

# WALL OF THORNS

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

6<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: © 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60ft long, 10ft high, and 5ft thick or a circle that has a 20ft diameter and is up to 20ft high and 5ft thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, both types of damage increase by 1d8 for each slot level above 6<sup>th</sup>.



VERBAL



SOMATIC



MATERIAL

*A handful of thorns*