Anti-Magic Shell

Abjuration

Range:	0	**Components:**	V,S
Duration:	1 Turn / Level	**Casting Time:**	1 Segment
Area of Effect:	1' / level diameter sphere	**Saving Throw:**	None

Level 6 Magic-User

Bigby's Forceful Hand

Evocation

Range:	1" / Level	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	6 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Magic-User

Control Weather

Alteration

Range:	0	**Components:**	V,S,M
Duration:	4-48 (4d12) Hours	**Casting Time:**	1 Turn
Area of Effect:	4-16 (4d4) Sq. Miles	**Saving Throw:**	None

Level 6 Magic-User

Description

By means of an anti-magic shell, the magic-user causes an invisible barrier to surround his or her person, and this moves with the spell caster. This barrier is totally impervious to all magic and magic spell effects (this includes such attack forms as breath weapons, gaze weapons, and voice weapons). It thus prevents the entrance of spells or their effects, and it likewise prevents the function of any magical items or spells within its confines. It prevents the entrance of charmed, summoned, and conjured creatures. However, normal creatures (assume a normal troll rather than one conjured up, for instance) can pass through the shell, as can normal missiles. While a magic sword would not function magically within the shell, it would still be a sword.

Description

Bigby's Forceful Hand is a more powerful version of Bigby's Interposing Hand (q.v.). It exerts a force in addition to interposing itself, and this force is sufficient to push a creature away from the spell caster if the creature weighs 500 pounds or less, to push so as to slow movement to 1" per round if the creature weighs between 500 and 2,000 pounds, and to slow movement by 50% of creatures weighing up to 8,000 pounds. It takes as many hit points to destroy as its creator has. Its material component is a glove.

Description

Except as noted above, and for the differing material components, this spell is the same as the seventh level cleric control weather spell (q.v.). The material components of this spell are burning incense, and bits of earth and wood mixed in water.

The control weather spell allows a cleric to change the weather in the area he or she is in at the time the spell is cast. The spell will affect the weather for from 4 to 48 hours (4d12) in an area of from 4 to 16 square miles (4d4). It requires 1 turn to cast the spell, and an additional 1 to 4 (d4) turns for the effects of the weather to be felt. The control weather spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave. The weather control possible depends upon the prevailing conditions:

<< See Player's Handbook, Page 52 for chart >>