

Barrier Reaver



Abjuration, Force

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd.

Area of Effect: Cylinder, 1 ft./level diameter and length

Saving Throw: None

This spell forces an opening in any magical barrier, including an antimagic shell, a prismatic sphere, or a conjured physical barrier such as a wall of iron. The opening comes into being at the end of the round of casting and lasts for the entire next round.

During this time, spells and other attacks can be launched through the opening, creatures who can fit through it can pass the barrier, and what is beyond the opening can be observed. The caster of the barrier reaver is free to cast another spell during the round in which the opening exists. This spell does not destroy the barrier; the opening closes at the end of the round, inflicting 6d6 points of shearing damage upon any creature caught within it and forcibly expelling them or their remains on one side of the barrier (50% chance for either).

The material component of this spell is a small metal key.

Notes: Uncommon for abjurers; rare for others. (Updated from DRAGON Magazine.)