

# Dispel Enchantment



## Abjuration

Level: 8

Range: 0 or touch

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level or 1 turn/level

Area of Effect: 120-ft. radius or item touched

Saving Throw: None

This spell is a more potent version of dispel magic. It can be cast in one of two ways: first, it can create a persistent negation field that negates spells cast within the area of effect; second, it can temporarily neutralize magical items. The caster must choose which version is desired when the spell is cast. The dispel enchantment spell cannot affect dweomers that a dispel magic spell cannot affect.

**A.) Spell Negation Field.** In this use, dispel enchantment immediately and permanently dispels all spells within the area of effect that are in force at the moment of casting. The spell lingers for 1 round per caster level, possibly negating spells cast into or through the area, or operating on creatures entering the area. Each potion must save vs. spell as a 12th-level wizard or be destroyed. Spell effects receive a dispel check to see if they are negated. The base chance that a spell is negated is an 11 or higher on a d20.  $\pm 1$  per level of difference between the wizard using dispel enchantment and the spellcaster who created the effect that may be negated. For example, a 16th-level caster negates the fireball of a 9th-level invoker on a roll of 4 or higher.

The negation field is immobile; it cannot be moved. Unlike a standard dispel magic spell, the caster's magic is only 50% likely to be dispelled by the field. The caster is free to leave the field and can dismiss it at will.

**B.) Neutralize Item.** The caster must touch the item to be affected. In a combat situation, this requires an attack roll if the object is worn or carried by an alert enemy. The item in question is rendered inert and useless for a period of 1 turn per level of caster, with no saving throw allowed. Potions, scrolls, and ointments or powders with a limited number of applications are destroyed by this spell. Only artifacts, relics, and weapons of +5 enchantment or better resist neutralization.

The material component is a token of special meteoric iron, worth at least 1,000 gp, which is expended in the casting of the spell.

Notes: Common for witches and abjurers; otherwise very rare.