Enchanted Items, Explanation of: Sack, Storing

Area of Effect: Storing Sack only.

Avoidance-roll: None.

Charges: None.

Command word(s): None.

Damage: None.

Duration: None.

Effect time: None.

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

%Roll	Size	Holding capacity	Diameter of opening	Value
01-10	Large	30 cubic feet.	16"	70,000 W.G.
11-35	Medium	20 cubic feet.	14"	35,000 W.G.
36-00	Small	10 cubic feet.	12"	17,500 W.G.

To retrieve a desired object out from the Storing Sack, merely reach in a hand and concentrate on the item to be retrieved. This sack can tear just as easily as a new sack. If it is torn, it will unravel, dumping all items out.

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

Special: Check the following chart now:

%Roll	Stored items in Storing Sack:
01-30	Empty.
31-00	Something in it:

%Roll	Result:
01-70	Up to 60 Non-magical items (random).
71-75	Random person 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:

%Roll needed	Result:	
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.

%Roll	Result:
91-95	Up to 15 random item checks.
96-99	Up to 20 random item checks + 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:

%Roll	Condition of person(s) within:
01-85	No survivors within.
86-90	Nearly dead.
91-94	Fair condition.
95-97	Good condition.

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. No Plate Barding.

Hand movement: None.
Healing: None.
History: Unknown.
Immunities: None.
Invoke time: None.
Maximum adjustment: None.
Notes: None.
Preparation: None.
Range: Storing Sack only.
Resting time: None.
Special: None.
Susceptibilities: None.
Value: See: "Explanation of Enchanted Item".