

Enchanted Items, Explanation of: Amulet, Wall

Area of Effect: Enough mass to fill the space of a portcullis up to 10' x 10' x 3'.

Avoidance-roll: If a charge is aimed at an individual, the wearer of the Wall Amulet must roll to hit in order for the wall effects to entrap someone. This form of attack will be considered as a hand-held weapon, same skill level as the caster. **G.M.:** If entrapped, roll a random area of the body. Then it will be up to you to determine what other areas of the body may have been entrapped as well.

Charges: 1-20 (roll 1-D20).

Command word(s): "Kurshin" (Kithrin Dwarf for: Wall)

Damage: None. See: "Explanation of Item".

Duration: Permanent. The newly created wall is not magical; it is actual stone.

Effect time: Instant.

Explanation: It will block off a hall, doorway, or archway with a wall of stone. Once a wall is set, it is permanently. It must be broken and removed. For every charge of this amulet used, 2 points of the wearer's constitution will be drained away for 6-72 hours (roll 6 D-12).

Wall stats: 5,000 D.Ps. per square foot.

Question: What happens if I wall someone in?

Answer: The wall will form, firmly entrapping him or her (but it will not be damaging).

Hand movement: Wearer touches amulet with one hand and points at the spot where stone barrier will form.

Healing: None.

History: A prominent dabbler in the deeper arts, named Grogglin Hammermouth, invented this item for the quick sealing of passageways for his people when defense was needed. It became a very popular item for miners and military guard to have at hand. It was an instant success, approved by all Dwarven kings who discovered the talent of Grogglin's invention.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Amulet must be held in hand as the "Command word" is spoken.

Range: 4 spaces (20 feet).

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 75 W.G. per charge (the necklace is then considered as an O.V.I.).