

Blackthorns



Evocation

Level: 1

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 6 rds.

Area of Effect: 10-ft. diameter

Saving Throw: None

This spell causes a thick circle of thorny hedge, 10 feet in diameter, to rise up around the caster. The hedge is as high as the caster's chest, is open at the top, and is immovably fixed in place. It can be hacked apart, but does not burn (although magical fire will inflict damage on it) and its position cannot be shifted by physical or magical attacks.

Within the ring of thorns, the caster's Armor Class is improved by 2 against all physical attacks. This Armor Class bonus applies even if the ring has been breached and attacks come through the opening. The caster can pass repeatedly and freely through the hedge as if it does not exist, taking no damage.

The unnaturally thick hedge prevents man-sized or smaller creatures from pushing their way through. Larger creatures pushing through the hedge move at half speed. All creatures trying to force their way through the hedge take 1d8 points of damage per round. Charging into the hedge or contacting it forcefully inflicts double damage.

The hedge can be chopped through safely with edged weapons. The hedge can be hit automatically; 20 points damage will create a one-man-wide breach to the center, while 40 points will create a one-man-wide breach all the way through the thorns.

No means is known to make this spell last longer. The various spells that extend the duration and effects of most existing magic fail to work on a blackthorn hedge.

The material components of this spell are three thorns or whittled wooden or bone spikes of thorn shape.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.