

# Oracle: Impenetrable Dome Shield

**Area of Effect:** 2 spaces (10') out from the space the caster is standing upon (the zenith of the shield will reach 8' at the center).

**Avoidance-roll:** None.

**Charges:** 1-10 (roll 1-D10).

**Command word(s):** None.

**Damage:** There will be enough oxygen within the shield to last one person 365 days. There shouldn't be this much oxygen within, but the shield was designed to protect life from physical danger.

**Duration:** Permanent, until the one who raised the shield wishes to terminate it.

**Effect time:** 1 turn.

**Explanation:** When Impenetrable Dome Shield is used creatures and objects within the "Area of effect" will be protected from all forms of physical effects.

**Note:** Some forces may be so intense upon the shield that those within may be knocked unconscious, deafened, broken, or even slain and shattered (but untouched all the same). This is completely up to the discretion of the G.M.

**Hand movement:** Impenetrable Dome Shield must be held in hand at the time of use.

**Healing:** None.

**History:** Unknown.

**Immunities:** Impenetrable Dome Shield will only stop the physical aspects of essence. Spirits may pass through as well as mind creatures and spells.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Impenetrable Dome Shield must be held in hand at the time of use.

**Range:** 2 spaces (10') out from the space the caster is standing upon. This shield is immobile once raised.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 15,000,000 +400,000 White-gold per charge.