

# Sanctuary

While there is a spell called *sanctuary*, this page is in reference to a sanctuary created for use with *word of recall*.

## Establishing

A character can establish a sanctuary (which can then be used for word of recall) by spending one day preparing an area, including casting *blessing* followed by *sanctuary*. Other costs are considered to be included in the caster's upkeep.<sup>1)</sup> The area must be safe and not anathema to the deity or power that grants the character's magic. A character can only have a single sanctuary, but can "move" it elsewhere by preparing a new area.

<sup>1)</sup>

As with similar rulings, the character must have reasonable access to candles, oil, chalk, or whatever is reasonable for their clerical preparations.

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