

Enchanted Items, Explanation of: Quiver, Animated Projectiles

Area of Effect: None.

Avoidance-roll: None.

Charges: Permanent. The maximum number of projectiles that can be drawn from a Quiver of Animated Projectiles per 24 Hr. period, is 10.

Command word(s): Bareu (Vosk Elf for: Create).

Damage: None.

Duration: None.

Effect time: Instant.

Explanation: When a character reaches into this quiver, a projectile will magically appear in hand (another, endeavoring to

retrieve the same from this quiver, who does not know the "Command word", will fail in the attempt).

This quiver magically produces projectiles at a rate equal to the number of times the weapon type can be hurled from a weapon (according to the Weapons Book rulings) per turn.

Roll on chart #1 to see what type of projectiles Quiver of Animated Projectiles will produce.

Chart #1

%Roll Projectile types:

01-25	Arrow	(roll on chart #2 for Arrow types)
26-50	Bolt, Ballista	(roll on chart #3 for Ballista bolt types)
51-75	Bolt, Crossbow	(roll on chart #2 for Crossbow bolt types)
76-00	Bolt, Pistol-crossbow	(roll on chart #2 for Pistol-crossbow types)

Chart #2

%Roll Arrow, Bolt, and Pistol-crossbow types:

01-33	Barb-tipped
34-66	Hunting-tipped
67-00	Target-tipped

Roll on chart #4 for the rank of projectile that quiver produces.

Chart #3

%Roll Ballista bolt types:

01-25	Barb-tipped
26-50	Blunt-tipped
51-75	Hunting-tipped
76-00	Target-tipped

Roll on chart #4 for the rank of projectile that quiver produces.

Chart #1

%Roll Rank:

01-45	1
46-55	2
56-64	3
65-72	4
73-79	5
80-85	6
86-90	7
91-94	8
95-97	9

98-99 10
00 Roll on chart #2

Chart #2

%Roll Rank:

01-35 11
36-46 12
47-56 13
57-65 14
66-73 15
74-80 16
81-86 17
87-91 18
92-95 19
96-98 20
99-00 Roll on chart #3

Chart #3

%Roll Rank:

01-37 21
38-48 22
38-48 22
49-58 23
59-67 24
68-75 25
76-82 26
83-88 27
89-93 28
94-97 29
98-00 30

To find out the alloy and/or wood types of the arrows or bolts that this item produces, roll on one or both of the charts below:

%Roll Tip alloys:

01-50 Gage-steel
51-80 Shank-steel
81-95 Krakkin-steel
96-00 Roll again:

%Roll Alloy of skin armor Cont.:

01-70 Admontanium-steel
71-85 Earthen-steel
84-90 Krank-steel
91-95 Starr
96-98 Mystical-steel
99-00 Koar-steel

%Roll Shaft types:

01-05 Ironwood
06-30 Oak-wood
31-00 Pine-wood

Hand movement: Reach into quiver.

Healing: None.

History: The Vosk Elves designed this item. Yet unlike its cousin, the Ever-Loaded Quiver, they guard this item

jealously.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: As "Hand movement".

Range: None.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 5,000 W.G. (+ 75 W.G. times the rank of projectile)