

# Oracle: Chest, Storing

Area of Effect: Storing Chest only.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: This special chest has a holding space of 100 cubic feet for the small chest, and 200 cubic feet for the large. To retrieve a desired object out from the Storing Chest, merely reach in a hand and concentrate on the item to be retrieved.

The largest object that can be fitted past the opening of the Storing Chest is 18" x 14" (small chest), and 36" x 28" (large chest) in diameter.

It will be strictly up to the G.M. the exact size of items in this game (G.M.: be fair with this ruling). Roll on the following chart to see what size and type of chest has been found:

Chest	<u>%Roll</u>	<u>Chest sizes:</u>	<u>%Roll</u>	<u>Chest alloy/makes:</u>
	01-40	Large	01-25	* Steel
			26-00	** Wood
	41-00	Small	01-25	* Steel
			26-00	** Wood

\* See: "Steel alloys" in the S section of the Basic Rules Book.

\*\* See: "Wood types" in the W section of the Basic Rules Book.

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This Chest can break just as easily as a new chest. If it is broken, it will unravel, dumping all items out.

The items stored in this magical Chest are not subject to movement by the carrier. In other words, if the bearer of a full Storing Chest falls, none of the items will be unorganized within the Storing Chest.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: None.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 175,000 W.G. (small chest), and 350,000 W.G. (large chest).