Enchanted Items, Explanation of: Backpack, Storing

Area of Effect: Storing Backpack only.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Not applicable.

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

%Roll	Size	Holding capacity	Diameter of opening	Value
01-30	Large	40 cubic feet.	20"	90,000 W.G.
31-00	Small	20 cubic feet.	16"	25,000 W.G.

To retrieve a desired object from the Storing Backpack, merely reach in a hand and concentrate on the item to be retrieved. This backpack can tear just as easily as a new backpack. If it is torn, it will unravel, dumping all items out. The items stored in this magical backpack are not subject to movement by the carrier. In other words, if the holder of a full Storing Backpack falls, none of the items will be disheveled within. Special: If found as a treasure item, check the following chart now:

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

%Roll	Result:
01-70	3-60 Non-magical items (random(roll 3 D-20).
71-75	Random person trapped within. Roll on the "Condition of person(s) within" chart. If creature rolled up has abilities that would enable escape from Storing Backpack, 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	Money:	
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	Up to 10 pieces found.
70+	Black-gold	Up to 3 pieces found.

%Roll	Result:
91-95	Up to 15 random item checks.
96-99	1-20 (roll 1 D-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 to discover persons condition within:

%Roll	Condition of person(s) within:
01-88	No survivors within.
87-91	Nearly dead.
92-95	Fair condition.
96-98	Good condition.
99-00	Excellent condition.
00	Well, and ready to get out.

Hand movement: None.

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