

Dark Wings - Drow



Alteration

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell transforms a piece of bat wing and a piece of bone into a short-lived, magically assisted pair of giant bat wings. These powerful appendages have a 15-foot tip-to-tip span, and sprout from the shoulders of the caster or one who is touched by him (who must save to negate the spell, even if willing).

The wings allow the affected being to fly clumsily (MV Fl 15, MC:D), but with great power. With these wings, a being can slow a fall, carry companions or gear of up to twice his normal body weight, or glide to bring up to three times the winged being's normal body weight to a harmless landing.

In flight, the wings can buffet other creatures for 2d4 damage per round (slowing flight to 6 per round), and can be used to shield the winged creature and others, giving them the wings' AC of 4 if desired. The wings can take any amount of damage without collapsing or harming their owner. They slow walking movement rate to a maximum of 6, however, dragging behind the being on which they have grown. They cannot be removed before the spell expires, even by the caster, without the use of dispel magic or polymorph magics.

Notes: Restricted to drow; uncommon.