

## Drawmij's Swift Mount



**Alteration, Song**

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 hrs. + ½ hr./level

Area of Effect: 1 mount/two levels

Saving Throw: None

This spell will double the movement rate of any mount that runs, swims, or flies for the duration of the spell. After the spell expires, the mount is completely exhausted and refuses to move any farther for 24 hours. The spell will in no way increase the amount of weight a mount can carry. The maximum encumbrance limit for the mount is unaffected. Overloading the mount beyond its limit automatically negates the spell. Drawmij's beast of burden cannot be combined with swift mount. In this case both spells are negated.

The material component for the spell is a hare's foot or a bit of fur from a cheetah.

Notes: Uncommon spell (WoG).