

Enchanted Items, Explanation of: **Orion's Forge**

Area of Effect: Orion's Forge only.

Avoidance-roll: Not applicable.

Charges: None. This item has no charges, but yields something random one time per 360 days.

Command word(s): None.

Damage: Not applicable.

Duration: Whatever lies withing the Orion's Forge will remain within for the taking for twenty-four hours, and then vanish.

Effect time: Every 360 days.

Explanation: This object appears as a black, onyx box, the dimensions of which are as follows: **Depth:** 1', **Length:** 4', **Width:** 1'.

This ornately etched box has a single hinge that spans the entire length of the box. The box itself is split into perfectly even portions when it is opened.

The Orion's Forge can be opened only one time per year. To open it prior to the correct time frame will reset the enchantment of this item, and yield what will appear within the box three-hundred and sixty days from the time it is closed.

The Orion's Forge has no latches, and cannot be locked.

Upon the three-hundred and sixtieth day, after Orion's Forge was closed, it will yield one of the following results.

%Roll: Orion's Forge random determination:

01-10: Cloth: %Roll: Cloth types: There will be one full bolt of cloth. This cloth will be of the finest make (x1,000 value).

01-05: Cotton

06-15: Satin

16-00: Silk

11-20: Component: %Roll: Component types: There will be 1-D12 x 1-D12 of the same component.

01-33: Alchemy

34-66: Organic

67-00: Spell

21-30: Gem: %Roll: Gem types: There will be 1-D12 x 1-D12 of the same gems. If there is only one gem found, it will be the largest of 10 rolls.

01-70: Common

71-00: Special

31-40: Item: There will be 1-D12 +3 random treasure items (each item obtained will be the best of 3 rolls).

41-50: Leather: %Roll: Leather types: There will be one full bolt of leather. This leather will be of the finest make (x1,000 value).

01-05: Light

06-11: Heavy

12-18: Scale-hide

19-00: Roll again:

There will be enough to make 5 full suits of leather armor, or 10 tunics and 10 pairs of pants (if the leather is split).

%Roll: Leather Qualities Cont.:

01-33: Troll-Hide

34-66: Dragon-Hide

67-00: Borgus-Hide

51-80: Money: %Roll: Money types: There will be 1-D12 x 500 of the same coins.

01-72: Black-Gold

73-75: Bronze

76-77: Copper

78-82: Electrum

83-86: Silver

87-92: White-Gold

92-00: Yellow-Gold

81-90: Ore: %Roll: Ore types: There will be enough ore to create 5 full sets of plate armor, 5 large shields, or 10 small shields.

01-02: Gage-steel

03-05: Shank-steel

06-09: Krakkin-steel

10-00: Roll again:

%Roll: Steel alloy armor Cont.:

01-40: Admontanium-steel

41-54: Earthen-steel

55-67: Krannik-steel

68-79: Starr-steel

80-90: Mystical-steel

91-00: Koar-steel

91-00: Wood: %Roll: Wood types: There will be enough wood to create 5 large shields, or 10 small shields.

01-02: Pine-wood

03-05: Oak-wood

06-09: Iron-wood

10-00: Roll again:

%Roll: Wood types:

01-45: Ivory

46-75: Moon

76-00: Dremmin

Hand movement: Merely open Orion's Forge.

Healing: Not applicable.

History: Unknown.

Immunities: Not applicable.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: The spell, "Reveal" will reveal the day Orion's Forge is to be opened to successfully retrieve what lies within.

Preparation: Orion's Forge must remain shut for 364 days. During the 365th day, it can then be opened to obtain what is within.

Range: Within Orion's Forge only.

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: 355,000 white-gold.