

Bigby's Interposing Hand



Evocation

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

The Bigby's interposing hand spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the wizard, and it can be from man-size (5 feet) all the way up to titan size (25 feet). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many hit points as the caster in full health and has an Armor Class of 0.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

Notes: Common or uncommon (PHB).