

# NEW ABJURATION SPELLS

## MASS SHIELD

3rd-level abjuration (Artificer, Bard, Cleric, Paladin, Wizard)

**Casting Time:** 1 reaction, which you take when you or another creature within range that you can see are hit by an attack or targeted by the magic missile spell

**Range:** 5 feet

**Components:** V, S, M (a woven bracelet)

**Duration:** 1 round

A shimmering barrier of magical force appears and protects you and up to two other creatures you can see within range. The attacked creature must be among your targets. Until the start of your next turn, each affected creature has a +4 bonus to AC, including against the triggering attack, and they take no damage from *magic missile*. If a creature leaves the range of the spell, the effect ends on them.

## SHIELD OTHER

2nd-level abjuration (Artificer, Bard, Cleric, Paladin)

**Casting Time:** 1 reaction, which you take when a creature other than you within range that you can see is hit by an attack or targeted by the magic missile spell

**Range:** 15 feet

**Components:** V, S, M (a bead bracelet)

**Duration:** 1 round

A shimmering barrier of magical force appears and protects the attacked creature. Until the start of your next turn, the target has a +4 bonus to AC, including against the triggering attack, and it takes no damage from *magic missile*.

### ART CREDIT:

"Heroes and dragons Mage spell protection dome" by Traaw



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