

# Enchanted Items, Explanation of: Mural, Transport

Area of Effect: None.

Avoidance-roll: None.

Charges: The Transport Mural can be painted cleaned and painted again. It can be used again and again (unless it becomes 30%+ damage; then it is useless).

Command word(s): None.

Damage: None.

Duration: Permanent, once Transport Mural has been completed (considering it is not destroyed)..

Effect time: Instant, after the painting has dried completely (discretion of the G.M.).

Explanation: This fantastic item will take its painter, and any others who wish to step through it, to the place that it portrays Roll on Chart #1 to see if the Mural has already been painted:

Chart #1

<u>%Roll</u>	<u>Is Mural painted?</u>
01-50	No. It has not been used.
51-00	Yes. It will be up to the G.M. what place has been painted.

Roll on chart #2 to see if there are any flaws on the Mural:

Chart #2

<u>%Roll</u>	<u>Is Mural flawed?</u>
01-50	No. Perfect condition.
51-00	Yes. It will be flawed up to 100% (the lowest of 3 rolls).

Roll on chart #3 to see the size of the Mural:

Chart #3

<u>%Roll</u>	<u>Size of Mural?</u>
01-70	24" wide X 48" tall.
71-00	48" wide X 96" tall.

Hand movement: A picture of the place one wishes to go must be painted.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: A picture of the place one wishes to go must be painted.

Range: Limitless.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 120,000 White-gold.