

Mage Shield

Conjuration (Creation) [Force]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force, about the size and shape of a tower shield, appears, floating next to you; with a thought (free action) it will *cease to float*, and attach itself to your arm, providing a +4 shield bonus to AC. Unlike mundane tower shields, *mage shield* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage shield* is made of force, the +4 shield bonus also applies against incorporeal touch attacks.

HOWEVER, use of this spell **REQUIRES** the caster to have *tower shield proficiency*; otherwise, the shield will be awkward, and difficult to wield, and will grant only a +1 shield bonus, instead of +4. If the caster has any shield feats, he may apply them while using this spell.

Unlike the *shield* spell, *mage shield* does **not** negate *magic missile* attacks; however, it can be used for cover, just as a normal tower shield can.

The reasons for these differences are as follows: because the *shield* spell floats in front of you, and is controlled mentally, it can move blindingly fast, which is required in order to block *magic missiles*. However, because it floats in front of you, you can't hold it in the proper fashion required to grant you full cover.

Conversely, because *mage shield* does **not** float (it must be held / wielded) it can be used as a normal tower shield; however, since no person can move their arm fast enough to parry a *magic missile* spell, the *mage shield* can't be used to negate those attacks.

Focus: A small, one-inch diameter wooden shield.

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