

# Oracle: Chest, ?

Area of Effect: Chest only.

Avoidance-roll: None.

Charges: 1-D100

Command word(s): None.

Damage: None.

Duration: Instant.

Effect time: Constant, until all charges have been used.

**Explanation:** When one opens this chest, a vapor of silver-gray mist can be seen swirling within, like a slowly revolving whirlpool. When one reaches into the chest something will happen. Usually this result is good, benefitting the one who reaches within the mists. But it is not always so.

Roll on the following chart to see the outcome of each and every pull from the ? Chest.

## %Roll: CHEST SIZE:

01-40: Large

41-00: Small

## %Roll: CHEST TYPE:

01-40: Steel

41-00: Wood

## %Roll: STEEL ALLOY:

01-25: Gage-steel

26-50: Shank-steel

51-75: Krakkin-steel

76-00: Roll again: %Roll: STEEL ALLOY Cont.:

01-17: Earthen-steel

18-34: Admontanium-steel

35-51: Krannik-steel

52-68: Starr-steel

69-84: Mystical-steel

85-00: Koar-steel

## %Roll: WOOD TYPES:

01-25: Pine-wood

26-50: Oak-wood

51-75: Iron-wood

76-00: Roll again: %Roll: WOOD TYPES CONT.:

01-70: Ivory

71-90: Dremmin

91-00: Moon

If one puts forth a hand into this chest and grasps, something will happen. The one who reaches into the chest is known as the Reacher: Roll on the following table to see which chart you will be rolling on first:

## %Roll: CHART DETERMINATION:

01-99: Chart #1

00: Chart #2

## Chart #1

Roll your % dice (D100). The effects are listed as follows:

- 01 Random creature head is pulled from chest.
- 02 Pull forth one random loved one (G.Ms. discretion). If this has happened already, roll again.
- 03 A small, non-openable, chest (of very curious workmanship) is pulled from chest. A dose of the potion, "Opening" will open the box. Nothing else, other than a Wish, or the hand of a Jahtha can cause the lid to open. Roll on the following chart to find out the occurrence of this chest when opened:
- | <u>%Roll</u> | <u>Mist types:</u>   |
|--------------|--|
| 01-20        | Aging. Opener is engulfed in gray mist, and ages up to 100 years.  |
| 21-40        | Death. Opener is engulfed in black mist. Avoid Vs. "Death" or die. |
| 41-60        | Life. Opener is granted an extra life.                             |
| 61-80        | Vision. Opener sees a vision (G.Ms. discretion).                   |
| 81-00        | Youth. Opener is granted the prime of youth forever.               |
- 04 Plethora effect at x5 the power (Roll once under the Oracle type, "Plethora Pill").
- 05 One Omen Writing pulled forth at x10 power (G.M.: You must interpret this one).
- 06 Pull out one random map (roll on the following chart to see what type of map it is):
- | <u>%Roll</u> | <u>Map types:</u>   |
|--------------|---|
| 01-50        | Region (all villages, towns, and cities in region which Reacher is in). |
| 51-00        | Treasure.   |
- 07 Reacher is cloaked by a power which gives Reacher one extra life. If this has already happened to Reacher, roll again (unless life has been expended).
- 08 Pull out a bag of up to 50 black-gold pieces.
- 09 Pull out a map leading to the location of up to 5 "Secrets in the wilderness".
- 10 Reacher gets sucked into the box and transported to into the Abyss.
- 11 Pull out a drawing of a person of the opposite sex. This person will be a "close" future companion.
- 12 Pull forth a tombstone with Reacher's identification on it. The date of death will be unreadable.
- 13 Reacher and entire company are transported into a dungeon without being discovered. Reacher and company will have to find a way out.
- 14 Reacher and entire company are transported into a labyrinth without being discovered. Reacher and company will have to find a way out.
- 15 Dark-stone pulled. This stone will shed darkness in a 15' diameter (the space holder of stone is presently on, and all connecting spaces around. Holder of stone cannot see out of the darkness unless he or she has the ability of night-vision. When this stone is covered, the darkness will be veiled, just as a lantern's light is when it is covered.

- 16
- Reacher and entire company are transported into an underground volcanic system without being discovered. Reacher and company will have to find a way out.
- 17
- Pull forth one captured person: %Roll: 01-50 = prince; 51-00 = princess (random race).
- 18
- Pull out one parchment, containing major evidence that will condemn a certain person to death. It will be up to the G.M. to pinpoint the location and situation of the guilty party:  

%Roll

Upbringing:

01-70

Commoner

71-90

Guild Master

91-99

Lord/Baron/Duke

00

Royalty

%Roll

Royalty types:

01-25

King

26-50

Prince

51-75

Princess

76-00

Queen
- 19
- Reacher is pulled into Chest of ? until this roll is rolled again, or until the last pull is used (in which he or she will be pulled out). While within the chest, Reacher will have no consciousness of self or surroundings.
- 20
- Time-Shift. Roll on the following chart:  

%Roll

Time shift:

01-50

Back one hour. All pulls from chest within the last hour are nullified. Charges expended at the time of pull are wasted. Time will now move forward as normal, yet not as it did in the last hour.

51-00

Forward one hour. Being thrust forward in time will cause the Reacher and all allies to lose the world they once knew. They will have to start a new life.
- 21
- Reacher contracts a disease (this is up to the G.M.).

22 Pull out 500 LBS. of random steel. Roll on the following chart for alloy types:

<u>%Roll</u>	<u>STEEL ALLOY:</u>	
01-25	Gage-steel	
26-50	Shank-steel	
51-75	Krakkin-steel	
76-00	Roll again:	
	<u>%Roll</u>	<u>STEEL ALLOY Cont.:</u>
	01-17	Admontanium-steel
	18-34	Earthen-steel
	35-51	Krank-steel
	52-68	Starr-steel
	69-84	Mystical-steel
	85-00	Koar-steel

23 Reacher must pit his or her strength against a force within the Chest of ? equal to his or her own strength (with a penalty of 30 to win). If Reacher wins he or she will pull out one random Oracle.

24 Pull out a bag of up to 500 yellow-gold.

25 Shake hands with Reacher’s deity. If Reacher has been true to his or her align, he or she will permanently gain up to 100 points of luck. If Reacher has acted against his or her align, up to 100 points of luck will be permanently drained away. If this has happened already, with this chest, roll again.

26 Regain a power or ability once lost. Roll again if Reacher has not lost any powers or abilities.

27 Lose all items gained by Chest of ? Roll again if Reacher has not gained any items.

28 Reacher holds his or her own hand. If Reacher pulls, he or she must pit strength against self. If Reacher wins, he or she will be pulled into the chest until the second to the last pull (in which he or she will be pulled back out).

29 Pull out a hand-sized rock. G.M.: It is blessed.

30 Pull out a diary written from the Age of Creation. It is extremely brittle. Any miss-handling of the book will cause it to shatter. Avoid Vs. “dexterity” or it will crumble.

- 31 Pull out one random infant creature, the most powerful of 5 rolls. This creature immediately becomes bonded to the Reacher. Roll this creature up from the region in which Reacher is presently within.
- 32 A searing white-hot flash explodes from the chest, engulfing the Reacher. Avoid Vs. "Paralysis" or be permanently blinded. If the avoidance-roll is successful Reacher will be empowered with the permanent ability of Ultra-Vision, usable 1 time per week.
- 33 Pull out a "Ghost Lantern". This item will shine forth 150 ft. and reveal all apparitions, invisible things, and non-physical creatures. These things and creatures will become detectable immediately. There is only one of these items in existence. If another is already in the game roll again.
- 34 Pull forth one small crystal bottle of "Essence". There will be up to 100 droplets within this small, palm-sized, bottle. Each drop will, if mixed into a potion, will double all attributes of a potion mixed with "Essence" will be at x2 effect in all aspects. If imbibed, it will be wasted.
- 35 If this is a large chest, another Chest of ? (small) will be pulled out). If not, roll again.
- 36 Hand is bitten off by something. In exchange, an item is spit out of the chest and lands at Reacher's feet in exchange for the hand. The item is the best of 20 rolls.
- 37 Pull a Medusa's head out. If Reacher and company are completely unaffected (not turned to stone) Medusa's head will turn into the following form of gold (it will also be an ancient relic):
- | <u>%Roll</u> | <u>Gold types:</u> | <u>Value:</u> |
|--------------|--------------------|---------------|
| 01-02        | Black-gold         | 100,000 W.G.  |
| 03-97        | White-gold         | 1,000 W.G.    |
| 98-00        | Yellow-gold        | 10,000 W.G.   |
- 38 Chest becomes the outlet of a live volcano. There will be a 30% chance (roll 71+) it will erupt violently. Every day after there will be a 10% chance (91+ roll) it will erupt. Once it does, it will not do so again.

- 39 Pull out a Revealer's Scroll. A parchment in which one question can be answered, just as if Reacher was talking to a Revealer. But Reacher does not have to know Revealer as a language to get the answer.
- 40 Pull out a Healing 800 potion with up to 20 doses. Krakkin-steel bottle.
- 41 1-20 charges are drained from the Chest of ?.
- 42 Pull out a crown:
- | <u>%Roll</u> | <u>King or Queen:</u>                     |
|--------------|---|
| 01-33        | King                                      |
| 34-66        | Princess (this crown is known as a tiara) |
| 67-00        | Queen                                     |
- 43 Pull random flower out of chest:
- | <u>%Roll</u> | <u>Flower types and their significance:</u>   |
|--------------|---|
| 01-25        | Daisy The next 10 encounters will be the worst of 10 checks.  |
| 26-50        | Rose: Thorns (vampire or vampiress (opposite sex of the Reacher) will know of Reacher's existence).   |
| 51-75        | Rose. Thornless (Reacher is granted the power to cast one random healer spell per day).               |
| 76-00        | Dandelion: An Assassin gains enmity toward the Reacher, and will make one attempt on his or her life. |
- 44 Reacher pulls out the most powerful of 10 encounter checks. This creature will serve the Reacher for his or her life. If Reacher has a Guardian, or some kind of body guard/servant, roll again.
- 45 Reacher pulls out his or her worst enemy. If Reacher has no enemies, roll again.
- 46 Pull out the most powerful of 10 encounter checks (creature will attack immediately -- roll initiative with Reacher).
- 47 Pull out an ancient legendary weapon from the past. G.M.: Be creative on this one.
- 48 Pull out a potion of water from the Fountain of youth.
- 49 Pull out a life potion (30% (01-30 roll) chance is will be Death).
- 50 Pull out one random Oracle. Roll up an Oracle, but if this Oracle pulled is identical to one previously pulled, roll again as if Reaching in the Chest of ? again.

51 Pull out one random treasure item. Roll on the following table:

<u>%Roll</u>	<u>Rarity of item found:</u>
01-30	Common
31-50	UnCommon
51-90	Rare
91-00	Legendary

52 Pull out a note which states that someone is in need of help. It gives the directions to get there, yet only within the region he or she needs help within. G.Ms. discretion.

53 Pull out a bag of up to 10,000 copper pieces.

54 Chest creates one random secret in the wilderness, most rare of 10 checks, for the Reacher and his or her allies. Chest will deliver the Secret, or will take all present there. G.M.: You may have to interpret this one as you deem wise.

55 Book of prophecy is pulled out of chest. A question must be stated by the Reacher alone in order for a prophetic script to appear in answer to his or her question. 1-10 (roll 1 D-10). questions may be asked.

56 Pull out a bag of up to 500 white-gold.

57 Pull out a map leading to the first tomb created for some creature (roll creature's class on following chart, and then roll for the specific creature in the Regions book, rolling up a random region first):

<u>%Roll</u>	<u>Creature Class:</u>
01-25	Enchanted
26-50	Fiend
51-75	Monster
76-00	Undead

58 Pull out a love note written to the Reacher from a random person of the opposite sex. G.M.: Be creative on this one!

59 Reacher gain the ability to become paper-thin. G.M., If the Reacher takes a damaging strike while "paper thin" every strike will be a Maximum Strike.



60 Random fruit or vegetable is pulled from chest. If eaten the following will occur:

<u>%Roll</u>	<u>Fruit and Vegetable types:</u>	
01-25	Apple	<u>%Roll</u> <u>Effects of eating the apple:</u>
01-20	The one who eats the apple will succumb to the next temptation (but only if the tempter presents his or her offer in a wise manner).	
21-40	The one who eats the apple will be granted the power to communicate with all types of worms.	
41-60	Race change (use race chart in the Creating the Characters Book).	
61-80	No sleep needed for up to 300 days.	
81-00	Whoever eats this apple will fall into a stasis sleep for up to 300 days.	
26-50	Banana	<u>%Roll</u> <u>Effects of eating the banana:</u>
	01-20	Traits of a monkey take the one who eats banana for up to 300 days.
	21-40	The one who eats banana turns in to a monkey.
	41-60	The Coordination of the one who eats banana increases 1-10 (roll 1 D-10).
	61-80	The dexterity of the one who eats banana increases 1-10 (roll 1 D-10).
	81-00	The Int. of the one who eats banana decreases 1-10 (roll 1 D-10).
51-75	Carrot	<u>%Roll</u> <u>Effects of eating the carrot:</u>
	01-50	Vision permanently increases up to 10 points.
	51-00	Intelligence permanently increases up to 10 points.
	76-00	Mushroom
		<u>%Roll</u> <u>Effects of eating the mushroom:</u>
	01-13	The one who eats this mushroom will gain the ability to shrink to 1/10 his or her size once per moon.
	14-25	Chronic hallucinations for life (G.Ms. discretion).
	26-38	Gain the power to cast up to 10 different magical spells 1 time per day. This ability will last for up to 300 days. There will be a 10% chance (a roll of 91+) for person to retain this ability for life.
	39-51	The one who eats this mushroom will gain the ability to plane travel 1 time per day for up to 300 days.
	52-64	The one who eats this mushroom will gain the ability to dimension travel 1 time per day for up to 300 days.
	65-76	Reacher is poisoned and must make a successful avoidance-roll Vs. Poison” or die. If the avoidance-roll is successful the Reacher will be ill for up to 90 days with penalties as follows: (1) -30 to strike opponent. (2) ½ movement (rounded down). (3) Constitution will be cut in half (rounded down).
	77-89	Reacher is immune to all forms of poison for up to 90 days.
	90-00	Dreams are now half real, half dream for life.

61 Reacher's skeletal frame turns to one of the following alloys:

%Roll     Alloy types: Strength of Reacher increases:

01-50     Gage-steel: 10 points.

51-90     Shank-steel: 15 points.

91-00     Krakkin-steel: 20 points.

Note:     Tendons and cartilage will change, strengthening Reacher to meet the strength needed to support such a alteration. If the Reacher has already had this happen, roll again as if pulling from the Chest of ? again.

62 Reacher's hand turns skeletal. The following chart will show the effect this will have:

%Roll     Effect of skeletal hand:

01-25     Gain the ability of the Zombie's touch.

26-50     Hand dies and eventually must be amputated.

51-75     60 strength to hand.

76-00     Rot-touch. If Reacher touches any living flesh, it will rot unless a successful avoidance-roll Vs. "Paralysis" is rolled. Rotting flesh will be up to the G.M. to decide (but remember that this spells kill flesh).

63 Pull forth one lost comrade and/or ally. If none, roll again.

64 Reacher's next dream will come true. What he or she will next dream will be the first thing the Reacher says (like when character tells a story to others). It will happen the next time he or she sleeps, and will pull all his or her companions into it as well. The outcome of this dream will actually happen at the spot he or she is currently camping at. All the chances of victory or defeat, benefits from the outcome of the battle, or loss of, etc., can be changed (if Reacher encounters a past trial). One random gem will be pulled out of the chest as well.

65 Pull out a bag of up to 3,000 silver.

66 Pull out a bag of 100 Omen Writings.

67 Gain the Power to cast up to 3 random spells once per day.

68 Crystal bells attach to wrist. They are enchanted and cannot be silenced. If Reacher already has these attached, roll again.

- 69 Blue and red runes appear on Reacher’s hand. When touched, either by Reacher or other, or when Reacher touches someone else, go to the Oracle type, “Omen Writing” for the effects:
- 70 Retrieve an item lost in the past (random). If no items were lost, roll again.
- 71 Hand turns to flexible Iron-wood. Damage of punch = small iron-wood club. If changed hand is placed upon a tree, Reacher can silently communicate with it. Damage-points triple for that hand.
- 72 Pull out a handsome male. He will stay if there is a female figure present in the company. If not, he will attack to the death. G.M.: The male pulled from the ? Chest will either be a Vampire, or Lycanthrope (your choice).
- 73 Pull forth a royalty who will be in dire need of help (if this has already occurred, roll again):
- | <u>%Roll</u> | <u>Royalty types:</u> |
|--------------|-----------------------|
| 01-05        | King                  |
| 06-50        | Prince                |
| 51-95        | Princess              |
| 96-00        | Queen                 |
- 74 Reacher loses all effects of the Chest of ? he or she has gotten.
- 75 Pull forth up to 500 LBS. of unknown metal. Roll on the following chart to find out the strength of the metal:
- | <u>Additional points added to krakkin-</u> |                                 |                                      |
|--|---------------------------------|--------------------------------------|
| <u>%Roll</u>                               | <u>Alloy types:</u>             | <u>steel armor of the same make:</u> |
| 01-90                                      | x2 krakkin-steel damage-points: | +1                                   |
| 91-95                                      | x4 krakkin-steel damage-points: | +2                                   |
| 96-98                                      | x6 krakkin-steel damage-points: | +3                                   |
| 99-00                                      | x8 krakkin-steel damage-points: | +4                                   |
- 76 Pull different forms of currency from the Chest of ? When Reacher goes to put the money away, he or she will realize that the money is his or hers (the chest will have stolen the Reacher's money and given it back).
- 77 Reacher Pulls out one hand-full of dirt. It is just dirt.

- 78

Pull out a beautiful female. She will stay if there is a male figure present in the company. If not, she will attack to the death. G.M.: The female pulled from the ? Chest will either be a Vampiress, or Lycanthrope (your choice).
- 79

Reacher gains the ability to become steel-skinned (treat this as if the character is wearing a set of steel alloy plate armor). There will be no armor-rank adjustment for this. This ability can be used but one time per 24 Hrs. Roll on the following chart to determine the alloy:

<u>%Roll</u>	<u>STEEL ALLOY:</u>
01-25	Gage-steel
26-50	Shank-steel
51-75	Krakkin-steel
76-00	Roll again:

<u>%Roll</u>	<u>STEEL ALLOY Cont.:</u>
01-17	Admontanium-steel
18-34	Earthen-steel
35-51	Krank-steel
52-68	Starr-steel
69-84	Mystical-steel
85-00	Koar-steel
- 80

Pull forth a strange Talisman. This is exactly as the Oracle type, “Talisman of Luck”, yet the holder of this Talisman can use the points to successfully attack. A sudden death strike can be attained by the use of this item (yet an annihilation strike (000) cannot). 1-00 charges.
- 81

Pull forth one creature that will be a new form of specie in the world. G.M.: You must make up this creature, whatever it may be.

82 Reacher become permanently anti-magicked. If already anti-magicked, rolled again.

83 Pull out one half-eaten onion sandwich.

%Roll     Effects:

01-30     Merely an onion sandwich

31-40     Eat it and have overwhelming onion breath for life.

41-70     Eat it and be neither hungry or thirsty for one full week.

71-90     Eat it and be neither hungry or thirsty for one full moon.

91-00     Eat it and be neither hungry or thirsty for one full year.

84 Cursed Wish Ring (with up to 9 charges) slips on Reacher's hand and will not come off. It will take a wish to remove the ring. It is not revealable. All wishes will backfire on the wearer.

85 Reacher pulls out a "Wanted Dead or Alive" poster of him or her self. Reward: 25,000 white-gold.

86 Pull out up to 100 uses of a random herb.

87 Pull out 2 seeds of an extinct tree (one is male, one is female). If this has already happened in the last century, for any box, roll again.

88 Reacher is magically, and permanently, transformed into a random sentient creature (with intelligence and wisdom as the character has). The Reacher will be able to speak as normal as well. See: "Sentient, Explanation of:" in the S Section of the Basic Rules Book.

89 Reacher will pull out, and cause, one random nature occurrence. If not in a place that this applies, roll again. Roll on following chart to determine what type of weather condition Reacher will cause:

%Roll     Nature types:

01-12     Avalanche             If near a slope with snowfall on it.

13-24     Cave-in                 If in a cave or like place.

25-36     Falling Star             The closeness of the falling star will be up to the G.M.

37-48     Flood                     Will rain for a long period of time. If by a body of water, it will swell to over-flowing.

49-54     Hurricane

55-66     Landslide                If near a slope or mountain.

67-86     Thunder-Storm

87-00     Tornado

Reacher's hand withers.

Any disease or deformity Reacher has is cured (if none, roll again).

Invisible Wish Ring (up to 10 charges) slips on Reacher's hand. If this has already happened from this chest, roll again. Roll on the following chart to see if there are any special attributes to the ring:

<u>%Roll</u>	<u>Specialties:</u>
01-70	Normal wish ring.
71-85	Anti-wish (wish is opposite of Reacher's desire). If a bad wish is wished, the ring will attempt to oblige it's wearer
86-00	Blessed wish ring (G.Ms. discretion).

Pull out a bag of 100 Spell-runes.

Extra Life is granted to the Reacher. He or she will not know it. If this character wishes someone back to life, it will happen (though not under the rulings of a wish -- this is not a wish).

Small creature pulled out. G.M.: Make something up. This creature will be the Reacher's pet.

All non-magical weapons on Reacher are now Rank-1. If already ranked, each weapon will increase 1-6.

All non-magical armors on Reacher are now Class-1. If already classed, each armor will increase 1-6.

All non-magical shields on Reacher are now Grade-1. If already graded, each shield will increase 1-6.

Reacher, all company members, steeds, and pets are safely transported (without the chest) to the opposite side of the world (G.M.: Make something up).

Add 1-20 charges to the Chest of ?

## Chart #2

Roll your % dice (D100). The effects are listed as follows:

Duo-Existence: Reacher is now in existence with the life of another random creature from a random region. See: “Regions, Random determination of:”. Once you know the specific region roll up one random creature, rolling three times on the following settings (keep the creature which is the best of the three rolled):

%Roll: Setting:

01-15: Cave  
 16-25: Crypt  
 26-45: Dungeon  
 46-65: Labyrinth  
 66-75: Tomb  
 76-00: Wilderness

Reacher is now another creature as well, sharing a perfect and equal existence with the creature rolled up. Reacher is him or herself and the creature. They are two, yet one, as if the Reacher’s spirit is within two bodies at once.

The one difference is that higher intelligence, mental-strength and wisdom between the two (the Reacher and the creature rolled up) will be in effect (i.e., if the Reacher’s intelligence is 24, and the creature’s is 4, that creature will have a 40 intelligence). The higher characteristics (intelligence, mental-strength and wisdom) of the two will be in effect.

If the creature dies, the Reacher will still be him or herself, as before he or she pulled from the chest. If the Reacher dies, he or she will remain . . . as the creature. Either way, if one of the two dies, the other will permanently lose 3-D4 points of mental-strength and constitution.

This is not a shape-change. This is another life that has been woven into the Reacher’s existence by a most powerful force. This other life is now the Reacher’s. The Reacher’s life is now, also, the creature.



Note:

A player once asked me this question:

Question: Can I speak to this creature I've become?

Answer: You are that creature. Talking to it would be like talking to yourself in the mirror, although in public, you may wish to conceal this as much as possible.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** None.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Must reach into the swirling mists of the chest and pull forth that which is felt within.

**Range:** Chest only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Do to the unreliable nature of this item, the price is negotiable.