

# Shield



self



5 rounds+1/level



Creates an invisible, shield-like mobile disk of force that hovers in front of the caster. It negates **magic missile** attacks directed at the caster, and improves the caster's AC by +3 vs. melee attacks and +6 vs. missile weapons. The AC benefits do not apply to attacks originating from behind the caster, but **magic missiles** are warded off from all directions.



BF 31

