

# Enchanted Items, Explanation of: Dimension

Area of Effect: See: "Explanation of Enchanted Item".

Avoidance-roll: None.

Charges: Permanent item. Unlimited usage.

Command word(s): Inesh Valeen (Aldarian Elf for: Dimension Gate).

Damage: None.

Duration: Permanent until removed by wielder.

Effect time: 1 turn.

Explanation: The Dimension is an actual piece of a Dimension Gate. How it was formed to serve its wielder is unknown. The Dimension, once expanded, will open up a small Dimension Gate 6' in diameter. Into the opening, and out the other end, one must travel 10 spaces (50'). The other end of the Dimension is exactly the same as the opening. Sometimes, within the Dimension, as one travels through it, there may be gaps, openings, in the sides that lead to unknown places (G.M., these places will be strictly up to you to make up (they could be other physical places upon the earthen plane, another dimension, a different plane of existence, etc.). If followed through, the Dimension will stay with the wielder and not be left behind. When a dimension rift occurs, a person can peer through into what lies beyond, though it be obscure. Other creatures or people on the other side can enter through onto the Dimension as well.

When the Dimension is opened, the rim of the entrance will flare a brilliant white, lighting up the surrounding area. The lighted area of effect is 75 spaces (375') out, all the way around the opening.

If the Dimension is held out, but not touching, a wall, or barrier that is 50' thick or less, one can pass through it by the use of the Dimension.

If the Dimension is placed directly upon the surface of something, touching it, when it expands the surface will be forced outward by its opening, destroying it (expanding, outwardly crushing and enlarging whatever surface is in the way of the Dimension). If the Dimension forces a surface outward that is stronger than itself, the Dimension will be destroyed. The effect of the Dimension being destroyed will unleash a dimensional rift as stated in "Immunities".

Note: If a Dimension is used to destroy something, the energy expended by the Dimension will weaken it. If the Dimension becomes too weak it will unravel, causing a catastrophic effect, and be utterly destroyed in the process. The ruling for this will be strictly up to the discretion of the G.M.

Hand movement: The Dimension must be opened just shy of touching the surface of what is to be passes through.

Healing: None.

History: It is only speculated that the Aldarian Elf race created this item. Inquiring of their Elders has sparked only further speculation on this matter (for they do not know, nor is it written in their ancient tombs, the origin of this highly prized item). It must have been devised during the Age of Creation.

Immunities: Dimension cannot be placed to travel through a Portal or Dimension Gate that is already opened.

Both the Dimension and the Portal or Dimension Gate will impact, causing a catastrophic effect. This outcome will be strictly up to the G.M. to rule on (remember, "effect" does not mean death -- it indicates a legendary occurrence).

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: The Dimension must be opened just shy of touching the surface of what is to be passes through.

Range: Space which wielder of Dimension stands.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 700,000 White-gold.