

# Shutdown



This spell shuts down all electronic devices within range that are not wielded by or under the direct control of a creature. If an electronic device within range is used by a creature, that creature must succeed on a Constitution saving throw to prevent the device from being shut down. While the spell remains active, no electronic device within range can be started or restarted.

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**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

*Transmutation*