

Battering Ram



Evocation, Force

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd.

Area of Effect: The caster's arm

Saving Throw: Neg.

This spell duplicates a ring of the ram's effects. It wraps the caster's arm in translucent magical force, making a ram's head at the fist.

- The caster has a Strength score of 19 to open doors, break items, or hit opponents (2d6 points of damage); or
- A force can be launched up to 30 feet away in the direction pointed, in order to hit a target like a battering ram (if a door, wall, or other barrier) or against a creature for 2d6 points of damage (save vs. spell or be knocked down; a successful save negates the knockdown but not the damage).

The material component is a piece of ram's horn held in the caster's fist.

Notes: Common for the Guild and Watch of Waterdeep; otherwise uncommon.