

# ANTILIFE SHELL

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

5<sup>th</sup> level abjuration

- ⚙ Casting Time: Action
- 🎯 Range: Self (10ft radius)
- ⌚ Duration: ☉ 1 hour

A shimmering barrier extends out from you in a 10ft radius and moves with you, remaining centred on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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