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# ABJURATION

## SHIELDED BY SORCERY

As with anything that seems purely defensive, the school of abjuration is often thought to be weak. This could not be further from the truth. Magic is a powerful force, capable of slaying a healthy warrior with a single word or laying waste to an entire city. Mundane defences are incapable of repelling just force. Only the spells of abjuration offer resistance to this might, which makes abjuration the equal and opposite of offensive magic. Power and effect are not always equally evident.

Mages with a speciality in abjuration are generally careful people with a mind for defensive tactics and a strong sense of responsibility. The role of guardian often engenders in them a sense of justice and caution. This sometimes develops to the point of abjurers being overbearing in defence of those they consider 'under their protection'. Their magic allows them to protect themselves and others from any hardship that might befall them, even extending that safety into areas most folk would never consider an avenue of attack. Abjurers can guard the mind and the soul, as well as the body.

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The Art of Oathwarding

Help for Games Masters

Designer's Notes

FOR GAMES MASTERS AND PLAYERS ALIKE

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Requires the use of the Dungeons & Dragons®  
Player's Handbook, published by Wizards  
of the Coast, Inc.®  
This product utilizes updated material  
from the v.3.5 revision

U.S. \$14.95





# Encyclopaedia Arcane Abjuration

August Hahn

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## MONGOOSE PUBLISHING

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# INTRODUCTION

Some attack. Some defend. Some are born for combat. Others become protectors. The art of war is as much about the shield as it is the sword. Magic is no different. For every *fireball*, there is *globe of invulnerability*. The practice of defensive magic in all its forms is categorised as abjuration, the school of protection. If a spell bolsters the body, shields the mind or defends the soul, it is most likely an abjuration spell. While this school is rarely thought of as the most powerful of magic, few mages would give up the protection offered by its many useful spells.

That said, it is also true that few mages would choose abjuration as a speciality. As one of the smallest school in terms of spells and effects, there are not many that consider the loss of other schools outweighs the dubious benefit of additional defences. For those few who walk the path of an abjurer, what is gained is well worth the cost.

Exploring the boundaries of what protection magic can provide grants an abjurer a longer, safer life than many of his brethren. As any abjurer can say with surety; there is no spell that cannot kill, no sword that will not strike true and no claw that will not tear flesh. When these things happen, only a well cast defence will ward off harm. Abjuration magic can form protective fields and negate hostile magic. It dismisses enemies and removes curses. Abjuration is the antithesis to every other school of magic. To study abjuration is to focus on what makes magic work and what can be done to counter it.

Not surprisingly, abjuration is a fairly simple art. Some of its more powerful spells have such an overriding effect that little variation is needed in many cases. The school boasts the ability to negate, return or simply block most other magic with only a handful of different spells. Armed with only a couple of abjurations, a mage can be well defended from hostile magic of any kind. Another abjuration spell or two renders him resistant to physical damage as well. The right spells at the right time can make a spellcaster quite impervious to the threat of violence, regardless of its form.

These defences are not just valuable to the abjurer himself. Those who travel with an abjuration

specialist can usually count on also reaping the benefits of magical defence. Several of the spells an abjurer can cast will protect an area from harm or grant their effects to those the caster touches. If an abjurer negates an incoming spell before it can take effect, he has defended his entire party from the damage they would have taken. In this way, an abjurer can quickly become the most valuable member of any adventuring team.

## ENCYCLOPAEDIA ARCANE

This is the 19<sup>th</sup> book in the Encyclopaedia Arcane series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 game, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Arcane is not just intended for Games Masters to use in conjunction with their Non-Player Characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with by the core rulebooks.

## ABJURATION – SHIELDED BY SORCERY

As noted above, the primary flaw of the abjuration school is a lack of choices. There are not many spells to choose from for an abjurer and aside from direct protection, the school has very little flexibility. In this book, you will find special feats, character options, spells and suggestions for expanding an abjurer's repertoire. Devotees of abjuration need not be limited any longer.

So find a comfortable, well-defended place to curl up and peruse what lies within. Abjuration may be the shield of the magical world, but that does not mean the art cannot be used offensively. After all, shields can also bash...

Arrien watched another spell fizzle harmlessly out as it contacted his globe of protection. The spherical wall shimmered like a pearl around the group as they crouched behind a wall of stone and returned fire. Arrows cut through the air and struck home, felling dark-cowled mages as they tried and failed to bring down his defences. One wizard, smarter than the rest, threw a bolt of lightning into the masonry above him. The electricity split the stones easily and rained tons of rock down on them.

Fortunately, he was prepared for this. With a whisper of magic, a second sphere sprang into existence. This one scooped up the party and pulled them all together inside it. The broken stone shattered harmlessly all around them, piling up outside the sphere. When the dust settled, his charges were all intact. They were not happy, but they were not crushed either.

The most volatile among them, the elven archer named Kilierah fired off a shot in frustration. Arrien crouched low, ducking as the shaft ricocheted off the inside of the magical globe of force. Eventually, it slammed into Orggin Rockthane's wooden shield with a loud thud. The dwarf stared down at it and then up at him.

'Oh, this is wonderful. What the hell were you thinking? Now we are stuck in this stupid bubble. How are we supposed to take out these Cultists of Kreng now, Shieldbearer?'

Arrien sighed. He did not actually mind being addressed by his title, but he had a name too. 'It is Arrien, Lord Rockthane, and I would like it if you would remember that. Now, about this sphere.'

Before he could continue, Kilierah knocked another arrow and said tersely, 'Does it have an opening? One I can fire through?'

Arrien shook his head, a gesture that met with severe disfavour from the four people around him. Orggin rolled his eyes and muttered a curse, while the leader of this 'noble band' stood up and tried to adjust his armour while looking around. 'Then we are indeed trapped here, Shieldbearer?' His voice was mostly calm, but Arrien could see irritation building in Sir Yarrin's eyes. For a paladin, he had a very poor demeanour most of the time and an even shorter temper.

'No, sir. This sphere is completely under my control. I can simply dismiss it whenever I wish. I thought to give the avalanche time to settle before doing so, in case there was enough rock above to bury us completely. As there does not seem to be, I was about to do so.'

The exasperated looks around him convinced him to proceed with the dismissal. He looked around at the sides of the sphere and reconsidered. 'On second thought, might I suggest that you all come towards...'

A snarl from Gront, the half-orc healer of the group, brought him up short. With a black-mailed fist, the brutal priest slammed the sphere's inner wall and growled, 'No more talk. Drop the spell and let's get back to work. There are wizards out there who need to bleed!'

Arrien looked at the rocks outside, looked at the positions of his irate companions, and sighed again. 'If you are quite sure,' he said quietly. A glowering stare from Sir Yarrin was all the answer he required. With a quick gesture, he ended the spell and the magical sphere shattered into harmless motes of light.

When it did, the piles of shattered rock came crashing inward. Near the centre of the sphere's effect, he was untouched as the stone poured inward, but around him, the others were quickly buried. A yelp of pain rang out from the elf as she was pinned down by broken masonry and shoring timbers. The dwarf was nowhere to be seen. A plume of white feathers was all that remained of the paladin's visible armour. One angry ebony fist emerged from the stones.

They would dig themselves out, given time. He was certain of that. The gods did not favour him enough for them to be dead...



# ABJURATION — AN OVERVIEW

As with anything that seems purely defensive, the school of abjuration is often thought to be weak. This could not be farther from the truth. Magic is a powerful force, capable of slaying a healthy warrior with a single word or laying waste to an entire city. Mundane defences are incapable of repelling just force. Only the spells of abjuration offer resistance to this might, which makes abjuration the equal and opposite of offensive magic. Power and effect are not always equally evident.

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This position, while an appropriate use of the abjurer's talents, is often underestimating the mage's value. An abjurer can fill many roles in an adventuring group, from disarming magical traps to serving as a rallying point of safety when hostilities mount. The area around an abjurer is often much safer during times of conflict than anywhere else, leading intelligent tacticians to use formations that keep him central to any action. This value does make an abjurer a tempting target for enemies, but his spells usually prevent easy capture or neutralisation.

Examining the spells at an abjurer's disposal quickly explains the true worth of such a specialist. From simple protective magic to swift and powerful negation of enemy spellcasters, an abjurer can be very effective in a variety of situations. Unfortunately, abjurers have a wholly undeserved reputation for being weak. It is an erroneous concept that a strong

defence can only come at the expense of offensive power. Little could be farther from the truth. Indeed, many abjurers do not cease their studies in the evocative arts at all, choosing instead to give up a more subtle field like conjuration or enchantment. It is an unwise opponent that considers an abjurer an easy target.

An important consideration when studying abjuration as a school of magic is to identify what it is capable of and how it operates. This is perhaps most easily

*Thanks for the drink. Have a sit and I'll tell you what you want to know. Yeah, I'm a wizard, or at least I was. I suppose you'd have to actually cast magic from time to time to really be called one, now wouldn't you? I have been in this stinking pit of a tavern for weeks now without work, so I guess you could say I have the potential to be a wizard again, assuming someone paid me enough to buy components.*

*What? It ain't like that. I am plenty competent, but I just don't have what the usual groups coming in here want. They all look for the war mages, the combat-trained spell-throwers. It's like, 'If you can't hurl a lightning bolt, we don't need you.' Well, I do not have that kind of magic, so I lose out on the good jobs. Teeth and toenails, I lose out on all the jobs...*

*Take my advice, kid. You want glory? You want action? You want a steady income? Go back to your college and ask for some spells that go boom. Whatever you do, don't be like me. Don't be an abjurer.*

done by comparing it to other schools and defining clearly what the school does *not* do. Many of the schools of magic have effects that seem to reflect abjuration, requiring close examination to find the subtle differences between their spells.

## CALLING A SHIELD A SHIELD

We will begin by noting the primary focus of nearly all abjuration spells; abjuration protects. The school does this through a number of effects, some physical and some purely conceptual. The physical traits