

# Dispel Magic



## Abjuration, Universal

Level: 3  
Range: 120 yds.  
Components: V, S  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: 30-ft. cube or 1 item  
Saving Throw: None

When a wizard casts this spell, it has a chance to neutralize or negate magic it comes in contact with, as follows:

First, it removes spells and spell like effects (including device effects and innate abilities) from creatures or objects. Second, it disrupts the casting or use of these in the area of effect at the instant the dispel is cast. Third, it destroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (11 or higher on 1d20 to dispel). If the caster is of higher level than the creator of the effect to be dispelled, the difference is subtracted from the number needed on 1d20 to dispel (making it more likely that the dispel succeeds); if the caster is of lower level, the difference is added to the number needed on 1d20 to dispel (making it less likely that the dispel succeeds). A roll of 20 always succeeds and a roll of 1 always fails. Thus, if a caster is 10 levels higher, only a roll of 1 prevents the effect from being dispelled.

A dispel magic spell does not affect a specially enchanted item, such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor, unless it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed and carried by a creature gains the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An inter-dimensional interface (such as a bag of holding) rendered nonoperational would be temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Notes: Common spell (PHB).

### Summary of Dispel Magic Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/innate ability	Level/HD of other caster	Effect negated
Wand	6th level	*
Staff	8th level	*
Potion	12th level	Potion destroyed
Other magic	12th, unless special	*
Artifact	DM discretion	DM discretion