

Cling - Drow



Alteration

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell allows the caster or another recipient to adhere to any surface, regardless of gravity, winds, weight, or slipperiness. This allows a slipping or leaping being who reaches a smooth stone, soapy, icy, or wet surface to stick fast.

The clinging being chooses a body area (e.g. back, hand, or the fingers of one hand) as the "holding" surface. As long as the holding surface doesn't move (that is, unlike a spider climb spell, the being cannot move about), the clinging effect remains firm, even if the being casts spells, readies weapons, ties knots, drives in spikes, or performs another activity.

The cling spell ends instantly if the spell recipient moves about or if the surface clung to is shattered. If the recipient is struck by, or burdened by, an object of greater weight than its own, a Strength check is forced; failure also means that the cling spell fails. The caster can end the spell with a word. This spell does not lessen falling damage in any way.

Notes: Common for drow; otherwise very rare.