

Aerial Acceleration - Dragon



Alteration

Level: 2

Range: Touch

Components: V

Casting Time: 2

Duration: 1 turn + 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

Although developed by dragons, aerial acceleration can affect any single flying creature, either natural or empowered by magic, touched by the casting dragon. This spell reduces air friction, increasing a creature's flying movement rate by 50%. Thus, a dragon with a movement rate of 24 can fly at 36 for the spell's duration. While flying at this increased speed, however, the dragon's maneuverability class (MC) worsens one step, and special aerial maneuvers (for example, snatch) are impossible. The dragon is not required to move at the increased rate, and may slow to overcome the spell's drawbacks. Aerial acceleration cannot be canceled at will, but a successful dispel magic or a more powerful spell can force it to end prematurely.

Dragons typically use this spell before an aerial battle to increase their odds of catching opponents by surprise or, if things go awry, as a way to outdistance pursuers. Inventive dragons may find other uses for the spell.

Non-dragon spellcasters may have converted aerial acceleration to their own use, and versions unrelated to dragon magic may have been devised independently by several wizards. These spells are of higher level, for the draconic version depends heavily on a dragon's innate ability to visualize flight patterns and air currents.

At the DM's discretion, dragons who employ this spell regularly might be considered expert flyers, and thus might retain their normal maneuverability class and aerial tactics. This should be the exception and not the rule.

Notes: Restricted to dragons; uncommon. (Updated from DRAGON Magazine.)