

## Drawmij's Light Step



**Alteration, Song**

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell gives a creature a very limited form of levitation. The creature walks normally over any surface, but walks so lightly that no tracks are left behind. If the creature breaks into a charge or run the spell ends immediately.

The creature can also move across a fluid as well as a solid surface, but the movement rate is reduced to one-half the creature's normal walking rate, as the creature must step carefully. The light step spell will not enable a creature to walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field. The spell actually makes the creature unable to activate pit traps. It doesn't allow the creature to leap higher or jump safely from a cliff, only to walk with a lighter step. This spell will also increase the movement rate of the creature by 50% for the duration of the spell.

The material components are a bit of fur taken from a cat's paw and a duck's feather.

Notes: Uncommon spell (WoG).