

# Wall of Stone



15' per level



permanent



Creates a wall of rock composed of up to one 10'x10' square section, 1' thick, per caster level. The wall must merge with and be solidly supported by existing stone. It can be used to bridge a chasm. For this use, if the span is more than 20', the wall must be arched and buttressed, reducing the spell's area by half. The wall can also be crudely shaped to create crenelations, battlements, and so forth by similarly reducing the area.

It is possible to trap mobile opponents, provided the wall is shaped appropriately (save vs. Death Ray).



BF 34

