Oracle: Castle, Animated

Area of Effect: When Castle is fully animated, the base will cover an area of: 50 spaces (250) x 100 spaces (500')
at the base. The height will be: 25 spaces (125').

Avoidance-roll: None.

Charges: Once this Oracle is animated, it is permanent.

Command word(s): "Animate".

Damage: If this castle is thrown onto something, the damages will be completely up to the G.M.

Duration: Permanent.

Effect time: When the Animated Castle touches the ground it will rapidly grow and expand to the size of a large
military castle.

Explanation: The Animated Castle and all its dimensions, secret chambers, wall and drawbridge damage-points,
and all other information according to its structure will be strictly up to the discretion and will of the G.M.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Holder of Animated Castle must throw castle away from him or her.

Range: Castle only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 2,000,000 White-gold.