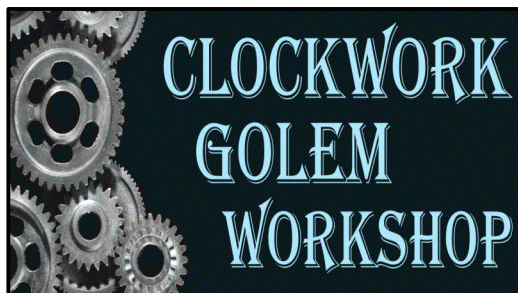


# Wayryth's Lexicon of Walls

## History of the Lexicon



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Wayryth's beginnings are lost, for the wizard never spoke of his childhood and no mysterious tales of his youth have arisen. He emerged in the south nearly three hundred years ago, a scholarly wizard who specialized in architecture and engineering, and quickly rose to prominence through the creation of several potent pieces of arcane architecture and a host of new spells. Wayryth's only record of his unique spells is in his Lexicon of Walls, a tome that also collects a variety of rare magic with slightly less esoteric origins.

Wayryth's name appears on many structures, and while he obviously built some there is considerable debate on the number of architects that appropriated his name in order to appear more important than they were. Certain the Armed Walkway is the result of his creative talents. The Walkway is a massive buttressed stone structure that crosses the Whispering River near its mouth on the Ocean of Sorrows. Completed two and a half centuries ago, the bridge is grasps trespassers with stony arms and bodily throws them into the water and rocks below. Commissioned by the Cabal of Thought to protect their hidden city, it has served as a reliable protection against all but the strongest and most determined pilgrims that seek to disturb the Cabal's research.

Another of Wayryth's accomplishments is a sphere of nothingness used to surround a gate to the lower planes that no mortal could close. A group of local lords hired Wayryth to find a solution to the demonic incursions originating from the gate, but forbade him from destroying it lest they anger the dark god that originally crafted it. Wayryth's answer was to surround the portal with a blank wall that transported those that passed through it into an endless void. A stone marker placed outside the spherical wall explains the dangers of piercing it, and magic is prohibited within sight of the fantastic structure. Even so, the wall-sphere is heavily guarded by several contingents of soldiers provided by the local lords, more to protect the young and foolish from wandering across the boundary than any distrust of Wayryth's artifice.

The last structure that can be positively attributed to Wayryth is the Royal Mausoleum of Tempest in the eastern realms. It is a large, domed structure built to house the bodies and artifacts of the royal family. Just inside the huge double doors stands a circular wall of mirrored metal, said to contain the spirits of all the royal ancestors that will steal the souls of any who look upon it. The mausoleum is tended by an order of blind monks whose job it is to inter and catalogue all members of the royal line and their belongings.

Near the end of his life, Wayryth put all the lore he had learned about walls and their uses in architecture and engineering into one book, the Lexicon of Walls. He began the book by expounding upon the offensive uses of walls by describing several unorthodox ways of conjuring them, expanding on the magical theory and techniques used in the conjuration and evocation of walls. From there he listed the fruits of his long career, including a list of wall spells that is still the envy of arcane masons around the world.

### Description

The reddish-brown covers of this book are adorned with a brick-like motif, although those hefting the book can quickly surmise that the covers are actually cold iron. Close examination of the covers reveals that this brick pattern has been painstakingly etched into the iron plates, one brick at a time. With pages made of the finest vellum sewn into the binding with silk thread, this book is exceptionally well-made and worthy of the masterwork appellation.

A unique feature of this book is the introduction where Wayryth describes five feats designed specifically to increase the effectiveness of walls in almost any situation.

**Value:** 9,100 gp (5,600 gp for spells, +2,000 gp for immunity to rust, + 1,500 gp for magically treated iron covers)

**Hardness:** 20

**Hit Points:** 180

**Weight:** 8 lbs.

**Special:** Wayryth's Lexicon of Walls is completely immune to rust and gains a +11 bonus to save against all magical attacks. The book is exceptionally hard and dense making it easy for the book to survive most normal attacks. The book has a break DC of 30.

The Lexicon of walls contains more spells that can normally fit into the 100 page limit on spellbooks. If you would prefer to use this product but keep to the normal limits for spellbooks, treat the lexicon as a pair of books that have a common author.

### Bardic Knowledge/Knowledge (arcana)

Characters with the Bardic Knowledge ability, Knowledge (arcana), or Knowledge (architecture and engineering) may be familiar with Wayryth or his book. The first time such a character hears about the tome or writer, have them make a check and consult the following table.

**DC 15:** Wayryth's Lexicon of Walls was written by a famous architect two centuries ago and contains wall spells found nowhere else.

**DC 20:** The book is said to contain a wide array of arcane theory and lore, allowing those that master its techniques to utilize Wayryth's unique meta-magic approach to summoning walls.

**DC 25:** The wizard Wayryth is also known for the unique structures he built; specifically, a bridge that throws intruders off of it, a sphere of nothingness said to encapsulate a god-created gate to the lower planes, and a mausoleum containing a spirit mirror.

### Spells

The lexicon contains the following spells: 1<sup>st</sup>-*Wall of paper*\*; 2<sup>nd</sup>-*wall of foilage*\*, *water wave*\*; 3<sup>rd</sup>-*wall of brambles*\*, *wall of locusts*\*, *wind wall*; 4<sup>th</sup>-*illusory wall*, *wall of fire*, *wall of ice*, *Wayryth's wall of poppies*\*; 5<sup>th</sup>-*passwall*, *wall of force*, *wall of stone*; 6<sup>th</sup>-*wall of confusion*\*, *wall of iron*;; 7<sup>th</sup>-*forcecage*, *Wayryth's wall of spell resistance*\*, *void wall*\*; 8<sup>th</sup>-*prismatic wall*, *Wayryth's guardian wall*\*; 9<sup>th</sup>- *Wayryth's wall of hellwasps*\*, *Wayryth's wall of nightmares*\*

\*Indicates a new spell introduced in this product.

## New Spells

### Void Wall

*Conjuration* (Creation)

**Level:** Sor/Wiz 7

**Components:** V, S, M, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Extradimensional wall, up to one 5-ft. square/level (S)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a wall of nothingness, essentially an entrance into a limitless extradimensional space that coexists with the multiverse of extradimensional spaces ("planes"). The extradimensional space created stretches to infinity on one side of the wall (chosen by the caster) and has no other exits other than that "surface" of the wall. From that side, the wall appears as nothing more than a silver shimmering in the air where the wall was created. Breaching or climbing this side of the wall is impossible because there is nothing solid with which to work. Touching the wall is impossible because it is nothing more than a doorway into the void.

Entering the "wall" is effectively entering another plane. Once past the silver shimmering, the extradimensional space created by this spell offers limitless sight within its silvery radiance; yet there is nothing to see but barren emptiness and the slightly darker area where the creature entered the void. Thus this side of the wall blocks line of sight to the other side of the wall.

The other side of the wall is solid and appears as translucent gray volcanic glass. Viewers from this side can only see shadowy shapes of what is on the other side of the wall (but nothing of what entered the void). This side of the wall has a Break DC of 40 and cannot be climbed (it is a perfectly smooth, flat, vertical

surface), has a hardness of 8 and 450 hp per 10 ft. by 10 ft. section. Any section of wall whose hit points are reduced to 0 is breached which causes the whole wall to disperse (having the same effects on creatures inside the void as if the spell ended normally). The wall blocks line of effect from both directions. Opponents on opposite sides of the wall have total cover from each other unless taller than the wall.

It is possible to fly over the wall, go around the wall, or to otherwise move beyond its barrier by ethereal, astral, or shadow travel; thus moving to another plane to bypass the wall. However the barrier exists on all planes and the extradimensional doorway/barrier must be negotiated in some way on whatever plane to which the creature transfers. Thus this spell blocks magical travel spells that rely on other planes unless there is a way over, around, or under the wall on the specific other plane.

When the spell ends, any creatures still inside the void are ejected back into the plane from which they entered and take 3d6 points of damage from such shuffling of planes.

The caster can form the wall into a flat, vertical plane whose area is up to one 5-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

**Material Components:** Powdered corn extract and a twisted loop of parchment.

**Focus Component:** A miniature door made of silver with gold hinges, knob, and lock (worth at least 1,000 gp); and a tiny mithral key (worth at least 100 gp).

### Wall of Brambles

*Conjuration* (Creation)

**Level:** Drd 2, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Wall of tangled branches whose area is up to one 10-ft. square/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You cause a mound of tangled brambles and loosely stacked tree branches to form a wall where you direct. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a straight wall, though you can shape its edges to fit the available space. The wall is 5 feet high per square. You can place multiple squares on top of each other to increase this height, but the whole wall must have the same height.

Each 10-foot square of the wall has 100 hit points and hardness 5. A section of wall whose hit points drop to 0 is breached. Any magical fire spell that encompasses the whole wall turns it into the equivalent of a *wall of fire* spell for 1 round while the wood burns. After that time, only smoke and ashes remain. This wall is easily climbed with a Climb check DC of 10. Once on the top however, footing is precarious requiring a Balance check DC 15 to move across at half speed. Any creature who fails a Climb or Balance check to navigate the wall suffers 1 point of piercing damage from the brambles.

This wall does not block line of sight from one side of the wall to the other, but it does offer cover to creatures on opposite sides of the wall.

Like any wooden wall, this wall is subject to fire, termite infestation, and other natural phenomena.

**Material Component:** A small twig of wood.

## Wall of Confusion

*Enchantment* (Compulsion) [Mind-Affecting]

**Level:** Brd 5, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Opaque sheet of smoke up to 20 ft. long/level or a ring of smoke with a radius of up to 5 ft. per two levels; either form 20 ft. high and 5 ft. thick

**Duration:** Concentration + 1 round/level; 1 round/level; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell creates an opaque smoky wall that confuses creatures passing through it. Those that pass through the wall must make a Will save or become *confused*, making them unable to independently determine what they will do. Characters that fail their Will save are confused as long as they remain in the wall and for 1 round/caster level after they leave it.

This wall blocks line of sight but not line of effect. Opponents on opposite sides of the wall have total concealment from each other.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

| d%     | Behavior   |
|--------|--|
| 01–10  | Attack caster with melee or ranged weapons (or close with caster if attack is not possible). |
| 11–20  | Act normally.  |
| 21–50  | Do nothing but babble incoherently.  |
| 51–70  | Flee away from caster at top possible speed.   |
| 71–100 | Attack nearest creature (for this purpose; a familiar counts as part of the subject's self). |

A *confused* character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character that is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

The caster can form the wall into a flat, vertical plane whose area is up to one 5-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

**Material Components:** A set of three nut shells and a half-burnt stick.

### Wall of Foliage

*Conjuration* (Creation)

**Level:** Drd 1, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Wall of twisted and tangled foliage whose area is up to one 10-ft. square/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You cause a mound of thick tangled foliage to spring up forming a wall where you direct. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a straight wall, though you can shape its edges to fit the available space. The

wall is 5 feet high per square. You can place multiple squares on top of each other to increase this height, but the whole wall must have the same height.

Each 10-foot square of the wall has 60 hit points and hardness 0. A section of wall whose hit points drop to 0 is breached. Any magical fire spell that encompasses the whole wall instantly destroys it, so that only smoke and ashes remain. This wall cannot be climbed except by tiny or smaller creatures whose weight it can support (maximum weight supported 12 pounds) with a Climb check DC of 10.

Creatures with a Strength of 21 or more are not impeded by the wall. Any other creature can force its way through the wall with a Strength check (DC 5) as a move action. The creature moves one half of its normal land speed with a successful check. While pushing its way through the wall in this fashion, a creature loses its Dexterity bonus to armor class, if any.

This wall does not block line of sight from one side of the wall to the other, but it does offer concealment to creatures on opposite sides of the wall.

Like any normal foliage, this wall is subject to fire, plant diseases, and other natural phenomena.

**Material Component:** A small twig of wood.

#### The Lexicon's spells and *Permanency*

Wayryth also spent the time to learn which spells of those newly presented in this book could be made permanent by use of the *permanency* spell. All of the following spells can be made permanent on objects or areas only.

| Spell                              | Minimum Caster Level | XP Cost |
|------------------------------------|----------------------|---------|
| Void Wall                          | 15                   | 3,500   |
| Wall of Confusion                  | 14                   | 3,000   |
| Wall of Nightmares                 | 17                   | 4,500   |
| Wayryth's Wall of Spell Resistance | 15                   | 3,500   |

**Wall of Locusts***Conjuration* (Summoning)**Level:** Drd 3, Sor/Wiz 3**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Wall of locusts whose area is up to one 10-ft. square/3 levels (S)**Duration:** 1 round/level (D)**Saving Throw:** None, Fortitude partial; see text**Spell Resistance:** No

Upon uttering the final phrase of the spell, you conjure a wall of locusts in the area indicated by the caster. The wall must fill one contiguous wall-shaped area, ten feet in height. You may summon the locust wall so that it shares the area of other creatures. The swarming locusts in the wall attack creatures that pass through as though the creature had walked into a locust swarm, inflicting 2d6 points of damage. The creature passing through the wall must also make a Fortitude save (DC 12) or become nauseated for 1 round. Each 10-ft. section of the wall is considered its own swarm; though the swarm cannot move out of the wall shape.

The wall is stationary once summoned. When the spell ends, by whatever means, all locusts disappear.

**Material Components:** A dead locust and a bit of mortar.

**Wall of Paper***Conjuration* (Creation)**Level:** Brd 1, Clr 1, Sor/Wiz 1**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Paper wall whose area is up to one 10-foot square/level (S)**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You cause a flat, vertical paper wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat vertical plane, though you can shape its edges to fit the available space.

Each 10-foot square of the wall has 1 hit point and hardness 0. A section of wall whose hit points drop to 0 is breached. A creature can also attempt to burst through the wall with a Strength check (DC 1). Climbing a paper wall is very difficult with a Climb DC of 30.

This wall blocks line of sight until breached. This wall can be used as a sign, a diary, or even a lengthy set of instructions if someone carefully writes on it.

Like any paper wall, this wall is subject to graffiti, perforation, and other natural phenomena. Any magical fire instantly ashes any section of the wall it touches.

**Material Components:** A small sheet of paper plus silver dust worth 5 gp (1 pound of silver dust).

**Water Wave***Conjuration* (Creation) [Water]**Level:** Drd 2, Sor/Wiz 2**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Wall of water up to 10 ft. long/level and 20 ft. high**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** No

This spell creates a towering wall of water in the area you specify. A *water wave* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted. The water appears where designated and immediately falls onto the 20 ft. area directly in front of it (falling away from the caster like a giant wave breaking on the beach). Any creature of up to Large size in the area that fails its Reflex save is knocked prone. Creatures with more than two legs gain a +2 stability bonus to this save.

Against creatures with the fire subtype, this wave also deals 4d4 damage. A successful Reflex save reduces this damage by half.

This spell can also be used to put out fires that are totally within its area (automatic unless the fire is permanent or magical); or to lessen the effects of a larger fire by creating a very temporary “drench” zone. Creatures in the drench zone are protected from catching on fire for one round per three caster levels. Creatures that were on fire in the area when the spell appeared are automatically put out. After this temporary reprieve, the fire continues as normal in the drench zone and elsewhere.

If the *water wave* suffers 30 points of cold damage in 1 round, the water freezes solid, becoming a *wall of ice* effect that is ½ inch thick per caster (of the *water wave* spell) level and has a

Break DC of 8 + caster level; but otherwise conforms to the *wall of ice* spell (ice plane version). If the frozen *water wave* is broken, the frigid air dissipates in 1 round.

**Wayryth's Guardian Wall***Conjuration* (Creation) [Earth]**Level:** Sor/Wiz 8**Components:** V, S, M, XP [Optional F]**Casting Time:** 1 standard action; see text**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** Stone wall whose area is up to one 5-ft. square/level (S)**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell functions like *wall of stone* except every surface of the wall forms 10-foot long stony arms with granite hands. The arms grasp and throw any creatures that approaches within ten feet of the wall. Every creature within the arms' reach must make a grapple check, opposed by the grapple check of the arms. Treat the arms attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 25. Thus, its grapple check modifier is equal to your caster level +11. The arms are immune to all types of damage, though if a square of the wall is destroyed, so are the tentacles in that square.

Once the arms grapple an opponent, they may make a grapple check each round on your turn to throw the opponent 30 feet directly away from the wall. The creature suffers 2d6 points of damage. If the throw is off a cliff or otherwise not over solid ground, the creature suffers the greater of 2d6 points and the normal falling damage.

Any creature that enters the area of the spell is immediately attacked by the arms. Even creatures that aren't grappled by the arms may move through the area at only half normal speed.

**Material Components:** A small block of granite.

**XP Component:** 750 XP

**Optional Focus Component(s):** As an option, you can make stone amulet(s) at a cost of 500 gp and 20 xp each, and attune them to the wall during casting (casting time increases to 1 minute). Thereafter, anyone wearing one of these amulets will be ignored by the wall when in the area and thus can move normally among the arms.

### Wayryth's Wall of Hellwasps

*Conjuration* (Summoning) [Evil]

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall of hell wasps whose area is up to one 10-ft. square/4 levels (S)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Upon uttering the final phrase of the spell, you conjure a wall of hellwasps in an area of your choice. The wall must fill one contiguous wall-shaped area. You may summon the hellwasp wall so that it shares the area of other creatures. The wall attacks creatures inside it as if it were a swarm of hellwasps. Each 10-ft. section of the wall is considered its own swarm; though the swarm cannot move out of the wall shape. The wall is stationary once summoned.

Any dead or helpless creature inhabited by the hellwasps is animated as normal and is not subject to remaining in the wall-

shape. However when such a creature leaves the wall it reduces the hp of the parent swarm by 12.

When the spell ends, by whatever means, all hell wasps (including those inhabiting living or dead bodies) disappear back to the lower plane from whence they came. Once inhabited dead bodies immediately fall to the ground lifeless again. Inhabited living creatures fall prone (but can get to their feet normally) and are freed of the *dominate monster* influence of the hell wasps. Damage dealt by the hell wasps does not disappear, however.

**Material Components:** Ichor from a devil (worth at least 500 gp) and a wasp nest.

### Wayryth's Wall of Nightmares

*Illusion* (Phantasm) [Death, Fear, Mind-Affecting]

**Level:** Sor/Wiz 9

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall of mirrors, up to one 5-ft square/level

**Duration:** 1 min./level

**Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; see text

**Spell Resistance:** Yes

You create a quasi-real wall of mirrors that reflect not only real objects but also the deepest fears imagined by the viewer. Appearing as a normal, but huge, mirror until victims get within 10 feet of it; this insidious wall has been the bane of many a stalwart warrior. Once a creature comes within 10 feet of the wall, the mirrors create a phantasmal image of the most fearsome creature imaginable to the viewer simply by forming the fears of the viewer's subconscious mind into the most horrible beast that its conscious mind can visualize. Each viewer can only see his own horrible beast, for it exists only in his mind. You see only a

vague shape created for each viewer. The victims first get a Will save to recognize the image as unreal. If successful, the wall has no more power over that creature and can no longer affect it. If that save fails, the phantasm steps out of the mirror and touches the viewer, and the viewer must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 5d6 points of damage and next round must make another Will save against the newly created monster in the mirror if he still remains within 10 feet of the wall.

*Wayryth's wall of nightmares* blocks line of sight only from the opposite side of the caster; on the caster's side, the wall is transparent and appears as normal glass.

This wall is 1 inch thick per 4 caster levels. The mirror wall has a hardness of 1 and 1 hit point per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 8 + 1 per inch of thickness.

If the viewer of a *Wayryth's wall of nightmares*' phantasm attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

**Focus Component:** A small silver mirror worth at least 100 gp.

### Wayryth's Wall of Poppies

*Enchantment* (Compulsion) [Mind-Affecting]

**Level:** Drd 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Wall of flowery brush, up to one 10-ft. cube/level (S)

**Duration:** 10 min./level (D)

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

This spell produces a hedgerow of poppy plants in full bloom. The flowers are white and purple giving sharp contrast to the thick greenery that supports them. The scent of the flowers radiates out for 10 feet on either side of the wall. Any breathing creature coming within 10 feet of the wall must make a Will save equal to this spell's DC or fall asleep for 1d4 rounds. Even making a successful save does not make a creature immune to the wall's effects and saves must be made each round that the creature remains within 10 feet of the wall until it falls asleep.

The flower's scent does not affect unconscious creatures, constructs, plants, oozes, or undead creatures.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level.

Creatures can force their way slowly through the wall by making a Strength check (DC 15) as a move action. If the check is successful, the creature moves a distance equal to half its normal land speed. Each round spent within the wall or within 10 feet of it requires a Will save or fall asleep.

**Material Components:** A poppy seed.



## Wayryth's Wall of Spell Resistance

*Abjuration*

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Wall whose area is up to one 5-ft. square/level (S)

**Duration:** 1 min./level

**Saving Throw:** None (harmless)

**Spell Resistance:** No (harmless)

*Wayryth's wall of spell resistance* creates a vertical, transparent wall—a shimmering, pearly-hued plane of light that protects you and anyone else on your side of the wall from most spells and spell-like abilities. The wall is immobile, and anyone can pass through and remain near the wall without harm. A *Wayryth's wall of spell resistance* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

The wall gives creatures standing behind it (on the caster's side of the wall) spell resistance 10 plus caster level versus any subject spell or spell-like ability that has line of effect or line of sight through the wall. Subject spells and spell-like abilities are those subject to spell resistance.

Remember that all spell resistance overlaps, so that only the strongest applies at any one time. For example, if a 15<sup>th</sup> level wizard already has SR 21 and casts this spell and stands behind the wall, only the SR of the wall (25) applies for him. An astral deva (angel) standing beside him would get its own SR (30).

The wall has no effect on spells or spell-like abilities cast from the caster's side of the wall.

**Focus Components:** A feather from an angel's wing.

## Appendix One: Wall Metamagic Feats

The spellbook also contains 14 pages on magical theory and techniques that would lead any reader to learn about the existence of the following feats to enhance their collection of wall spells. The book completely explains the workings of and possible uses of all five of these feats to such an extent that if the character has an empty feat slot and all prerequisites he can practice the techniques presented in these pages to learn the feat.

### New Feats

**Wall Spells:** These feats affect only wall spells. Only spells with “Effect: Wall” in their description or “Wall” in their name are wall spells.

### Animate Wall [Metamagic]

You can make your wall spells move.

**Benefit:** You can animate your wall spell. The wall can move very slowly: 5 feet as a full round action; but must maintain its original shape and size. The caster directs the wall's movement as a free action on his turn. Walls must remain in contact with the ground if normally required to do so. If moving in a certain direction would force the wall to bend, break, or otherwise change its shape; it cannot move in that direction and the caster will know this.

Solid walls (such as stone, iron, or force) can crush creatures caught between them and another solid structure, dealing 8d6 points of damage per round when the creature's actual space is squeezed against something solid and the creature is unable to move out of a “squeezed” square into a non-squeezed square.

Damaging walls (such a *wall of thorns*, *blade barrier*, or *wall of fire*) deal their normal damage per round when they enter a creature's square.

*Wall of ice* deals the damage listed for solid walls unless the creature breaks through (Strength check DC 15 + wall's caster level); then it does the damage listed for the *wall of ice* spell.

Some walls can not deal damage in this way (e.g. *wind wall*, *illusory wall*) and either has its normal effect or is dissipated when forced into the creature's square.

An Animated Wall spell uses up a spell slot two levels higher than the spell's actual level.

### Enlarge Wall [Metamagic]

You can cast larger wall spells.

**Benefit:** The caster can alter a wall spell to increase its area. Any numeric measurements of the spell's area increase by 100%.

An Enlarged Wall spell uses up a spell slot three levels higher than the spell's actual level.

### Geometric Wall [Metamagic]

You can shape your wall spells making rings, hemispheres, or spheres.

**Prerequisites:** Shape Wall

**Benefit:** The caster can choose to alter the wall shape differently as shown below. A wall that can already be adjusted into a particular shape uses this feat's dimensions or the spell description's dimensions, whichever the caster desires.

**Ring:** You can also form the wall into a ring or circular shape. The dimensions of the ring shape are 5 feet radius per two caster levels. The height or thickness of the wall does not change and cannot be changed when using this shape.

**Hemisphere:** You can form the wall into a hemispherical shape. The dimensions of the hemisphere shape are 3 feet plus 1 foot/level radius. The thickness of the wall does not change and cannot be changed when using this shape. See below under Sphere for Reflex saves for targeted creatures.

*Sphere:* You can form the wall into a spherical shape. The dimensions of the spherical shape are 1 foot /level diameter. Creatures can be targeted to be encapsulated by the spherical wall but are allowed a Reflex save to dodge out of the forming sphere thus negating their capture. Successful saves mean that the wall still exists, but it is empty. The thickness of the wall does not change and cannot be changed when using this shape.

Creatures must stand on one inner edge of a sphere-shaped wall and thus suffer the effects (if any) of the wall each round they are encapsulated.

A Geometric Wall spell uses up a spell slot three levels higher than the spell's actual level.

### **Greater Animate Wall [Metamagic]**

You can make your wall spells move faster.

**Prerequisites:** Animate Wall

**Benefit:** You can animate your wall spell to move as fast as a creature. The wall can move 10 feet as a move action or 20 feet as a full round action; but must maintain its original shape and size. The caster directs the wall's movement as a free action on his turn. The wall cannot perform any other type of action except a move action or a double move action. Other than what is listed above and below, Greater Animate Wall is exactly like Animate Wall.

A Greater Animated Wall spell uses up a spell slot four levels higher than the spell's actual level.

### **Shape Wall [Metamagic]**

You can shape your wall spells.

**Benefit:** The caster can shape a wall spell. This gives the wall spell description the Shapeable ability. Thus, your walls can turn corners, climb hills, or descend into valleys. You can create a wall in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing structures. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

*(S) Shapeable:* If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

A wall that already has the Shapeable ability can now have no dimension smaller than 5 feet.

A Shaped Wall spell uses up a spell slot two levels higher than the spell's actual level.

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