

Drawmij's Flying Feat



Alteration, Enchantment, Artifice

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 turns/level

Area of Effect: 1 object

Saving Throw: None

This special flying spell is not cast upon a creature but an object. The enchanted object gains the power to fly up to 180 feet per round under the caster's direction. A broom, chair, table, carpet, wagon, or hut could all be made capable of flight. The spell can affect up to 50 lbs. per level of the caster, and the object can carry twice that amount of weight in passengers or freight if the object is large enough and sufficiently strong to support the weight under normal circumstances. An 18th-level wizard could lift a 900 lb. boat and up to 1,800 lbs. of cargo, for example. The caster must concentrate upon the flying object to direct its motion and maintain its flight. If the caster is knocked unconscious, stunned, or slain while directing the flying object, the object will immediately begin to plummet earthward as a falling object.

The material component is a wing feather taken from a roc.

Notes: Uncommon spell (WoG).