

THE FORGE OF MORADIN

Run by world travelers who seek out places of great destiny, the Forge of Moradin is a humble enchantery for those with coin and patience.

OWNERS

The Forge is owned and run by two ex-adventurers: Rurik Frostbeard and Zook Timbers. Together they mix divine might and arcane wisdom into magnificent enchantments that bring mundane items to life.

RURIK FROSTBEARD

Rurik was once the son of a thief who cheated and stole his way across the continent. When his father's misdeeds finally caught up with him, Rurik was left an orphan under the care of the local priests of Moradin. There he was trained as a priest himself.

When Rurik finally became of age, he became taken by wanderlust. He also found that he missed the bursts of luxury that a thief's life afforded his family. He reconciled his conflicted emotions by choosing to become an adventurer, and spent many years doing Moradin's work as a traveling cleric.

Now Rurik is retired, but his wanderlust has never been sated. He now travels the world with Zook, never staying too long in one place. They have made their fortune, and Rurik seeks now only to experience history from the sidelines, satisfied that he has made his own mark.

Rurik is a LG Dwarven **War Priest**.

RURIK FROSTBEARD'S TRAITS

Ideal. "Noble is he who rises to seek a hard day's work."

Bond. "Zook Timbers has shown himself to be a good man, and I believe my destiny lies with him."

Flaw. "Others preceive me as grumpy and sarcastic. I don't know why!"

ZOOK TIMBERS

Zook was the eldest son of a village leader, expected to take up the role when he became a man. He accepted the responsibility, but as he watched his friends leave to follow their own fate, he became jealous and bitter.

With the pressure of his role weighing upon him, Zook packed his things and left in the middle of the night, never to return. He traveled aimlessly for a time, eventually making the acquaintance of an elderly wizard. The wizard was not long for this world, and asked Zook to care for him in his final months. Zook agreed, and in exchange the wizard attempted to teach Zook everything he knew.

When the wizard finally passed, Zook realized that he had a thirst for knowledge that could not be passed by idle study. He went off to seek arcane secrets, becoming an adventurer and eventually meeting Rurik.

Now in his middle age, Zook has found that the adventuring life has a cost that he is unwilling to pay. Ashamed that he left his post as village leader, Zook now makes up for his failure by helping the younger generation find their path. It just so happens that being an enchanter gives you ample opportunity to do just that.

Zook is a NG Gnomish **Transmuter**.

ZOOK TIMBERS' TRAITS

Ideal. "I can sense places of great destiny, and I find joy in watching these places live out their fate."

Bond. "Rurik Frostbeard is my best friend, and he is always at my side!"

Flaw. "I tend to speak for people, often misinterpreting the situation."

ENCHANTING ITEMS

Zook and Rurik consider themselves craftsmen, and demand the payment and time of such. They do not often alter their usual costs, save for exceptional circumstances.

Before the enchantment process can begin, a mundane item must be provided that is similar to the desired magic item. This is not represented in the Cost and Timetables table.

COST AND TIMETABLES

Rarity	Cost	Time Needed
Common	100 gp	3-15 days
Uncommon	500 gp	15 days
Rare	5,000 gp	60 days
Very Rare	50,000 gp	300 days

PERSONALIZING THE ITEM

Enchanting an item is no ordinary process. It requires a keen sense of the bond between man and tool. Rurik and Zook listen for that bond, and try to help their clients form a better relationship with their items to achieve a more potent effect.

COMMUNING WITH THE ITEM

To assist with this connection, Zook and Rurik will often ask their client to commune with their item. This often takes the form of a question, but can also involve stranger requests.

The *Dungeon Master's Guide* has many suggestions for how to give a magic item unique flavor. Try to pick something that relates to the character's answer for maximum effect.

Potential prompts for the communion process are presented in the Prompts table.

PROMPTS

d100	Prompt
1-2	Tell your item a story.
3-4	Tell your item about your greatest fear.
5-6	Tell your item about your greatest hope.
7-8	Tell your item what its purpose is.
9-10	Tell your item a secret about yourself.
11-12	Tell your item about a dream you had.
13-14	Tell your item about a time you learned something.
15-16	Tell your item about the time you felt strongest.
17-18	Tell your item about the time you felt weakest.
19-20	Tell your item a joke.
21-22	Tell your item a lie.
23-24	Tell your item about someone you love.
25-26	Tell your item about someone you hate.
27-28	Tell your item about your greatest regret.
29-30	Tell your item about the thing in your life for which you are the most grateful.
31-32	Tell your item about something that you've dreamed of doing but haven't done yet.
33-34	Tell your item about the greatest accomplishment in your life.
35-36	Tell your item about one thing that people always misunderstand about you.
37-38	Tell your item about someone or something you've lost.
39-40	Give your item a riddle for it to solve.
41-42	Give your item the essence of something you want it to protect.
43-44	Give your item the essence of something you want it to destroy.
45-46	Give your item a name.
47-48	Give your item a new decoration.
49-50	Give your item a gift.
51-52	Give your item something you created.
53-54	Give your item a piece of yourself.
55-56	Give your item something that means the world to you.
57-58	Give your item something that means the world to someone else.
59-60	Promise your item something.
61-62	Promise your item that you'll do one thing that frightens you.
63-64	Promise your item that you'll do something against your nature.
65-66	Promise your item that you'll give something up for good.
67-68	Promise your item that you'll give something up for a short amount of time.
69-70	Promise your item that you will take on someone's burden.
71-72	Promise your item that you'll forgive someone.
73-74	Promise your item that you'll get revenge for a slight.
75-77	Describe your most treasured memory to your item.
78-80	Describe your most terrible memory to your item.
81-84	Describe something you're searching for to your item.
85-88	Describe a place you would like to go to your item.
89-92	Describe the person you most admire to your item.
93-96	Describe how you would like to die to your item.
97-100	Describe how your life could have been different to your item.