

# Bigby's Battering Gauntlet



## Evocation

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creates 1 ram

Saving Throw: None

This spell brings into existence a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The force assumes a cylindrical shape 12 feet long by 2 feet in diameter, but the caster can shorten its length to 3 feet in order to fit in a cramped space.

The spell acts as a battering ram of great power, destroying a normal door with one hit, destroying a reinforced door with three hits, destroying a stone door with five hits, and having a 50% chance to destroy a metal door (the spell is destroyed if the gauntlet fails). Only one attack can be made per round, as with any ordinary battering ram. Used against a smaller physical obstruction, such as a dungeon door or metal grate reinforced with magic, a saving throw is made for the door at the level of the wizard who cast the reinforcing spell on the door. If the saving throw is successful, the gauntlet is destroyed. If the saving throw fails, the gauntlet begins working on the door.

Against a living target, the ram has no effect. The caster must always remain within 60 feet of the ram or it will dissipate. The ram cannot be damaged by physical attacks, but it can be destroyed by magical damage equal to half the number of hit points of the caster. A dispel magic or disintegrate spell can destroy the gauntlet, also. The spell cannot be used to open chests or batter anything but a door. It only functions against portals that are designed to open at some time.

The material component is a metal rod with a chain mail gauntlet slipped over one end.

Notes: Uncommon or rare spell (WoG).