

# Dispel Magic

*Dispel magic* can dispel any spell, unless explicitly stated otherwise. As detailed in the rules, casting *dispel magic* on a permanent magic item will only disable it temporarily, except in the case of potions, which are destroyed.

When cast on some unique magical effect in a dungeon or otherwise found during adventure which is not covered by the “spell” or “magic item” category, it is up to the DM what effect *dispel magic* will have. It is possible that the effect will be disabled for a round, for a longer period, or permanently. In such cases, a caster level equivalent of the effects power must be keyed by the DM so as to be able to determine dispel chance in the case the spell is cast.

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Last update: **2024-12-22 15:53**

