Arcane Fortress

This spell, one of the most powerful of the spells in the Abjuration Philosophy known, brings into being a shield of force that is impenetrable to all but the most powerful magical or mundane attacks. The shield appears as a glowing silver sphere some five meters in radius, three meters high, and centered on the caster. If the caster is on the ground when the *Arcane Fortress* manifests, it comes into being as a hemisphere rather than a full sphere.

As more and more powerful attacks are made against the dome, it glows more and more brightly before finally bursting into a bright flare of light shortly before it fails.

College: Change
Philosophy: Abjuration
Special Effects: Arcane Magic, Change, Abjuration, Force
Effect: Force Wall (20 PD/20 ED/10 Power Defense/10 Flash Defense (Sight Group)/10 Flash Defense (Hearing Group))
Casting Time: 1 Turn
Target/Area Affected: 5 Meter Diameter Sphere
Duration: Constant
Range: No Range
Active Cost: 396
Skill Roll Penalty: -20
Real Cost: 99
END Cost: 36

Arcane Fortress: *Force Wall (20 PD/20 ED/10 Power Defense/10 Flash Defense (Sight Group)/10 Flash Defense (Hearing Group)), 0 BODY, 5 Meter Radius/3 Meter High Dome, Non-Anchored, - Costs END Only To Activate (+1/4), Counteracts Indirect (+1/4), Hardened (+1/4), Constant (+1/2), Uncontrolled (Lasts 5 Minutes; +1/2)(396 Active Points); Extra Time (1 Turn; Activation Only; Can Take No Other Actions; -3/4), Lockout (Caster May Use No Other Spells If This Spell Is In Operation; -1/2), No Range (-1/2), Requires A Power Skill: Abjuration Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Restricted Shape (Must Be A Sphere Or A Hemisphere Centered On The Caster; -1/4).*

Spell created by Jack Butler

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