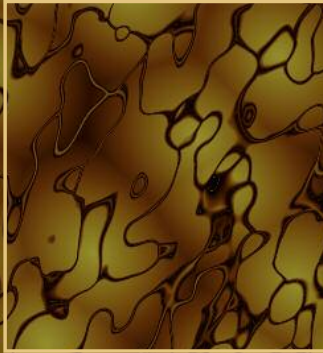


Dome of Hidden Places

3,500
HP



Ritual Artifact Item

The Dome covers a 100 foot radius from the Artifact in all directions. Users need to know where the Dome is to find it. You may not Teleport, Spirit Walk or Astral Port into the dome. The Dome has 8 Warp Defense. Other questions at GM disgression.

Item- Illustration © Susan Van Camp

STR
0
COR
0
DEF
0
SPD
0
WIS
0
HP
0
CAP
-4

Dome of Hidden Places

Ritual Artifacts

Guidelines

Ritual Artifacts are ancient Enchantments created binding together words, symbols and images to create Mystic Technologies.

Ritual Artifacts are undetectable beyond the range of their effects by Magic detection Spells, skills, powers or abilities. They detect only as very low magic with no name, effect or point value communicated.

No current Magic Analysis spells, skills, powers or abilities apply to analyzing Ritual Artifacts.

Glyphmasters, Zachtos and Brotherhood Searchers gain a +1 to Ritual Magics and Ritual Artifact Studies.

Operating Artifacts may only be moved under very special circumstances.

Your GM will use rule 3.4 to cover additional questions.

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Ritual Artifacts