

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

The balance spell enables a person (as defined in the charm person spell) to balance on one or both feet in a precarious position where a fall is otherwise likely. Thus, the person can walk a tightrope, cross a narrow or unstable ledge, or fight near the edge of a cliff without fear of falling. A balancing action requiring a Dexterity check will be passed if the individual is unhindered.

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.)