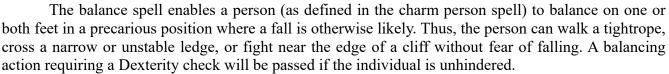
## **Balance**

## Enchantment

Level: 1 Range: Touch Components: V, S, M Casting Time: 2 Duration: 2 rds./level Area of Effect: Person touched Saving Throw: None



This spell does not modify the subject's Armor Class, fighting, missile bonuses, or climbing bonuses, though penalties to these factors due to poor balance are negated. If other hindering factors are introduced (the being is pushed exposed to high winds, ice, or unusually slippery conditions, and so on) the individual may be affected, but will have a minimum effective Dexterity for this purpose of 15 and a + 1 to +4 advantage over an individual relying on natural balance.

The material component of the spell is a pinch of powdered mountain goat hoof.

Notes: Very rare. Known to be in Mylsibis's Codex of Contention. (Updated from DRAGON Magazine.)

