

# Armor



## Conjuration, Force

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Until destroyed by damage

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). The spell has no effect on a person already armored or a creature with Armor Class 6 or better. It is not cumulative with the shield spell, but it is cumulative with Dexterity and, in case of fighter/mages, with the shield bonus. The armor spell does not hinder movement or prevent spellcasting, and adds no weight or encumbrance. It lasts until successfully dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. ( It is important to note that the armor does not absorb this damage. The armor merely grants an AC of 6; the wearer still suffers full damage from any successful attacks.) Thus, the wearer might suffer 8 points from an attack, then several minutes later sustain an additional 1 point of damage. Unless the spell was cast by a wizard of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the armor spell grants the wearer full benefits of the Armor Class gained.

The material component is a piece of finely cured leather that has been blessed by a priest.

Notes: Common spell (PHB).