

# Enchanted Items, Explanation of: Door of Opening

Area of Effect: As “Range of item”.

Avoidance-roll: None.

Charges: Permanent item. Usable 1 time per week.

Command word(s): Ke Mey Tadcha (Shallant for: Let me pass).

Damage: None.

Duration: As long as door is placed against a surface.

Effect time: Instant.

Explanation: This is one of the most valuable items that can be used in a maze, labyrinth, dungeon, or walled area.

If placed

up against a wall and opened, it will cause a door-sized passage way to appear through the wall. The wall can be no thicker than 3', or the Door of Opening will not work (although it will leave a 3' deep alcove in the surface.

It is pocket-sized but grows when placed against a wall.

Hand movement: User must place door against solid surface and open it.

Healing: None.

History: The race of Shallant invented this magical door. The Shallant king, Ninninbura, and his wizards, faithfully keep its making a secret.

Immunities: Enchanted and magical structures are not effected.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: As “Hand movemant”.

Range: The area that the door covers.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 7,500 White-gold.