

Open Channeling 2.1.1

BARRIER LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Lightwall	20' x 20' x 1"	C	50'	E
2)	Airwall	10' x 10' x 3'	1 rd/lvl	50'	E
3)	Wall of Protection	10' x 10' x 1"	1 rd/lvl	50'	E
4)	Waterwall	10' x 10' x 3'	1 rd/lvl	50'	E
5)	Wall of Thorns	10' x 20' x 5'	1 rd/lvl	30'	E
6)	Woodwall	10' x 20' x 2"	1 min/lvl	50'	E
7)	Earthwall	10' x 10' x 3'	1 min/lvl	50'	E
8)	Icewall	10' x 10' x 2"	P	50'	E
9)	Wall of Protection II	10' x 10' x 1"	1 rd/lvl	50'	E
10)	Barrier Pit	varies	P	50'	E
11)	Wall of Thorns II	10' x 20' x 5'	1 rd/lvl	30'	E
12)	Stonewall	10' x 10' x 1'	1 min/lvl	50'	E
13)	Waterwall True	10' x 10' x 3'	1 min/lvl	50'	E
14)					
15)	Woodwall True	10' x 20' x 2"	P	50'	E
16)	Circled Wall	varies	varies	self	E
17)	Earthwall True	10' x 10' x 3'	P	50'	E
18)	Icewall II	20' x 20' x 4'	P	50'	E
19)	Wall of Thorns III	10' x 20' x 5'	1 rd/lvl	30'	E
20)	Stonewall True	10' x 10' x 1'	P	50'	E
25)	Molding/Meld Walls	varies	P	touch	E
30)	Wall of Thorns True	10' x 20' x 5'	P	30'	E
50)	Wall of Force	10' x 20' x 1"	1 hr/lvl	100'	E

1. Lightwall — With this spell the caster has two options; (1) create a wall of dim light that will shimmer and provide as much light as a torch, or (2) create a black wall which no light can pass through. None of the walls hinder movement.

2. Airwall — Creates a wall of dense churning air which reduces all movement by 50%. In addition, all melee attacks made through the wall suffer a -25 penalty, missile attacks are at -75.

3. Wall of Protection — Creates an invisible wall which reduces the effect of elemental spells. Bolts shot through the wall attack at -20. Ball spells are not hindered.

4. Waterwall — Creates a wall of water which reduces movement by 80%. All melee attacks made through the wall suffer a -40 penalty, missile attacks are at -80.

5. Wall of Thorns — Caster can create a wall of thorned undergrowth. Everyone passing through will receive a +50 dagger attack. This spell requires trees or undergrowth to be within 20' of the area it is cast.

6. Woodwall — Creates a wall of wood. This wall can be burned through, chipped through or toppled (if not propped up somehow).

7. Earthwall — As Woodwall, except this is made of packed earth and has a size of up to 10'x10'x (3' at base, 1' at top).

8. Icewall — As Woodwall, except made of ice and has a size of up to 10'x10'x (2' at base, 1' at top).

9. Wall of Protection II — As Wall of Protection, except penalty for passing bolts is -40 and ball spells are at -10.

10. Barrier Pit — Opens a pit (maximum 10 feet deep in stone, 20 feet deep in earth or ice, with a diameter of 5'). The pit may only be opened on horizontal surfaces with an incline of less than 45°. Anyone about to step into it is allowed an perception roll, modified by terrain and activity.

11. Wall of Thorns II — As Wall of Thorns, except attack is made on the Shortsword attack table with +75 OB.

12. Stonewall — As Woodwall, except this is made of stone and has a size of up to 10'x10'x1'.

13. Waterwall True — As Waterwall, except for duration.

15. Woodwall True — As Woodwall, except for duration.

16. Circled Wall — The caster may form any 20' wall into a circle surrounding him. He may also curve 10' walls into half circles, thus creating two 10' walls will form a full circle. This spell can be cast in the same round that a wall spell is cast and require no roll (but costs PP).

17. Earthwall True — As Earthwall, except for duration.

18. Icewall II — As Icewall, except wall is 20'x20'x (4' at base, 2' at top).

19. Wall of Thorns III — As Wall of Thorns, except attack is made on the Broadword attack table with +90 OB.

20. Stonewall True — As Stonewall, except for duration.

25. Molding/Meld Walls — For the purpose of constructing buildings using the spells on this list this spell helps to meld two walls together making a strong seam (up to 20' long). This spell can also be used to mold walls into different forms (i.e making window slits or fit a wall into a limited area so that it snugs tight against the surrounding materia).

30. Wall of Thorns True — As Wall of Thorns III, except for duration.

50. Wall of Force — By directly channeling the power of his diety, the caster create a transparent wall of "force" that is absolutely impassable by anyone or anything, including spells. It can be up to 10'x20'x1".

SPECIAL NOTES

1) All "Wall" spells created by spells on this list must rest (i.e stand) on a solid surface.

2) All "Wall" spells where an element is being specified (i.e water) require that at least 1 cubic foot of the material exists within 50' of the caster. The exception being Wall of Thorns that require its element within 20'.

3) With all walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions. If a caster is attempting to "fill" a space with the wall, the wall will not fit perfectly (i.e not snug) unless the Molding/Meld Walls spell is used.

4) A wall cannot be created in the same area as any solid material. It can only displace liquids and gases.

5) When using the Circled Wall spell to create two 10' half circles the spell need only be cast once. The first wall spell may be cast in the same round as the Circled Wall spell but the second must be cast in a separate round.