

# Wall of Iron



90'



permanent



Creates a vertical iron wall. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane and it must always be in contact with the ground. The wall can be created resting on a flat surface, allowing it to be tipped over. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over. Any creature of Ogre-size or smaller crushed beneath the wall takes 10d6 damage (save vs. Death Ray + Dex).



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6