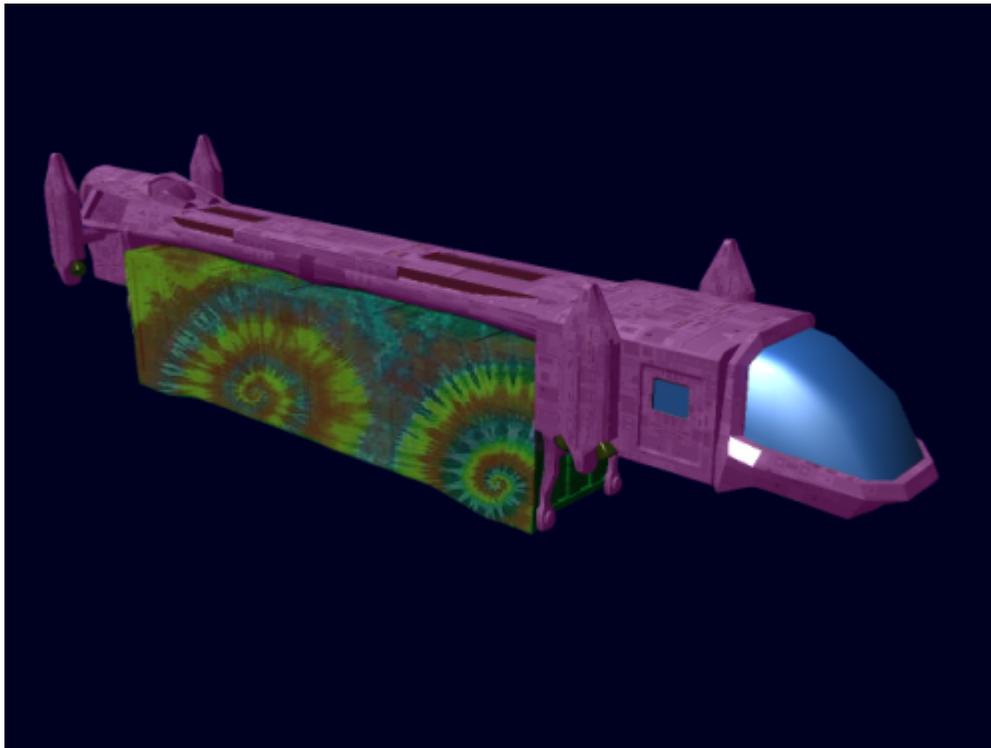


# Treasure Hoarder

The Treasure Hoarder is a [Porter-Class Short Haul Cargo Transport](#), augmented into the Freespacer shuttle of [Druid Vista Five-One](#). Originally just a simple cargo-hauler, the Treasure Hoarder was originally re-designed as a flying space-home. The original ship, therefore, has been modified to support the various needs of Freespacer life and is (because of this) rather dangerous to non-protected/non-Freespacer individuals!

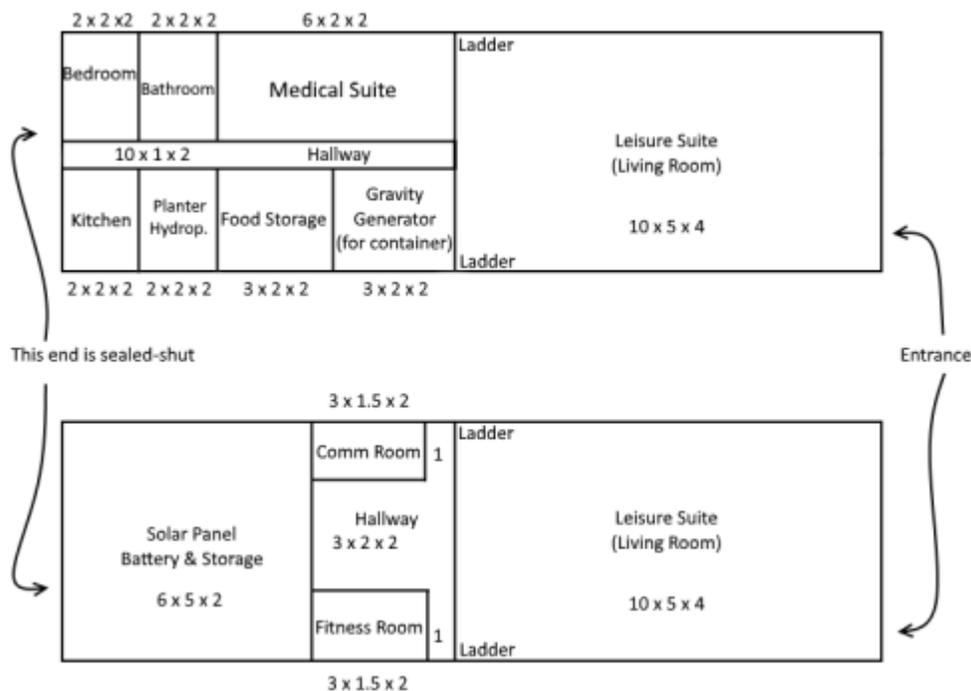
All the many types of containers currently in possession of Vista and the Treasure Hoarder (even if detached) can be found [here](#)!



## Containers

### The Comfy Cobalt

The Comfy Cobalt is the nickname assigned to an originally green [SSCC Huge](#), with its sides and top painted tie-dye. On the inside, it is divided in the rear half by a “floor” of metal. The contents of both floors can be found below. The floor plan is NOT visibly accurate beyond the dimensions (the numbers) listed!



## Floor 1

- A **Bedroom Suite**, with a huge bolted down chest and roll-up bed for storing and allowing two people to comfortably sleep.
- A **Kitchen Suite**, with a microwave and oven for cooking meals quickly. Various tools are fastened into boxes tethered to the walls of the container to prevent knives from flying around!
- A **Bathroom Suite**, with a functioning bath, shower, and toilet. The plumbing hooks up to the plant breeder to ensure full-use of any nutrients expelled, while the shower and bath are more often used for cleaning objects than just people!
- A **Planter/Hydroponics Suite**, with a plant breeder and functioning hydroponics. This is where additional food is made, allowing support (without dwindling resources) for up to five people!
- A **Medical Suite**, composed of an operating table and a jury-rigged healing tube for one individual. A few basic tools can be seen stored in chained-boxes and in cabinets.
- A **Food Storage Unit**, refrigerated and stores plenty of food. Powered either by the Porter or the solar panels (when deployed).
- A **Gravity Generator**, allowing the container to acquire low-levels of gravity. Due to the power draw, this is often only used when the Porter is hooked up to achieve stronger levels of gravity. Otherwise, when powered by the solar panels, it runs at little to no gravity levels.
- A **Leisure Suite**, with sofas and seating to allow up to twenty human-like individuals to relax, eat, and even sleep. TVs and displays that can be hooked up to nearby wireless signals allows for passing the time with fun!

## Floor 2

- A **Comm Room**, with two terminals to allow the manipulation of the terminals in the Leisure Suite and control of the Container's various systems. It also has the ability to reach-out and perform basic communication methods when hooked up to a stronger system/range-booster.
- A **Fitness Room**, with a few weights secured to a rack and a single treadmill. Often used with gravity simulation or proper suits, this room sees most use when deployed on a planet rather than in space on long journeys!
- A **Solar Panel Battery and Storage Room**, with a large battery to store power saved-up from the solar panels and a space for two large, fold-up solar panels. These panels are often hung-up on the top of the container, running lines up to special-made fixtures on the sides of the box to allow power transfer. When fully charged, the battery can power most of the systems (barring Gravity Generation) for up to a week.

## OOO Notes

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