

# Anti-magic Shell



## Abjuration

Level: 6

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 ft./level diameter

Saving Throw: None

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword.

Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

The spell does not destroy or dispel existing enchantments. nor will it affect magical creatures, constructs, or undead beyond possibly suppressing some of their abilities. It will not prevent touch-delivered special attack forms such as a lich's paralyzing touch. Holy water is not magical and is fully effective within the shell.

Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM 's option. A dispel magic spell does not remove the spell; the caster can end it upon command.

Notes: Common spell (PHB).