

# Adhesion

## Alteration, Alchemy

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 2 objects

Saving Throw: Special

This dweomer causes two solid objects to adhere to one another for the duration of the spell. The caster must touch the juncture between the objects while intoning the spell. The adhered objects can be separated by a successful bend bars/lift gates check, by means of a dispel magic spell, or by exerting a force of more than 1,000 pounds plus 100 pounds per caster level (about two horsepower at 1st level). If the spell is employed against materials or objects worn or carried by an unwilling creature, the subject gains a saving throw vs. spell to avoid the effect.

The material component is a pinch of powdered horse's hoof.

Notes: Uncommon spell. (Updated from POLYHEDRON Newszine.)