(s): None.

Damage: None.

Duration: None.

Effect time: None.

Explanation: The Storing Saddle-Bags comes in three sizes. Roll on the following chart to see what size has been discovered:

<u>%Roll</u>	<u>Size</u>	<u>Holding capacity</u>	<u>Diameter of opening</u>	<u>Value</u>
01-10	Large	40 cubic feet.	20"	140,000 W.G.
11-35	Medium	30 cubic feet.	16"	70,000 W.G.
36-00	Small	20 cubic feet.	12"	35,000 W.G.

To retrieve a desired object out of the Storing Saddle Bags, merely reach in a hand and concentrate on the item to be retrieved. These saddle bags can tear just as easily as a new saddle bag. If it is torn, it will unravel, dumping all items out. The items stored in these magical saddle bags are not subject to movement by the carrier. In other words, if the holder of a full Storing Saddle Bags falls, none of the items will be disheveled within.

This item has two saddle-bags with equal storing capacity.

If a person is put in this item, he or she cannot get out on their own. They must be taken out, or cut their way out with a Rank-1 or higher magical weapon to be free.

Special: Check for each saddle-bag on the following chart now:

<u>%Roll</u>	<u>Stored items in Storing Saddle-bags:</u>																																		
01-30	Empty.																																		
31-00	Something in it: <table><thead><tr><th><u>%Roll</u></th><th><u>Result:</u></th></tr></thead><tbody><tr><td>01-70</td><td>3-D20 Non-magical items (random).</td></tr><tr><td>71-75</td><td>Random creature trapped within. Roll on the Condition of person(s) within chart as you would for a person. If creature rolled up is a spell-caster, or has abilities that would enable it to escape from Storing Saddle-bags, treat this as a roll of 01-30.</td></tr><tr><td>76-90</td><td>As the roll "01-70" + money found: Check for each form of money found: <table><thead><tr><th><u>%Roll</u></th><th><u>Result:</u></th></tr></thead><tbody><tr><td>10+</td><td>Copper Up to 300 pieces found.</td></tr><tr><td>20+</td><td>Bronze Up to 250 pieces found.</td></tr><tr><td>30+</td><td>Silver Up to 300 pieces found.</td></tr><tr><td>40+</td><td>Electrum Up to 100 pieces found.</td></tr><tr><td>50+</td><td>White-gold Up to 50 pieces found.</td></tr><tr><td>60+</td><td>Yellow-gold 1-10 (roll 1 D-10). pieces found.</td></tr><tr><td>70+</td><td>Black-gold Up to 3 pieces found.</td></tr></tbody></table></td></tr><tr><td>91-95</td><td>1-16 random item checks (roll 1-D-16).</td></tr><tr><td>96-99</td><td>1-20 random item checks (roll 1-D-20) + roll on the money chart.</td></tr><tr><td>00</td><td>As the rolls "71-90" &amp; "96-99" with up to three random race types within. Roll on the following chart: <table><thead><tr><th><u>%Roll</u></th><th><u>Condition of person(s) within:</u></th></tr></thead><tbody><tr><td>01-86</td><td>No survivors within.</td></tr></tbody></table></td></tr></tbody></table>	<u>%Roll</u>	<u>Result:</u>	01-70	3-D20 Non-magical items (random).	71-75	Random creature trapped within. Roll on the Condition of person(s) within chart as you would for a person. If creature rolled up is a spell-caster, or has abilities that would enable it to escape from Storing Saddle-bags, treat this as a roll of 01-30.	76-90	As the roll "01-70" + money found: Check for each form of money found: <table><thead><tr><th><u>%Roll</u></th><th><u>Result:</u></th></tr></thead><tbody><tr><td>10+</td><td>Copper Up to 300 pieces found.</td></tr><tr><td>20+</td><td>Bronze Up to 250 pieces found.</td></tr><tr><td>30+</td><td>Silver Up to 300 pieces found.</td></tr><tr><td>40+</td><td>Electrum Up to 100 pieces found.</td></tr><tr><td>50+</td><td>White-gold Up to 50 pieces found.</td></tr><tr><td>60+</td><td>Yellow-gold 1-10 (roll 1 D-10). pieces found.</td></tr><tr><td>70+</td><td>Black-gold Up to 3 pieces found.</td></tr></tbody></table>	<u>%Roll</u>	<u>Result:</u>	10+	Copper Up to 300 pieces found.	20+	Bronze Up to 250 pieces found.	30+	Silver Up to 300 pieces found.	40+	Electrum Up to 100 pieces found.	50+	White-gold Up to 50 pieces found.	60+	Yellow-gold 1-10 (roll 1 D-10). pieces found.	70+	Black-gold Up to 3 pieces found.	91-95	1-16 random item checks (roll 1-D-16).	96-99	1-20 random item checks (roll 1-D-20) + roll on the money chart.	00	As the rolls "71-90" & "96-99" with up to three random race types within. Roll on the following chart: <table><thead><tr><th><u>%Roll</u></th><th><u>Condition of person(s) within:</u></th></tr></thead><tbody><tr><td>01-86</td><td>No survivors within.</td></tr></tbody></table>	<u>%Roll</u>	<u>Condition of person(s) within:</u>	01-86	No survivors within.
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87-91	Nearly dead.
92-95	Fair condition.
96-98	Good condition.
99	Excellent condition.
00	Well, and ready to get out.

Question: What armors can I stash in the Storing Sack?

Answer: 12" and 16" Skin, Leather, Ring, Scale, and Chain, all Banded, Splinted and Plate except the back and chest-guard pieces. 20" All (but not Barding Plate).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Storing Saddle-Bags only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation of Enchanted Item".