

Enchanted Items, Explanation of: Sanctuary, Animated

Area of Effect: As “Range of item:”.

Avoidance-roll: None.

Charges: Permanent. Usable 1/Fortnight (once per 14 days).

Command word(s): Yes: “Animation” (Human dialect).

Damage: None.

Duration: Permanent, or until the user places a hand against the Animated Sanctuary and states the “Command word(s):” once again..

Effect time: 1 turn.

Explanation: The Animated Sanctuary is a defensive enchanted item designed to keep at bay attackers. Within its protective walls are slits at various places for weapons to slide through and attack foes. These slits will allow a blade that is HAND-WIDTH to be thrust through, an ARROW show out of, etc.

This item is considered as Armor-Rank: -20 and has no skill-level (which means it cannot defend against any successful attack).

Question: Can a creature be imprisoned within this item if I throw it over its head?

Answer: No. Animated Sanctuary is a defense item ONLY. If thrown over the head of a foe, it will not animate but will merely fall to the ground as would a fist-sized rock.

Hand movement: Throw Animated Sanctuary overhead as the “Command word(s)” is spoken aloud.

Healing: None.

History: This item was created by the Human race during the Age of War. These items were designed to cut down on casualties during this great and terrible conflict within the world.

Immunities: Acid, Air, Cold, Electricity and Fire-based attacks will cause only 10% of the normal damage to the walls of this item (although the walls will become cold, hot, electrified, etc., to the point of damaging those touching its surface during or after such attacks (G.M.: This will be up to you to decide).

Also: Animated Sanctuary will have a chance of turning certain types of attacks. If successful, Animated Sanctuary will take no physical damages:

Type of attacks	Roll to turn
Acid -----	91+
Blunt-edged -----	61+
Cold -----	71+
Electricity -----	86+
Fire -----	71+
Needle -----	51+
Sharp-edged (hand-held) -	81+
Sharp-edged (hurled) -----	81+

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Upon this items decent to the ground it will unfold and settle about the user creating 6 flat surfaces (4 walls, 1 floor, 1 roof) all of which will be 10' x 10' x finger-width in thickness. These surfaces will protect the user and all

within from physical attacks.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 10,000 white-gold.