Wall of Force

Evocation

Range:	3"	**Components:**	V,S,M
Duration:	1 Turn+1 Round/Level	**Casting Time:**	5 Segments
Area of Effect:	20' Square / Level	**Saving Throw:**	None

Level 5 Magic-User

Wall of Iron

Evocation

Range:	1/2" / Level	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	5 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Magic-User

Wall of Stone

Evocation

Range:	1/2" / Level	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	5 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Magic-User

Description

A wall of force spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force will not move and is totally unaffected by any other spells, including dispel magic, save a disintegrate spell, which will immediately destroy it. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, or any similar things. Spells or breath weapons will not pass through it in either direction. The magic-user can, if desired, shape the wall to a hemispherical or spherical shape with an area equal to his or her ability, maximum of 20 square feet per level of experience. The material component for this spell is a pinch of powdered diamond.

Description

When this spell is cast, the magic-user causes a vertical iron wall to spring into being. Typically, this wall is used to seal off a passage or close a breach, for the wall inserts itself into any surrounding material if its area is sufficient to do so. The wall of iron is one quarter of an inch thick per level of experience of the spell caster. The magic-user is able to evoke an area of iron wall 15 square feet for each of his or her experience levels, so at 12th level a wall of iron 180 square feet in area can be created. If the wall is created in a location where it is not supported, it will fall and crush any creature beneath it. The wall is permanent, unless attacked by a dispel magic spell, but subject to all forces a normal iron wall is subject to, i.e. rust, perforation, etc. The material component of this spell is a small piece of sheet iron.

Description

This spell creates a wall of granite rock which merges into adjoining rock surfaces if the area is sufficient to allow it. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 1/4' thick and 20' square in area per level of experience of the magic-user casting the spell. Thus, a 12th level magic-user creates a wall of stone 3' thick and 240 square feet in surface area (a 12' wide and 20' high wall, for example, to completely close a 10' X 16' passage). The wall created need not be vertical nor rest upon any firm foundation (cf. wall of iron); however, it must merge with an existing stone formation. It can be used to bridge a chasm, for instance, or as a ramp. The wall is permanent unless destroyed by a dispel magic spell or by normal means such as breaking, chipping or a disintegrate spell. The material component is a small block of granite.