

# Falling Wall



## Evocation

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration, 2 rds.

Area of Effect: 20 x 20 ft. by 4 in. thick

Saving Throw: None

This spell enables the caster to create a temporary wall of armor plate, which "falls" into place from above. The wall is stationary once it strikes an immobile surface (floor or ground) and remains un-moving, regardless of force directed against it, until the spell expires (whereupon it melts away). It can withstand anything short of a dispel magic or disintegrate spell, or contact with prismatic magic of any sort (including the color spray spell). Fireballs that strike it will rebound, flaming spheres and the like are halted, and so on. Magic missiles dodge around it unless it completely seals an opening, such as a doorway (which is the most common use of the spell).

A falling wall is lightning-fast. Though it is very rare for one to hit a creature or moving object, if this occurs the wall strikes for 2d4+12 points of damage. More often, the wall slams down in the face of an onrushing missile or charging being; creatures that strike a falling wall will be stopped by it, typically taking 1d6 to 4d6 points of stunning damage, depending on how fast they are moving and how large they are (faster increases damage, larger body size decreases it). A running warrior in plate mail usually suffers 2d6 points of damage. Only 25% of stunning damage is permanent, the rest is temporary, nonlethal damage.

Once a falling wall is created, the caster is free to cast another spell, flee, read a scroll, or perform any other activity. A caster cannot will his own wall to vanish; it must be destroyed as noted above or expire.

The material component of this spell is a piece of metal that is, or was once, part of armor worn into battle.

Notes: Very rare spell. (Updated from DRAGON Magazine.) The damaging effects of this wall have been reduced from earlier versions.